

RIMFIRE FALLING STEEL (RFS)

Rule Book Edition 1 (01/2019)

Rimfire Falling Steel (RFS) is an all falling steel match format. The match is designed to be shot with 22LR rifles, pistols, or revolvers. It is a simple sport to score, easy to set up, easy to run and inexpensive to start in as a competitor or as a new sanctioned club. The low equipment cost to start and low ammunition cost makes this ideal to introduce new shooters into the competitive shooting sports. However, RFS is also engaging for experienced shooters with its high speed competition.

The start-up cost to a new shooter wanting to get into RFS is quite a bit less than that of other shooting sports. 22LR firearms are generally less expensive than centerfire guns. The low cost of ammunition also makes it more obtainable to more shooters. The cost to a gun club that wants to run RFS matches will be less than that of other matches, as well. There is very little paint needed, no cardboard targets, no pasters, no staple guns or staples, and it can be shot in the rain without the need to bag targets. RFS will also require much less repairs or maintenance to its steel targets verses a centerfire match with steel targets as 22LR is much less powerful.

1. Safety Rules

- 1.1. All SL (Squad Leader) commands must be followed at all times.
- 1.2. RFS ranges operate as “Cold Ranges” on match days.
 - 1.2.1. Cold Range means that all firearms must be unloaded, magazine out; slide down on flag/revolver flagged or holstered; unless under the direct supervision of a SL on a hot bay when the SL has given the “Load and Make Ready” command OR the competitor is in a safe area/zone.
 - 1.2.1.1. A safe area/zone is an area designed for the safe handling of firearms outside of a shooting area.
 - 1.2.1.1.1. Safe areas/zones will have a table clearly marked as such, and will be placed in a position that you can handle your firearm in a safe direction.
 - 1.2.1.1.2. No ammunition or ammunition holding devices may be handled in safe areas/zones.
 - 1.2.1.1.3. Before leaving the safe area/zone, you must reflag or holster your firearm.
 - 1.2.2. Not following all rules of the Safe Area/Zone will result in a Match DQ.
 - 1.2.3. Unflagging or unholstering in a non-safe area/zone, not under direct instruction from an SL, is not allowed, and doing so will result in a DQ.
- 1.3. Breaking the 180° will result in a Match DQ.
 - 1.3.1. The 180° is defined as an imaginary plane that goes to infinite vertically through the centerline of the shooter’s body, perpendicular to the centerline of the

shooting bay that moves with the shooter as the shooter moves through the stage.

1.4. A Negligent Discharge will result in a Match DQ

1.4.1. A Negligent Discharge is defined as the firing of a round unintended or in an unsafe direction.

1.4.1.1. Examples: Firing a round into the ground within 2 yards of the shooter, or over a berm.

1.5. Sweeping yourself or anyone else with the muzzle of your firearm, loaded or unloaded, will result in a Match DQ.

1.6. A competitor must keep their finger out of the trigger guard while moving (unless firing upon targets while moving), loading, clearing a malfunction, or reloading. A competitors' finger should only be in the trigger guard while he/she is shooting. If their finger is in the trigger guard when it shouldn't be, they will incur a procedural penalty. (See Scoring Section)

1.7. Dropping a firearm

1.7.1. Loaded

1.7.1.1. If a competitor's loaded firearm unintentionally touches the ground, it will result in a Match DQ.

1.7.2. Unloaded

1.7.2.1. If it is a competitor's string of fire (between the SL commands of "Load & Make Ready" and "Range is Clear") and their unloaded firearm unintentionally touches the ground, it will result in a Match DQ.

1.7.2.2. If a competitor's unloaded firearm comes in contact with the ground NOT during their course of fire (carrying it to the line for example), they are NOT to touch it. They are to notify an SL immediately. The SL will retrieve, clear, and check the firearm before returning it to the competitor to resafe the firearm in a bag, cart, or holster. This incident will NOT result in a Match DQ.

