

RMAC

Big Bore

COURSE OF FIRE

2025

BIG BORE RULES

(SLUG CHALLENGE)

SCORING AND MATCH FLOW

Each stage has three targets: one at the close target distance and two at the far target distance. You will take two shots at each target distance. You will always fire 2 shots at the closer target on each stage, then two shots total at the far distance.

Explained: The far target distance is a Big/Small hit to move on engagement. If you hit the big target with your first shot, you will move on to the smaller Challenge Target. If you miss the big target with your first shot, you will re-engage the large target for your second shot. Each distance will have a 1 minute timer per shooter. It is very important that the on-deck shooter is ready to follow the range officers (RO) instructions as soon as the shooter in front of them finishes.

Tie Breaker:

Number of Challenge targets hit, followed by KYL Rack Shoot Off if tie remains!

- All impact point values are listed in the stage description.
- A spotter and scorer will be assigned to each squad to call hits and record scores.
- Shooters will be in squads of four. You will not move benches and will shoot all stages from the same bench.

RULES

Cheating will NOT be tolerated. Any person attempting to cheat or caught cheating will be disqualified (DQ) immediately from all events with no refund. Shooters will remain on the same bench, but if a shooter is moving the gun (filling, for example), please ensure the gun is not loaded, decock, and make safe. When your gun is not on the bench, you must keep your gun pointed straight up at all times. There will be NO LOADED GUNS until you are told by the RO, "Shooter, load and make ready". A loaded gun counts as a slug in your feed tray, or a magazine in your rifle. One warning. A second infraction will result in a DQ from this event. Follow all RO commands. Sweeping anyone with your muzzle will be an immediate DQ. Bipods, rear bags, tethering, and one-piece rests are allowed.

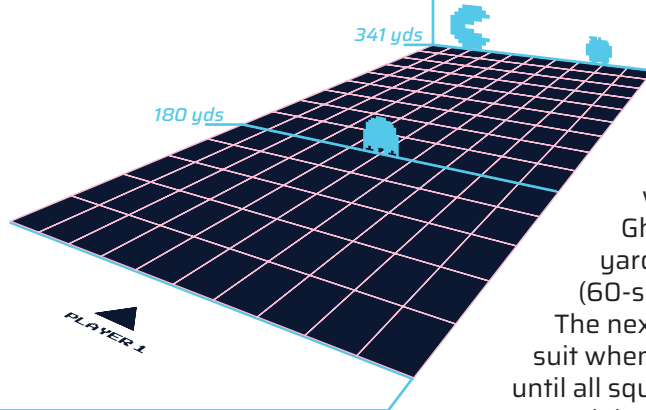
You will have a very limited amount of time to get in the shooting position once the previous shooters have vacated. If you are not on the line at the start of your scheduled heat or take too long to get into shooting position, the clock will start regardless of your preparedness.

- 140+ ft/lbs of energy at the muzzle required.
- No practice shots at the stage area.
- **Sharing of rifles is NOT allowed.** You must have your own rifle system.
- You may have one spotter aid you with corrections. They are not allowed to assist you any other way. You must do all rifle, air, and ammunition manipulations.
 - Young Gun Exemption to this rule: Still one Spotter, but may assist.
- Official Spotter only may call Impact for score. No arguments.

STAGE 1**PAC-MAN OVERWATCH**

Target Primary Color: Yellow
 180 yards: Ghost ~12"
 341 yards: Pac-Man ~20"
 Challenge Target:
 341 yards: Apple ~13"

Ghost = 10 pts per impact
 Pac-Man = 15 pts per impact
 Challenge Target:
 Apple = 16 pts per impact
 Total Possible Points = 51

**DESCRIPTION:**

On the start signal, the shooter will engage the Ghost target at 180 yards with two shots. (60-second time limit)

The next shooter will follow suit when directed by the RO until all squad members have engaged the Ghost target. They will then move to the Pac-Man and Apple (Challenge Target) targets at 341 yards, and repeat the process.

