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**The USPSA Alabama Section
Proudly Present
The 2025 Alabama USPSA State
Championship
April 10-12, 2025**



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Welcome Message

On behalf of the Alabama USPSA Section, Rocket City Practical Shooters and Cavern Cove Competitive Shooting, thank you for participating in the 2025 Alabama USPSA State Championship match.

A great deal of time and effort has gone into the preparation, set-up, and organization of the match to make it fun and challenging. Please be safe, help the staff keep the match moving along and most of all have fun.

Please join us in extending a “Thank You” to our sponsors. Without them, this match would not be possible. Please let them know of your appreciation for their support of the match.

Also, please share your appreciation with the match staff. Each of them has donated significant time and effort in making this match possible.

Match Director – David Hylton

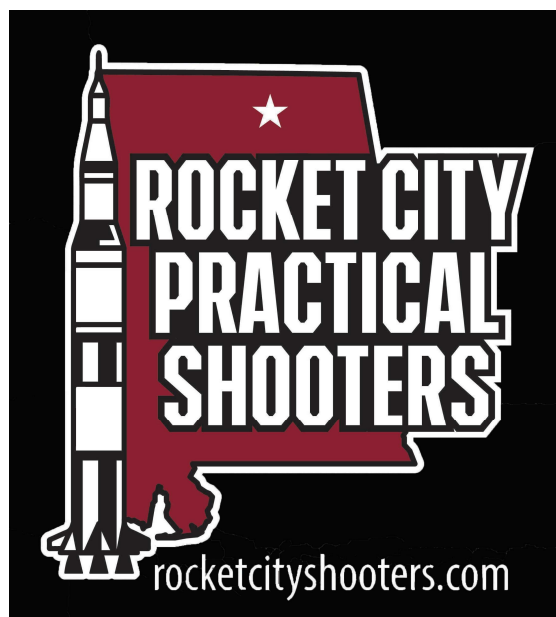
Range Master – Gary McConnell

Stage Design and Set-up lead – John Taylor

Stats – Steve Fischer

Quartermaster and Mr. Fix-it – Bill Kodadek

The Set-up crew – A merry band of hardworking people that really make the match happen. Without their efforts we would not be able to present the match



Match Scoring

We are using PractiScore for recording and posting all scores. We ask that each squad designate someone to provide the stage RO staff with the shooting order.

We are using live scoring; scores will be uploaded to PractiScore continuously throughout the match. Every shooter is asked to review posted scores periodically and immediately report errors to shooter services.

No paper prints of final scores will be posted for review. It shall be assumed that all shooters will review their own scores on the PractiScore website during the match or the one-hour review period at the end of match. With majority consent the review period may end after the first 20 minutes.

Review period begins when "final" scores are posted. There will be no awards ceremony.

Awards, Prize Table & Raffles

Plaques will be provided to competitors in accordance with the USPSA Rule Book Appendix A2 which reads that a minimum of 5 competitors must be entered in a division before an award for that division and that a minimum of 5 competitors must be entered in a particular division's class before an award for that class.

Plaques will be awarded to the match high-overall shooters by division and to the Alabama champion by division. These awards may be combined into one plaque recognizing both achievements. Plaques will be awarded to shooters that place first in their division by class.

We will not hold an awards ceremony after the match. The winners will be announced by email and social media posts. Awards will be mailed to the winners.

Prizes which are not tied to a particular division or class will be awarded by random draw. The drawing will occur in advance of the match and prizes will be delivered to the shooter during the day.

Important: Winners of firearms will be responsible for the background check/transfer fee. If a competitor wins a firearm and is not a resident of the State of Alabama, then the winner is also responsible for shipping fees to an FFL in your state and there may be additional fees with the receiving FFL.

Match Briefing

Registration... just head to your first stage by **8:30am**.

Shooter's Meeting... There will be no formal shooter's meeting for this match. This match book and a short briefing at your first stage (8:30am) will serve as shooter's meeting.

Cold Range... Cavern Cove Competitive Shooting is a cold range. Firearms will not be handled anywhere on the range except in designated safety areas or under the direct supervision of a certified Staff Range Officer. If you arrive at the range with a loaded firearm. Please see the staff about clearing the weapon before the match.

Pistol Caliber Carbine... Carbines shall be carried vertically (muzzle up or down). Cart mounted carbines must be in accordance with the USPSA rules. Chamber flags will be installed in all carbines at all times until instructed by the RO to remove the chamber flag at the firing line.

PCC Staging Area... Most bays have sufficient berm space to allow PCC staging. Carbines must be cased/uncased or removed/replaced on a cart with the muzzle pointed in a safe direction directly into and within two yards of a side berm or backstop. The Cowboy town stage has a designated PCC staging area.

PCCs can also be cased/uncased or removed/replaced on a cart under the direct supervision of a **STAFF** range officer with muzzle pointing at the backstop. Failure to point the muzzle at a side berm or back stop during casing/uncasing or removing/replacing on a cart will result in a DQ per 10.5.19.

To be considered cased, the PCC must be in a case or sleeve which covers from the muzzle past the trigger guard and prevents access to or manipulation of the trigger.

Safety Areas... The range is equipped with a number of safety areas to bag and holster firearms, for dry fire practice, gun repair, etc. No ammunition may be handled in any Safety Area.

Rules... Current edition of the USPSA Rule Book.

Obey your ROs... Range Officers are here to assist you in completing a safe shooting contest and ensure fair scoring for all competitors. For your safety, you must obey all range commands as per the rulebook.

