



RMAC

# Speed Challenge

## COURSE OF FIRE

2025



## ***SPEED CHALLENGE RULES***

### **SCORING**

Shooters will go head-to-head in this speed challenge. The object is to finish the course of fire and hit the stop plate before your competitor. Shooters will be awarded 10 points for each win. We have included a course schedule showing which shooters will go head-to-head on each stage. No scoring disputes or changes will be made after the scores are submitted.

### **RULES**

If any shooter breaks any range rules or has a safety violation, they will be immediately disqualified.

The Speed Challenge will require shooters to move around the range with their guns. Before and after you have completed a stage, you must remove the magazine, decock or dryfire, engage the safety, keep the bolt open, and put a chamber flag in the gun. Additionally, you must keep your gun pointed straight up at all times. There will be NO MAGAZINES in guns unless you are on the bench or shooting obstacle area.

**SAFETY IS THE NUMBER ONE PRIORITY!**

Each stage will have rules posted prior to the event determining what shooting aids you will be allowed to use. We would recommend at least bringing a bipod and shooting bag. NO REAR RESTS FOR ANY STAGES.

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.

- .30 caliber and lower
- Ammo must be massed produced, domed pellets
- NO SLUGS OR CAST BULLETS ALLOWED
- No practice shots at the stage area
- A scratch before the timer starts will be an instant forfeit of the round
- 96 total shooters (8 Squads of 12)
- 32 Shooters advance to finals (Top 4 from each squad)
- If there is a tie, tiebreakers come down to who won that match up in the speed qualifier
- If there is a tie with more than two shooters, we will go to match ups first and then a timed stage.



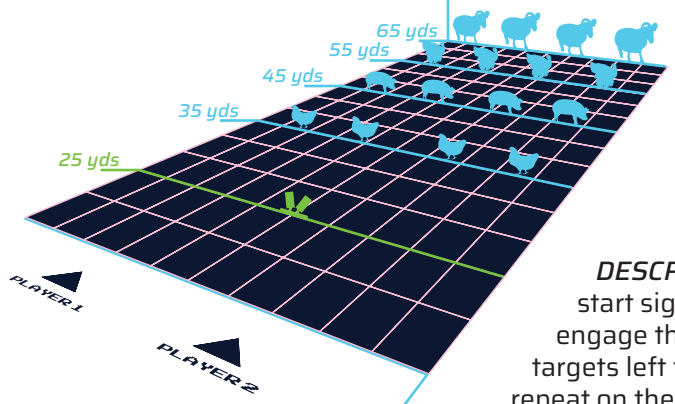
SPEED - UPPER RANGE

# STAGE 1

## DUCK HUNTER

- 25 yards: Stop plate
- 35 yards: Chickens
- 45 yards: Hogs
- 55 yards: Turkeys
- 65 yards: Rams

Round Count: 9  
Points: 10

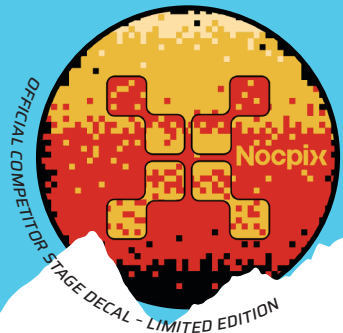


**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

**STAGE SPONSORED BY:**  
 SCANDINAVIAN ARMS

**DESCRIPTION:** On the start signal the shooter will engage the 35 yard chicken targets left to right, shooter will repeat on the 45 yard hog, then 55 yard Turkey, then 65 yard rams. The shooter will finish by knocking down the stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.



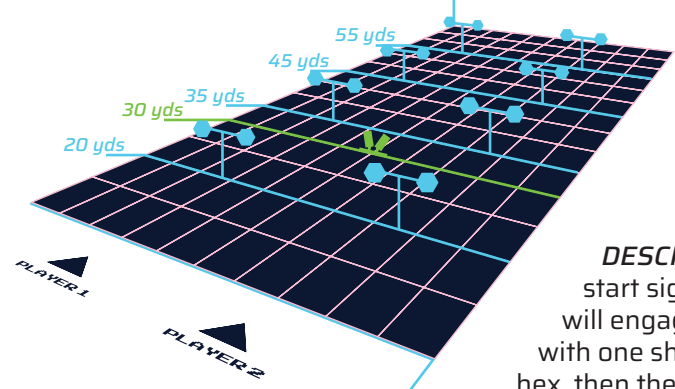
SPEED - UPPER RANGE

# STAGE 2

## CONTRA

- 20 yards: Hex
- 30 yards: Stop Plate
- 35 yards: Hex
- 45 yards: Hex
- 55 yards: Hex