If you hit the large target with your first shot, you will be directed to move to the Challenge Target. If you miss, you will be told to re-engage the large target. (2 shots at this target distance, 60-second time limit total)

STARTING POSITION:

From the bench action open. Once directed by the RO, mag in, or slug on the feed tray.

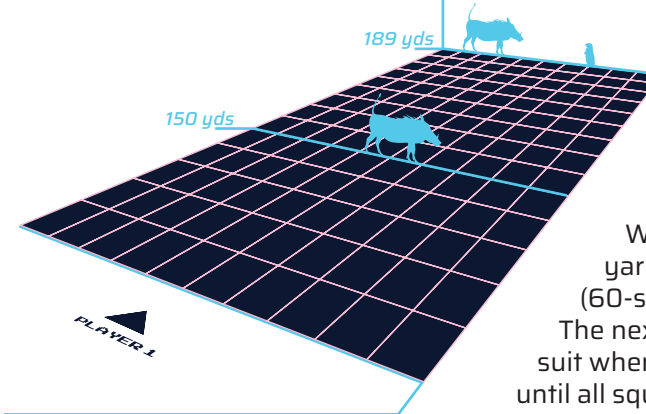
STAGE SPONSORED BY:

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STAGE 2**TOTO'S AFRICAN SAFARI**

Target Primary Color: Red
 150 yards: Warthog ~18"x10"
 189 yards: Warthog ~18"x10"
 Challenge Target:
 189 yards: Meerkat ~3"x9.5"

Warthog (close) = 10 pts per impact
 Warthog (far) = 15 pts per impact
 Challenge Target:
 Meerkat = 16 pts per impact
 Total Possible Points = 51

**DESCRIPTION:**

On the start signal, the shooter will engage the Warthog target at 150 yards with two shots. (60-second time limit)

The next shooter will follow suit when directed by the RO until all squad members have engaged the Warthog target. They will then move to the Warthog and Meerkat (Challenge Target) targets at 189 yards, and repeat the process.

If you hit the large target with your first shot, you will be directed to move to the Challenge Target. If you miss, you will be told to re-engage the large target. (2 shots at this target distance, 60-second time limit total)

STARTING POSITION:

From the bench action open. Once directed by the RO, mag in, or slug on the feed tray.

STAGE SPONSORED BY:

 **LEUPOLD**



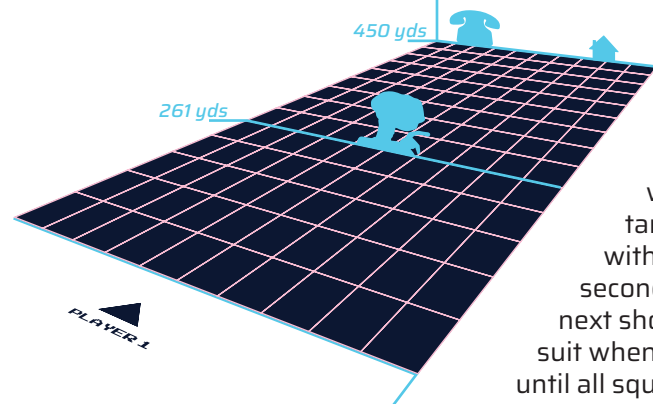
BIG BORE - UPPER RANGE

STAGE 3

EXTRATERRESTRIAL

Target Primary Color: White
261 yards: E.T. ~20"
450 yard: Phone ~25"
Challenge Target:
450 yards Home ~20"

E.T. = 10 pts per impact
Phone = 15 pts per impact
Challenge Target:
Home = 16 pts per impact
Total Possible Points = 51



DESCRIPTION:

On the start signal, the shooter will engage the E.T. target at 261 yards with two shots. (60 second time limit). The next shooter will follow suit when directed by the RO until all squad members have engaged the E.T. target. They will then move to the Phone and Home (Challenge Target) targets at 450 yards, and repeat the process.

If you hit the large target with your first shot, you will be directed to move to the Challenge Target. If you miss, you will be told to re-engage the large target. (2 shots at this target distance, 60-second time limit total)

STARTING POSITION:

From the bench action open. Once directed by the RO, mag in, or slug on the feed tray.