1.8. Suitable eye and ear protection must be worn at all times by competitors and spectators while near any hot range.

1.9. Firearms may be transported from bay to bay via these forms:

1.9.1. A case or bag, with a flag, is suitable for rifles/pistols/revolvers if the firearm is completely incased.

1.9.1.1. Rifles may be cased in the half style sleeves, but only if flagged.

1.9.1.2. Pistols/revolvers must be bagged/cased and flagged or holstered fully.

1.9.2. A shooting cart is suitable for rifles only if the muzzle is pointed down as to not sweep anybody and the rifle is flagged.

1.10. If a firearm is dumped on a staging table instead of dump barrel it is a DQ. If a competitor crosses in front of the muzzle of a staged firearm it is a DQ.

1.11. General safety rules, stage procedures, and other common sense should be implemented. Any discrepancies will be judged and finalized by the MD (Match Director) and/or RM (Range Master).

2. Rimfire Falling Steel Divisions

2.1. Rules for all Divisions

- 2.1.1. No holsters are required in any division but may be used in lieu of a “Low Ready” start position / “Staging” position for 2Gun, or simply as a transportation device.
- 2.1.2. All factory safety devices must be in operational order, with the exception of a magazine safety/disconnect or a loaded chamber indicator.
- 2.1.3. Magazines may be carried anywhere on person and you may carry as many as you wish when applicable.
- 2.1.4. Magazines may be dropped/dumped/retained in anyway, with or without ammunition in them, unless specified otherwise in a stage description.
- 2.1.5. Modifications such as trigger or slide work, caliber conversions, grips, gas pedals, ported barrels, compensators, etc. are acceptable in all divisions.
- 2.1.6. Pistol braces are not acceptable in any Divisions other than Open.
 - 2.1.6.1. You may not shoulder a firearm in any Pistol or Revolver Division
- 2.1.7. Suppressors/Silencers are not acceptable in any Division.

2.2. Competition Divisions

- 2.2.1. Pistol Limited (PL)
 - 2.2.1.1. Iron sights only (Fiber optic sights allowed)
 - 2.2.1.2. 10 round magazine limit
- 2.2.2. Pistol Optic (PO)
 - 2.2.2.1. Iron sights or optical/electronic sights allowed
 - 2.2.2.2. 10 round magazine limit
- 2.2.3. Rifle Limited (RL)
 - 2.2.3.1. Iron sights only (Fiber optic sights allowed)
 - 2.2.3.2. 10 round magazine limit
- 2.2.4. Rifle Optic (RO)
 - 2.2.4.1. Iron sights or optical/electronic sights allowed
 - 2.2.4.2. 10 round magazine limit
- 2.2.5. Rifle Open (RX)
 - 2.2.5.1. Iron sights or optical/electronic sights allowed
 - 2.2.5.2. No round magazine limit
- 2.2.6. Pistol Open (PX)
 - 2.2.6.1. Iron sights or optical/electronic sights allowed
 - 2.2.6.2. No round magazine limit
- 2.2.7. Revolver Limited (VL)
 - 2.2.7.1. Iron sights only (Fiber optic sights allowed)
 - 2.2.7.2. 10 round cylinder limit
- 2.2.8. 2Gun Limited (2GL)
 - 2.2.8.1. One (PL)/(VL) + One (RL)
- 2.2.9. 2Gun Optic (2GO)
 - 2.2.9.1. One (PL)/(PO)/(VL)/(VO) + One (RL)/(RO)
- 2.2.10. 2Gun Open (2GX)
 - 2.2.10.1. One Pistol/Revolver and One Rifle where one or both qualify for Open.

3. Scoring, Penalties, Stages, and Reshoots

3.1. Scoring

3.1.1. A time plus penalties type scoring system will be used.

3.1.1.1. A competitor's time is measured from the sound of the scoring buzzer, to the competitors last shot.

3.1.1.2. After a competitor has finished a course of fire, their time will be recorded and all applicable penalties will be added.

3.1.2. If a target has been hit and bladed (at least 50% of the way it was originally facing) it will count as a hit.

3.1.3. Competition is scored by division only. An overall score will not be provided.

3.2. Penalties

3.2.1. If any part of a competitor's body is touching outside of a shooting area, they will incur one Procedural for every shot taken while not inside the shooting area.