Resetting stages... Competitors are expected to stay together as a squad to paste targets, reset the stage and maintain efficiency on each stage. If you are not the shooter which just finished or the next shooter on deck, you are expected to help reset the stage. To make the match run as efficiently as possible, the next on-deck shooter shall be at the start position as soon as the stage is reset from the previous shooter.

Lost Brass... This is a lost brass match. All brass is donated to the Staff. **Live Rounds** ejected by the shooter may be collected by the shooter.

Match Briefing (cont'd)

Alcohol...No alcohol and recreational drugs will be consumed anywhere on the range property at any time. Competitors violating this policy will be disqualified and asked to leave the range.

Dress Code... Cavern Cove is a family environment. All competitors and spectators are expected to dress accordingly and in good taste. The Match Director will be the final arbiter of dubious taste.

Squad Schedules... Squads will shoot stages according to the schedule. If your squad finishes a stage earlier than scheduled and your entire squad is available, your squad may move to the next stage in sequence if the next stage is clear and the CRO of that stage approves. Shooting stages out of sequence is not allowed.

Shoot-throughs... The Match Director must approve any shooter who wishes to shoot through the stages separately from a squad.

Inspection...When the entire squad is assembled, the written stage briefing will be read. This will be followed by a **four-minute** inspection and question period. Shooters may negotiate obstacles only during this inspection period or while the previous shooter's targets are being scored. Early inspection is permitted by the squad who is scheduled next to shoot a stage, but only when the previous squad is finished. Any props on the stage will be activated when the written stage brief is read.

Range Hours...The range will be open for inspection Thursday and Friday, during staff shooting. Saturday competitors may inspect stages only while they are vacant and shall not interfere with staff shooting. The range will open at about 7:00am all days. Shooting starts at 9:00 am on Saturday and Friday. There shall be no firing before these start times or after dusk.

Hazard Areas...Keep off the Berms. Safety flagging may be used to restrict certain areas of the range. For safety reasons, competitors and spectators are prohibited from going past these markers without permission.

Eye and Hearing Protection...All competitors and spectators will wear eye and hearing protection at all times while on the range.

Arbitration...Arbitrations are in accordance with current USPSA rules.

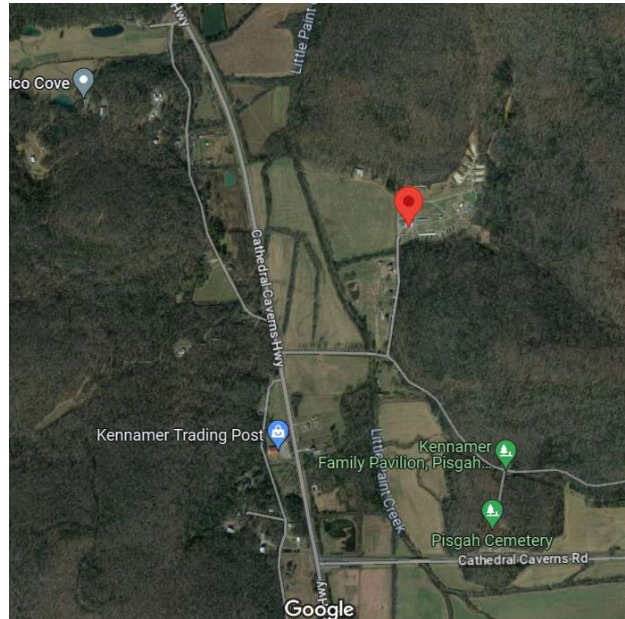
Stage Drawings and Dimensions...drawings and dimensions shown in this booklet are approximate and may change due to safety or production considerations. There may be additional no-shoot targets, vision barriers or other changes. Inspect each stage carefully and listen to the stage briefing.

Eligibility...All competitors are required to be individual members of USPSA.

Directions

The Cavern Cove Competitive Shooting Range is located at:
373 Ambush Trail
Woodville, AL 35776

Directions are also on the Rocket City Practical Shooters webpage:
<https://rocketcityshooters.com/directions>



The match will be held in the pistol bays on the back left side of the range.



Range Facilities

Restrooms...portable toilets and permanent toilets are located around the range.

Parking...Competitors must park in designated parking areas only. Please keep the roadway clear.

Spectators...Spectators must complete a waiver and wear eye and hearing protection while on the range. Children must be under the direct supervision of a parent. Spectators are cautioned against coaching or taunting of competitors during the course of fire. Doing either of these is a violation of USPSA rules and can result in penalties assessed against the competitor.

Pistol Range Layout

Registration, stats and shooter services are located at the club house.

Stages 1 thru 8 are located on the hill. Bay one is the first bay on the right and the bays are number consecutively in a counterclockwise direction.

Stages 9 is in cowboy town.

Food and beverages

Lunch will be provided for competitors and staff. Extra meals will be available for purchase at the range. The menu is to be determined. Complimentary bottled water will be available in each bay.