Round Count: 9  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

**STAGE SPONSORED BY:**  
 **Nocpix**

**DESCRIPTION:** On the start signal the shooter will engage the 20 yard hex with one shot, then the 35 yard hex, then the 45 yard hex, then the 55 yard hex. Repeat the same sequence. The shooter will finish by knocking down the stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

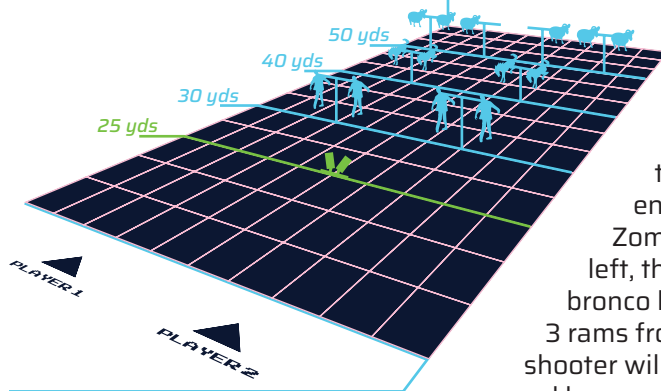
SPEED - UPPER RANGE

## STAGE 3

### ZELDA

25 yards: Stop Plate  
30 yards: Zombies  
40 yards: Broncos  
50 yards: Rams

Round Count: 8  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:



**DESCRIPTION:**  
On the start signal the shooter will engage the 30 yard Zombie target on the left, then the 40 yard bronco left target, then the 3 rams from left to right. The shooter will then shoot the 40 yard bronco right target, 30 yard Zombie right target. The shooter will finish by knocking down the 25 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

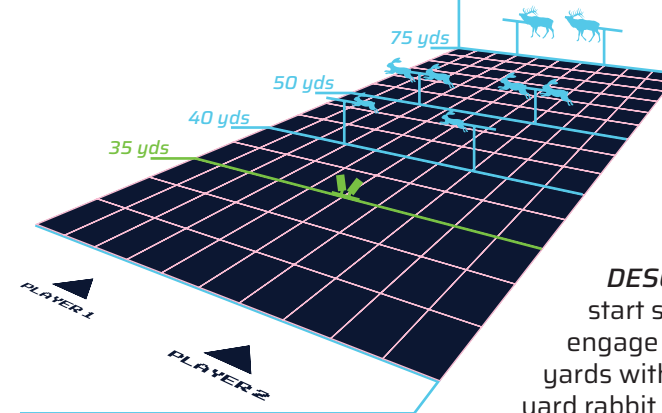
SPEED - UPPER RANGE

## STAGE 4

### PAC-MAN

35 yards: Stop Plate  
40 yards: Rabbit  
50 yards: Rabbits  
75 yards: Elk

Round Count: 8  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:



**DESCRIPTION:** On the start signal the shooter will engage the elk target at 75 yards with 3 shots, then the 50 yard rabbit left, right, left. Then the 40 yard Rabbit with 1 shot. Shooter will finish by knocking down the 35 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

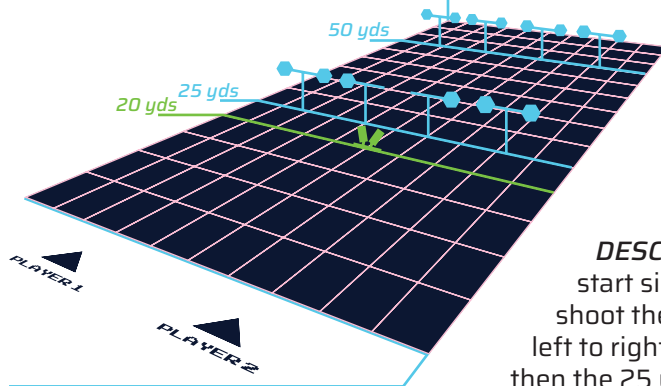
SPEED - UPPER RANGE

## STAGE 5

### ASTEROIDS

20 yards: Stop Plate  
25 yards: Hex  
50 yards: Hex

Round Count: 8  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:  
**AIRGUN101**  
AIRGUN101.COM