STAGE SPONSORED BY:



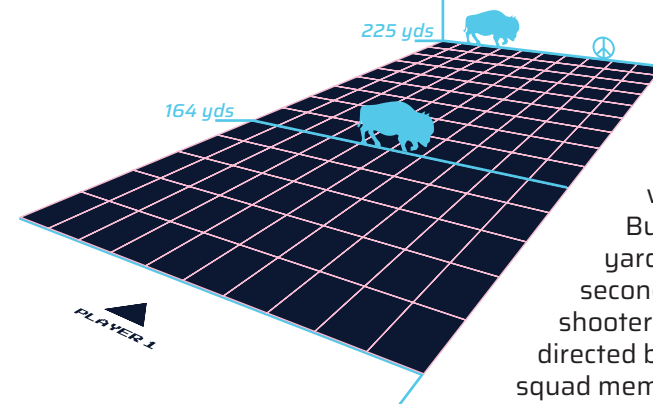
BIG BORE - UPPER RANGE

STAGE 4

BUFFALO SOLDIER

Target Primary Color: Blue
164 yards: Buffalo ~15x12"
225 yards: Buffalo ~15x12"
Challenge Target:
225 yards: Peace Circle ~6"

Buffalo (close) = 10 pts per impact
Buffalo (far) = 15 pts per impact
Challenge Target:
Peace = 16 pts per impact
Total Possible Points = 51



DESCRIPTION:

On the start signal, the shooter will engage the Buffalo target at 164 yards with two shots. (60 second time limit). The next shooter will follow suit when directed by the RO until all squad members have engaged the Buffalo target. They will then move to the Buffalo and Peace Circle (Challenge Target) targets at 225 yards, and repeat the process.

If you hit the large target with your first shot, you will be directed to move to the Challenge Target. If you miss, you will be told to re-engage the large target. (2 shots at this target distance, 60-second time limit total)

STARTING POSITION:

From the bench action open. Once directed by the RO, mag in, or slug on the feed tray.

STAGE SPONSORED BY:





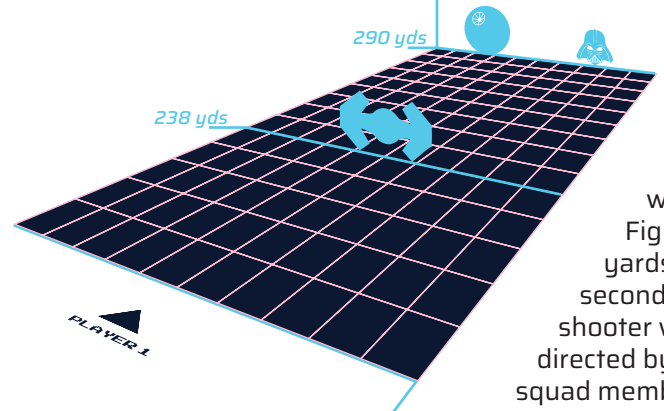
BIG BORE - UPPER RANGE

STAGE 5

REBEL SCUM

Target Primary Color: Silver
238 yards: Tie Fighter ~18"
290 yards: Death Star ~18"
Challenge Target:
290 yards: Darth Vader ~10"

Tie Fighter = 10 pts per impact
Death Star = 15 pts per impact
Challenge Target:
Darth Vader Helmet = 16 pts per impact
Total Possible Points = 51



STARTING POSITION:
From the bench action open.
Once directed by the RO, mag
in, or slug on the feed tray.

STAGE SPONSORED BY:

HATSANUSA

DESCRIPTION:

On the start signal, the shooter will engage the Tie Fighter target at 238 yards with two shots. (60 second time limit). The next shooter will follow suit when directed by the RO until all squad members have engaged the Tie Fighter target. They will then move to the Death Star and Darth Vader Helmet (Challenge Target) targets at 290 yards, and repeat the process. If you hit the large target with your first shot, you will be directed to move to the Challenge Target. If you miss, you will be told to re-engage the large target. (2 shots at this target distance, 60-second time limit total)



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