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Cavern Cove Competitive Shooting

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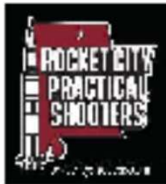
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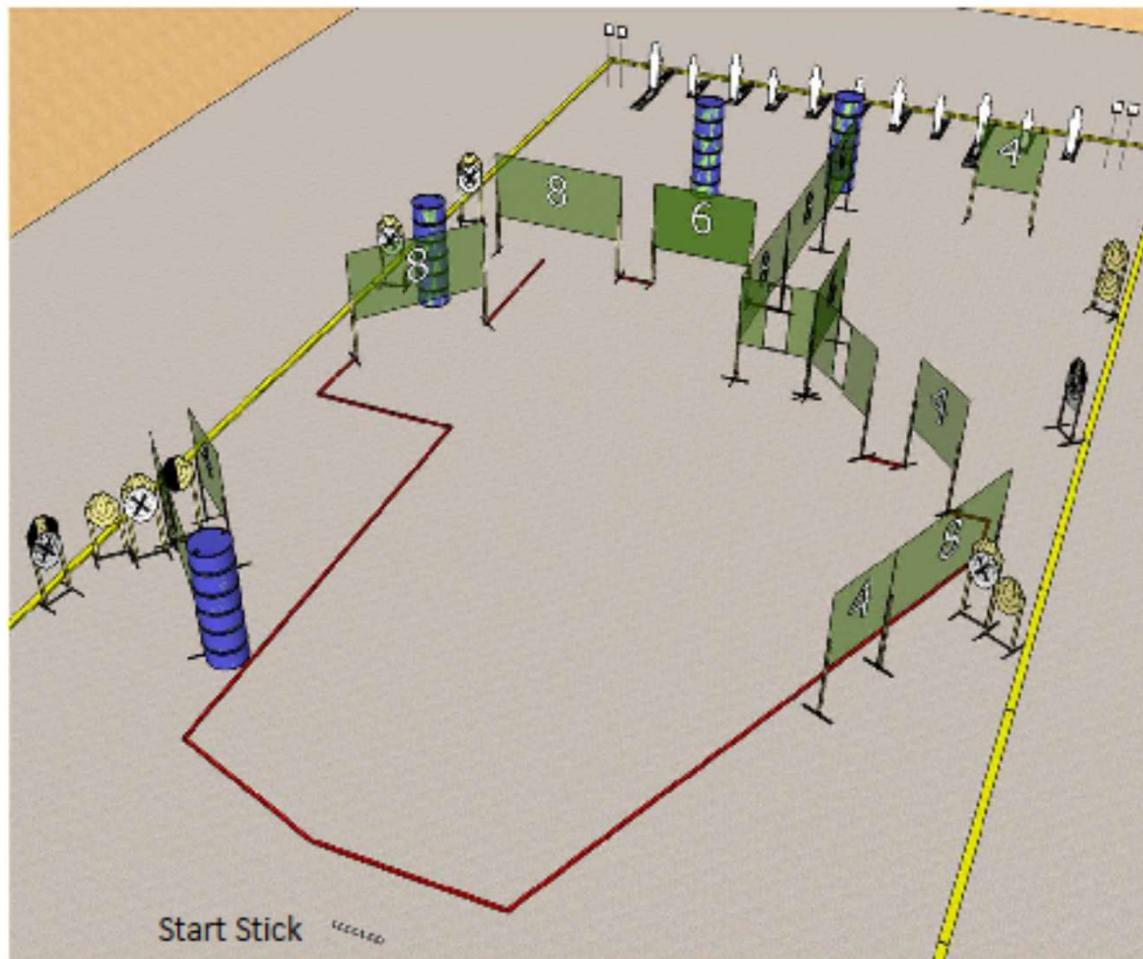


Bay 1 Patriot

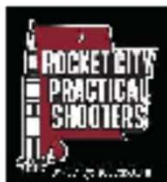


Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 39-round, 195-point course of fire consisting of: <ul style="list-style-type: none">• 11 IPSC cardboard• 13 Poppers• 4 plates
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is both feet on Start Stick.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored. Knocked down steel is worth 5 points.