3.2.1.1. The time addition for this will be +3 sec/Shot

3.2.2. Any steel targets left standing after the shooter has completed their course of fire will incur a Miss penalty.

3.2.2.1. The time addition for this will be +5 sec/Target

3.2.3. A target shot other than required in stage description counts as a procedural per target.

3.3. Stages

3.3.1. Stages will be designed with a maximum target count of 25 targets per stage.

3.3.2. Targets will be no closer than 8 yards and no farther away than 35 yards.

3.3.3. Stages will have applicable dump areas and staging areas for 2Gun Divisions.

3.3.3.1. On every stage, 2Gun competitors will be required to knock down a minimum of 5 targets with each firearm if there are 10 or more targets on that stage. On a stage which has less than 10 targets, a competitor may choose to shoot it with 1 or both guns.

3.3.3.1.1. Targets may be specifically designated in the stage description to be shot with a pistol or rifle for 2Gun Divisions.

3.3.4. Stages will have clearly marked out shooting areas.

3.4. Reshoots

3.4.1. There will only be reshoots for prop failures, SL interference, or timer malfunctions.

3.4.1.1. Reshoots may also be awarded at the MD's discretion.

4. RFS Ranking and Category System

4.1. RFS has a world-wide Ranking system.

4.1.1. A shooter that becomes a member will be given a member number that they can use to track their Rank over time.

4.1.2. A shooters Rank is one body of points for that shooter that umbrellas all Divisions.

4.1.3. Shooters will earn points at all sanctioned RFS matches across the globe.

4.1.4. The amount of points a shooter earns at a match is determined by their finish.

4.2. How to earn Points

4.2.1. Take the number of shooters in a Division and divide it by 3.

4.2.1.1. If the number is not a whole number, round that number down to the next whole number.

4.2.2. That number is now how many shooters fall into each point bracket.

4.2.2.1. If there are extra shooters after breaking the brackets up, the 1st extra shooter slot will go into bracket 3, and then bracket 2 if there is still another extra shooter slot available.

4.2.3. Bracket 1 finishers will receive 3 points each

4.2.4. Bracket 2 finishers will receive 2 points each

4.2.5. Bracket 3 finishers will receive 1 point each

4.2.6. The Division winner will also be awarded 1 bonus point.

4.2.6.1. Regardless of number of shooters in that Division.

4.2.7. If a shooter competes in multiple Divisions at the same match, they will only earn the points from their best grossing Division finish.

4.2.7.1. Example: A shooter is awarded 2 points in PL, but is awarded 4 points in RO at the same match. The shooter would then earn only the 4 points from their RO finish to go towards their current Ranking.

4.3. Getting a Rank

4.3.1. A shooter's points accumulate over their last 10 matches. Once a shooter shoots an 11th match, their 1st match points drop off, after their 12th, the 2nd drops off, so on and such forth.

4.3.2. As a shooter earns points, they can go up in Rank, but not back down if they lose points as matches drop off of their 10 match frame and new ones come on.

4.3.3. If a competitor feels their Classification is too low or too high for their skill level, he/she may submit a formal letter to the board explaining why they feel they should be re-ranked.

4.3.3.1. The letter should include proof, including match results from RFS or other matches of various sanctioning bodies.

4.3.4. The Ranking system is as follows:

32+ Points.....AAA

24 – 32 Points.....AA

16 – 23 Points.....A

8 – 15 Points.....B

1 – 7 Points.....C

Unranked (Opts).....U

4.4. Competition Categories

4.4.1. On top of a shooters Rank, they may also qualify for a Category.

4.4.2. Categories may be awarded at major matches based on participation.

4.4.3. Competitors may qualify for more than one category.

4.4.3.1. Female (F) – Any competitor deemed as female on a legal form of government identification.

4.4.3.2. Junior (J) – Any competitor 17 years old or younger at the start of a match.

4.4.3.3. Senior (S) – Any competitor 60+ years young at the start of a match.

4.4.3.4. Public Service Member (P) – Any current or retired Military, Law Enforcement, EMT, or Fire personnel.