**DESCRIPTION:** On the start signal shooter will shoot the 50 yard hex from left to right with 1 shot each, then the 25 yard hex left to right 1 shot each. Shooter will finish by knocking down the 20 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

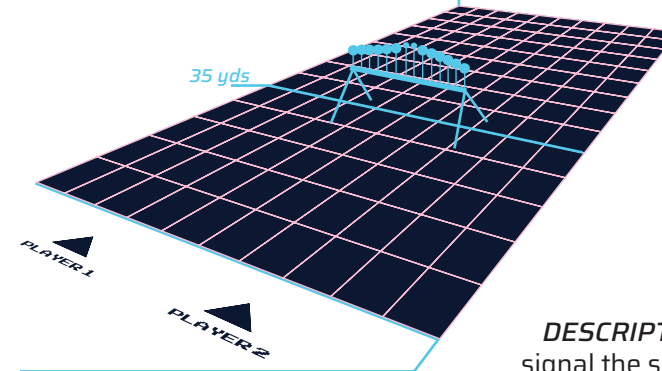
SPEED - UPPER RANGE

## STAGE 6

### MIKE TYSONS PUNCH OUT

35 yards: KYL Speed Rack

Round Count: 7  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

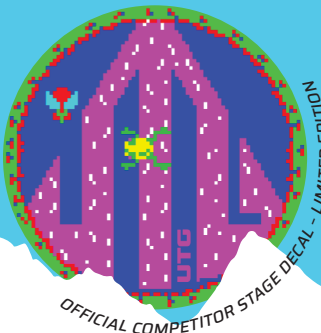
STAGE SPONSORED BY:

**H&N**

**DESCRIPTION:** On the start signal the shooter will engage the 35 yard KYL speed rack from large to small.

- Must hit to move on
- The Shooter who clears the stage, and knocks down the smallest target first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.





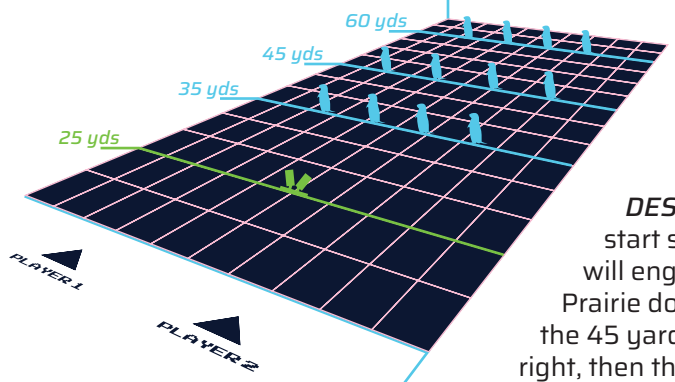
SPEED - LOWER RANGE

## STAGE 7

### FROGGER

25 yards: Stop Plate  
35 yards: Prairie Dogs  
45 yards: Prairie Dogs  
60 yards: Prairie Dogs

Round Count: 7  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

**DESCRIPTION:** On the start signal the shooter will engage the 35 yard Prairie dogs left to right, then the 45 yard prairie dogs left to right, then the 60 yard Prairie dogs left to right. The shooter will finish by knocking down the 25 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

STAGE SPONSORED BY:



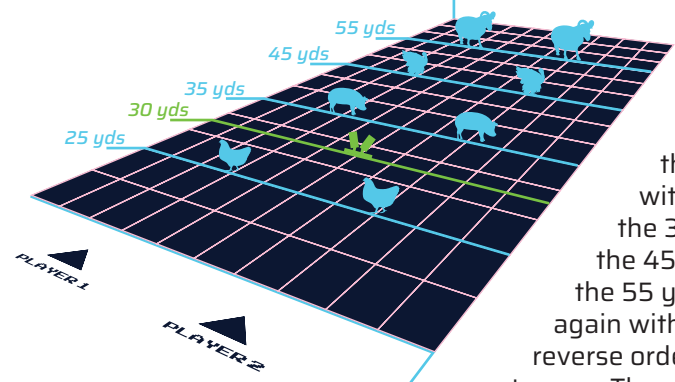
SPEED - LOWER RANGE

## STAGE 8

### DONKEY KONG

25 yards: Chickens  
30 yards: Stop Plate  
35 yards: Hogs  
45 yards: Turkeys  
55 yards: Rams