Rocket City Practical Shooters

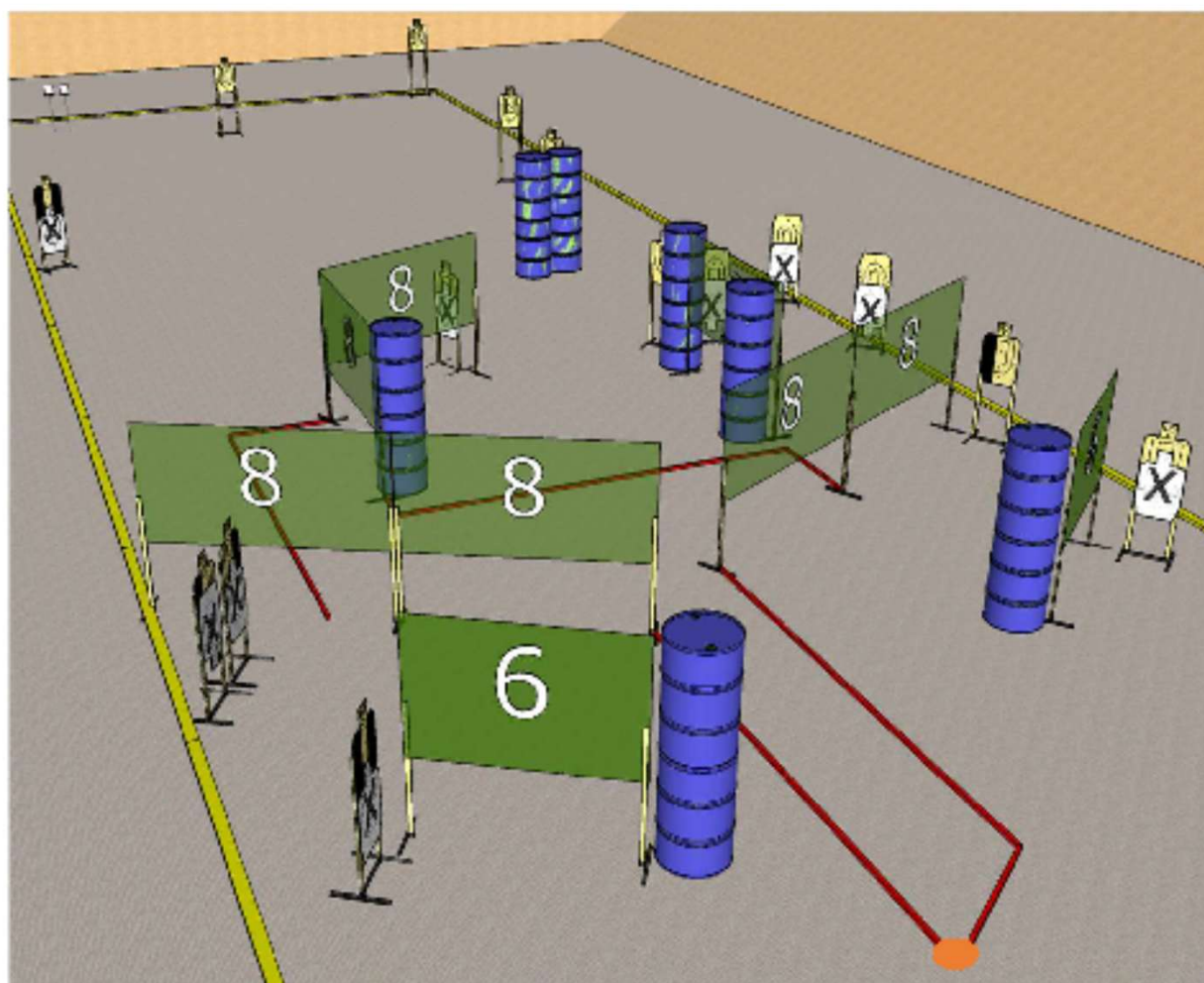


Bay 2 Hawk

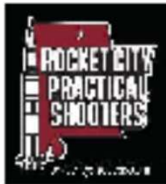


Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 32-round, 160-point course of fire consisting of: <ul style="list-style-type: none">• 15 USPSA cardboard• 2 plates
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is a foot on spot.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored. Knocked down steel is worth 5 points.



Rocket City Practical Shooters

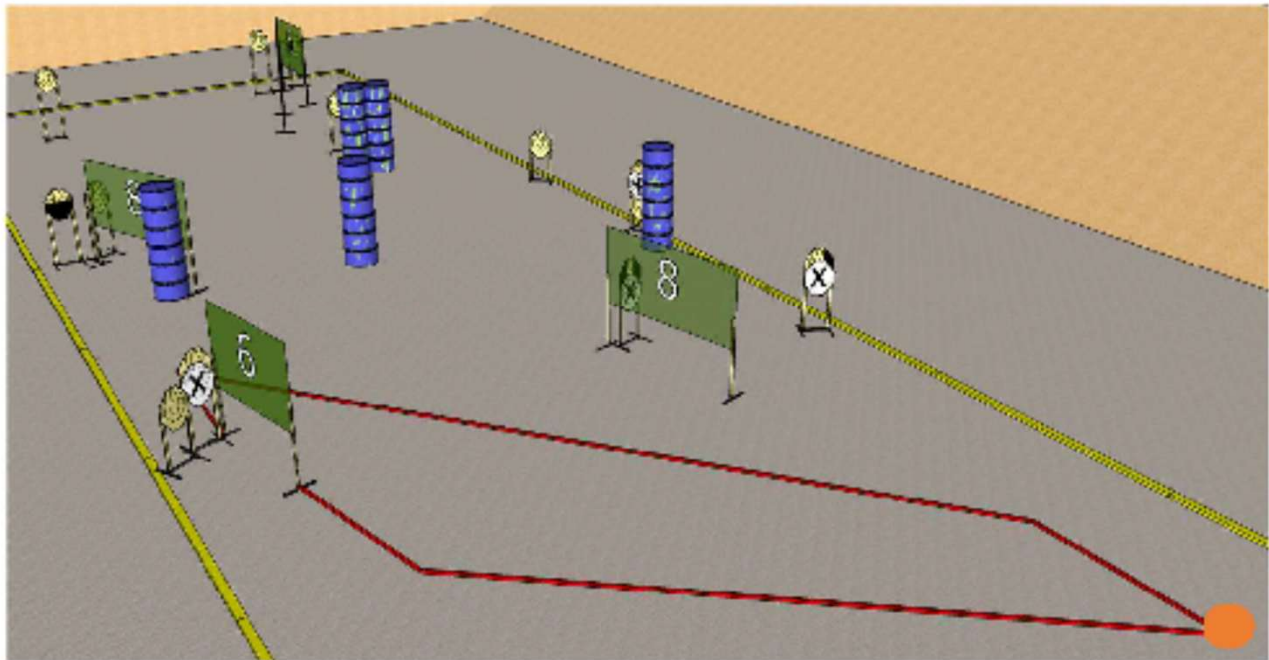


Bay 3 Stinger



Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 26-round, 130-point course of fire consisting of: <ul style="list-style-type: none">• 13 IPSC cardboard
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is with a foot on spot.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored.