Round Count: 9  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

**DESCRIPTION:**  
On the start signal shooter will engage the 25 yard chicken with 1 shot, then shoot the 35 yard Hog, then the 45 yard turkey, then the 55 yard ram. Starting again with the 55-yard ram reverse order shooting from far to near. The shooter will finish by knocking down the 30 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

STAGE SPONSORED BY:



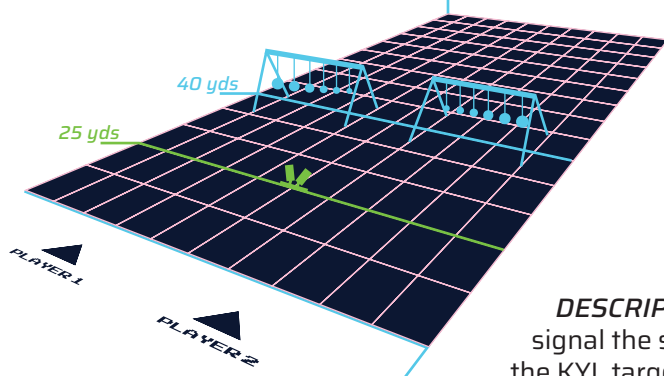
SPEED - LOWER RANGE

## STAGE 9

### MORTAL KOMBAT

25 yards: Stop Plate  
40 yards: KYL Speed Rack

Round Count: 7  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:



**DESCRIPTION:** On the start signal the shooter will engage the KYL target at 40 yards from large to small. The shooter will finish by knocking down the 25 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.

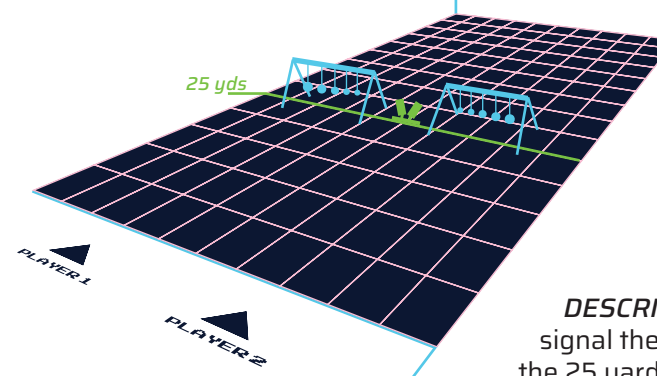
SPEED - LOWER RANGE

## STAGE 10

### SUPER MARIO

25 yards: KYL Rack  
25 yards: Stop Plate

Round Count: 6  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:



**DESCRIPTION:** On the start signal the shooter will engage the 25 yard KYL target from big to small. The shooter will finish by knocking down the 25 yard stop plate.

- Must hit to move on
- The shooter who clears the stage and knocks down the stop plate first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.



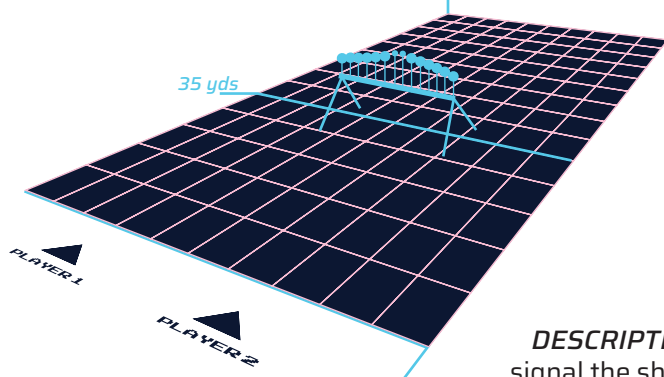
SPEED - LOWER RANGE

## STAGE 11

### STREET FIGHTER

40 yards: KYL Speed Rack

Round Count: 7  
Points: 10



**STARTING POSITION:**  
Bench or prone,  
mag in, action closed.

STAGE SPONSORED BY:



**DESCRIPTION:** On the start signal the shooter will engage the 35 yard KYL speed rack from large to small. The first one to knock down the smallest target wins.

- Must hit to move on
- The Shooter who clears the stage, and knocks down the smallest target first wins.
- A magazine change must take place after the first shot and before the last shot. Failure to do so will result in a loss.



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