Rocket City Practical Shooters

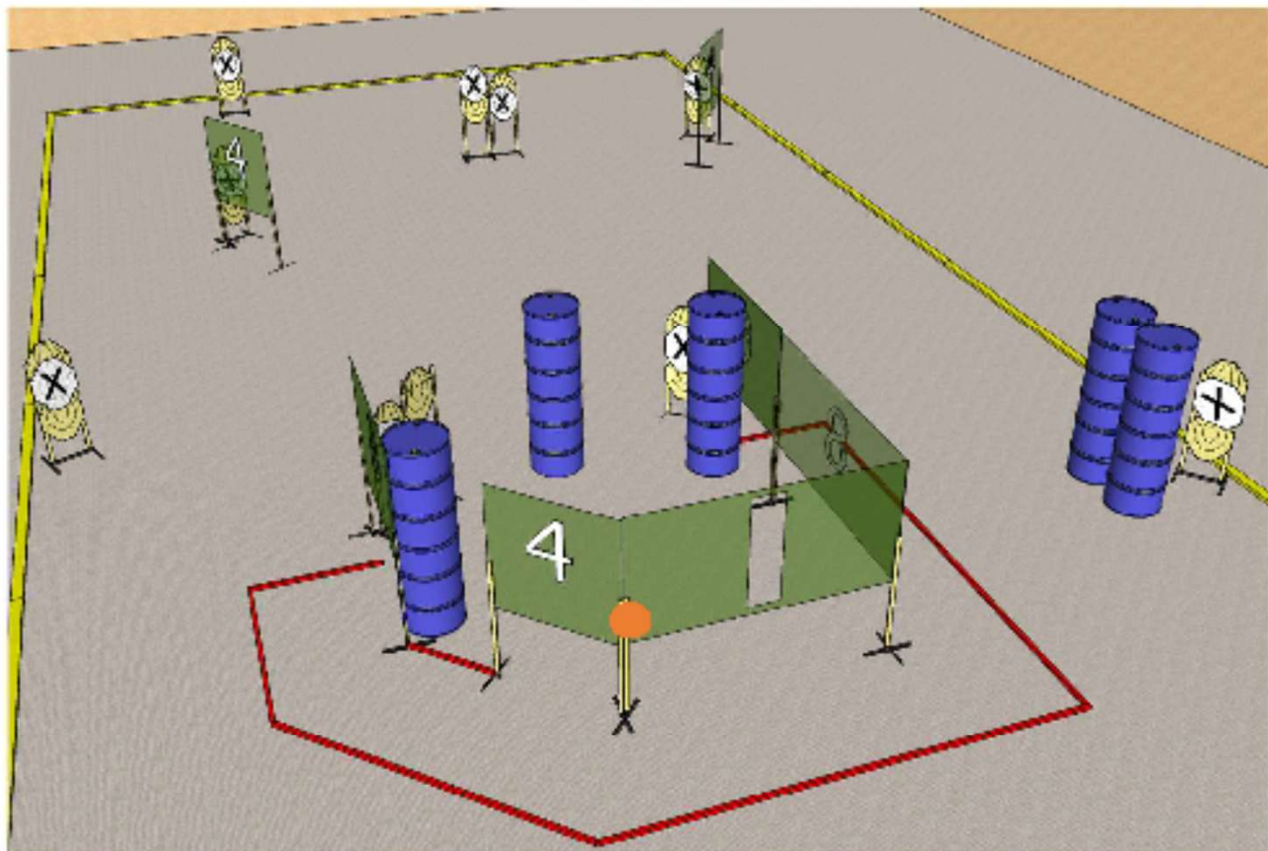


Bay 4 Javelin



Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 32-round, 160-point course of fire consisting of: <ul style="list-style-type: none">• 16 IPSC cardboard
Firearm Condition	Handgun is loaded and holstered. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is both hands or PCC muzzle on spot.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored.



Rocket City Practical Shooters

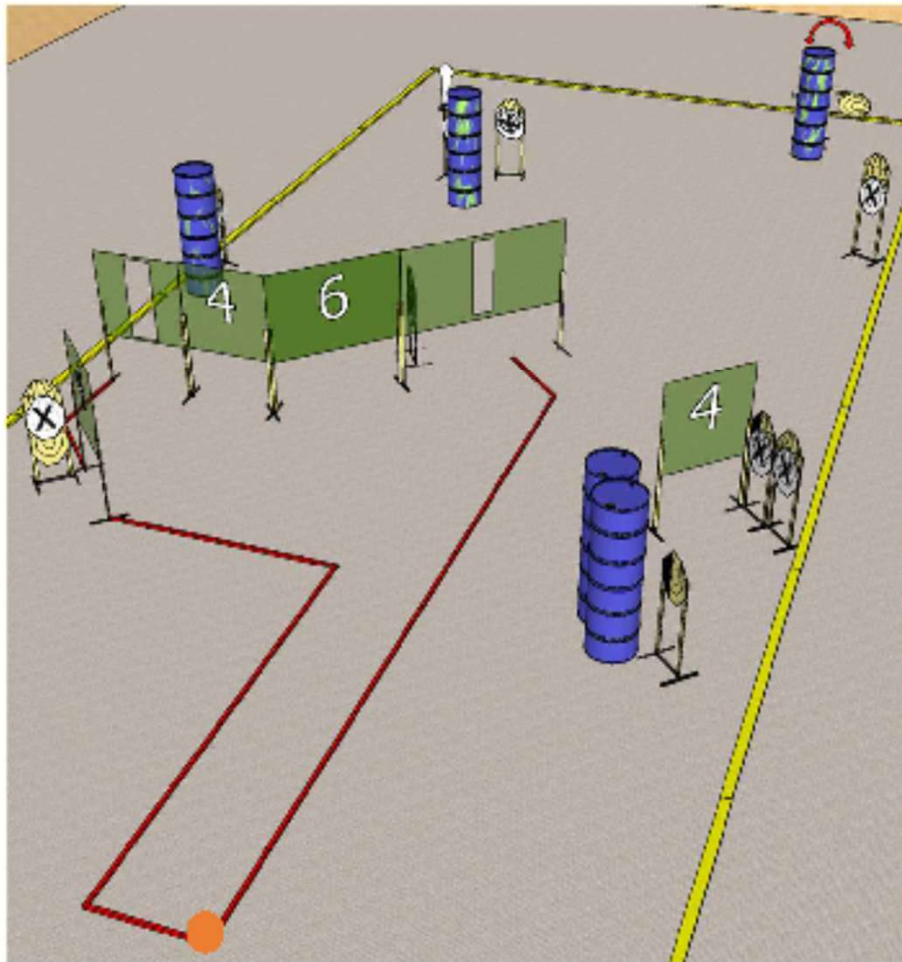


Bay 5 Pershing



Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 34-round, 170-point course of fire consisting of: <ul style="list-style-type: none">• 11 IPSC cardboard• 1 Colt Speed Steel
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is a foot on spot.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available. Swinger is activated by popper and is visible at rest.
Scoring	Scoring is Comstock.
Scoring Hits	Best 3 hits on cardboard are scored. Knocked down steel is worth 5 points.



Rocket City Practical Shooters

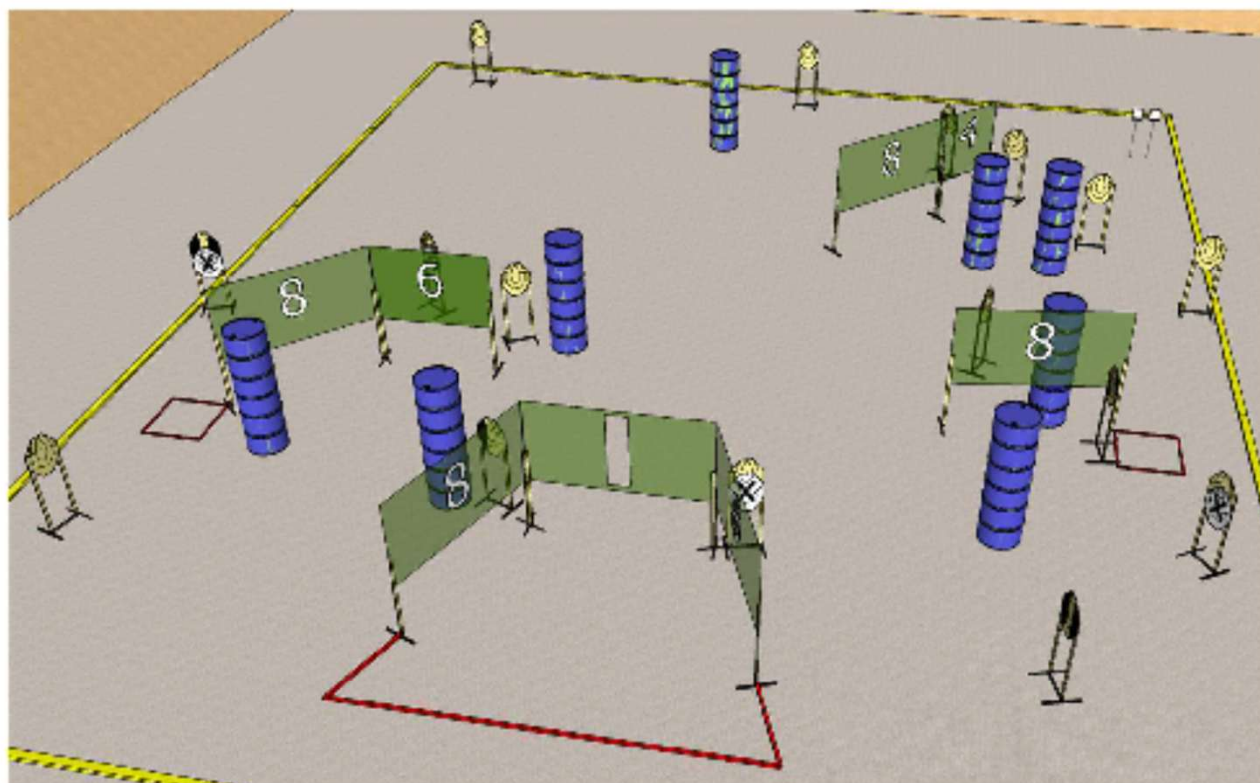


Bay 6 Honest John

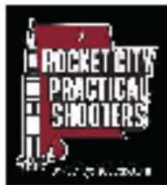


Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 34-round, 170-point course of fire consisting of: <ul style="list-style-type: none">• 16 IPSC cardboard• 2 plates
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is anywhere completely outside the shooting areas.
Stage Procedure	Upon audible start signal, engage targets from within the shooting areas as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored. Knocked down steel is worth 5 points.



Rocket City Practical Shooters

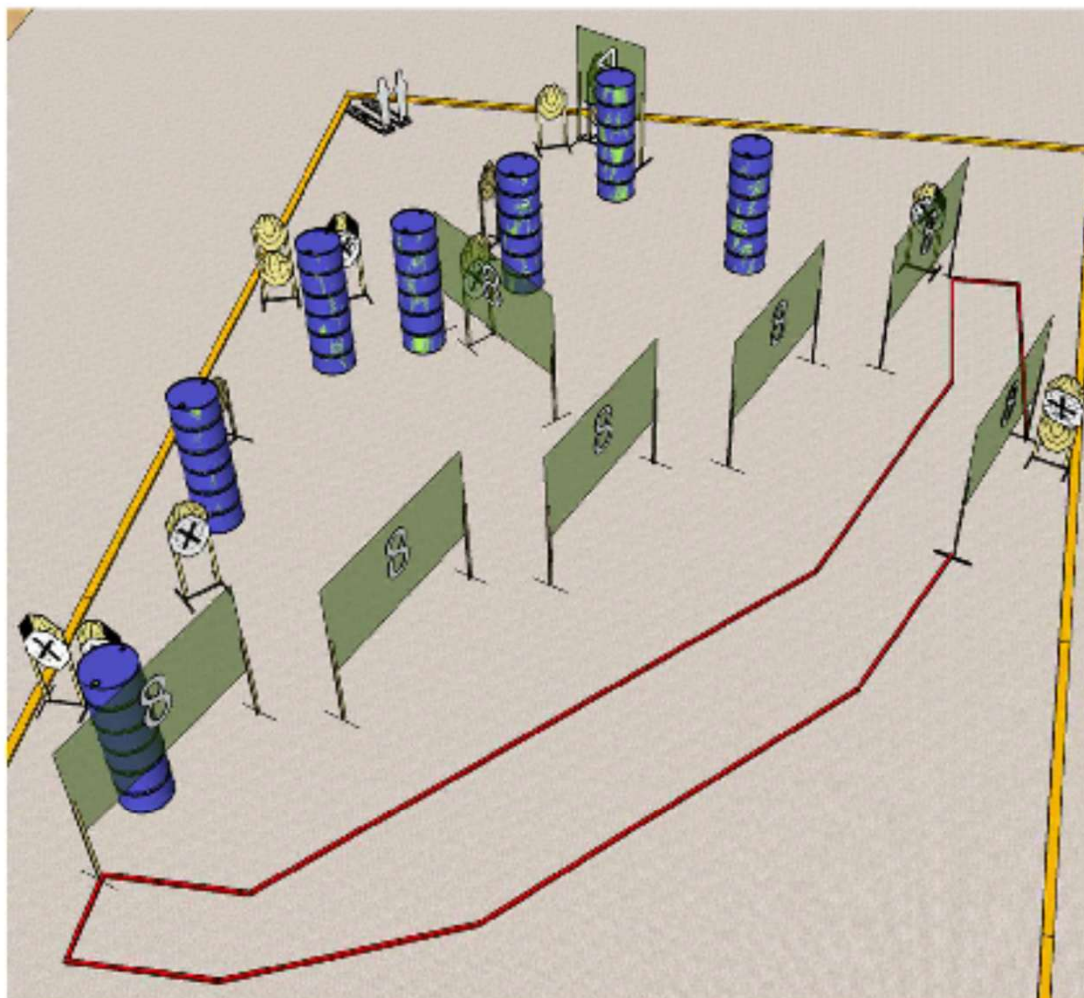


Bay 7 Little John



Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 32-round, 160-point course of fire consisting of: <ul style="list-style-type: none">• 15 IPSC cardboard• 2 Poppers
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is anywhere completely outside the shooting area.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored. Knocked down steel is worth 5 points.



Rocket City Practical Shooters

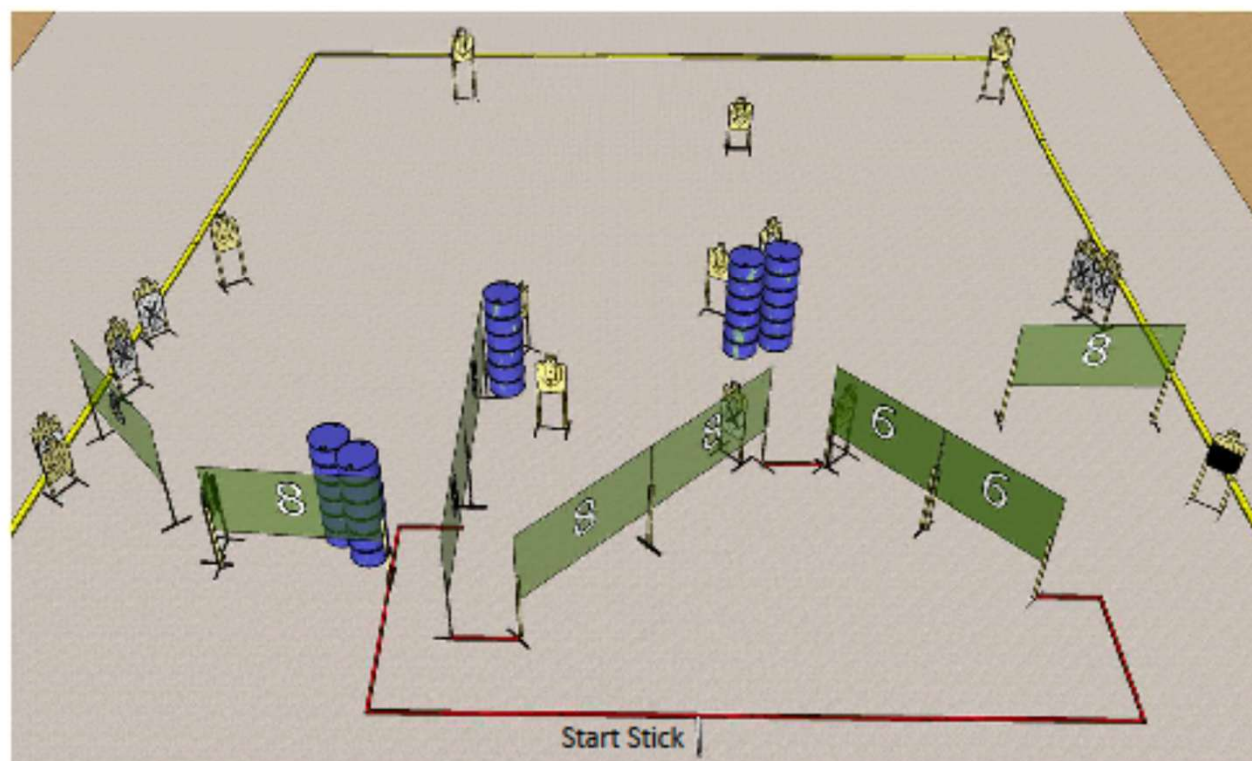


Bay 8 Copperhead

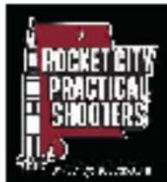


Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 36-round, 180-point course of fire consisting of: <ul style="list-style-type: none">• 18 USPSA cardboard
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is straddling Start Stick.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available.
Scoring	Scoring is Comstock.
Scoring Hits	Best 2 hits on cardboard are scored.



Rocket City Practical Shooters

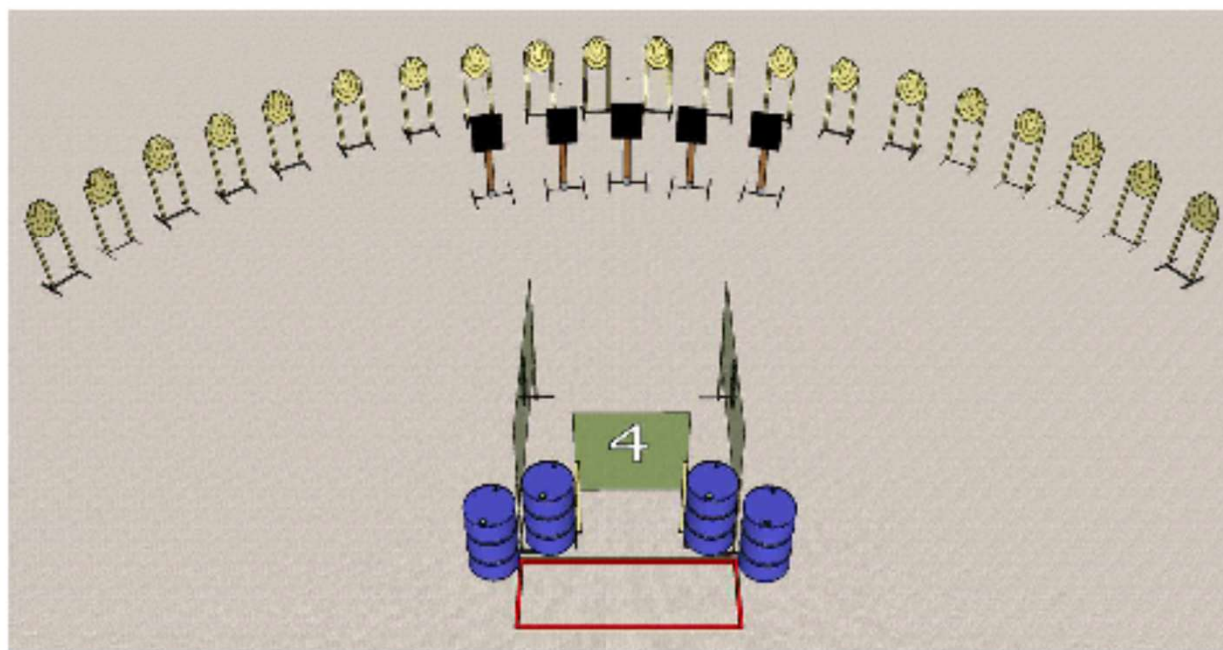


Cowboy Town Bay Dragon



Rules: USPSA Competition Rules, latest edition
Course Designer: John Taylor

Round Count and Targets	This stage is a 20-round, 100-point course of fire consisting of: <ul style="list-style-type: none">• 20 IPSC cardboard
Firearm Condition	Handgun is loaded and holstered with wrists below belt. PCC is loaded, stock on belt, safety on, and pointed downrange.
Start Position	Start is anywhere completely outside the shooting area.
Stage Procedure	Upon audible start signal, engage targets from within the shooting area as they become available. Fixed time is 9.0 seconds.
Scoring	Scoring is Fixed Time.
Scoring Hits	Best 1 hit on cardboard is scored.



Rocket City Practical Shooters



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