

2021

SLUG CHALLENGE - STANDARD

COURSE OF FIRE



ROCKY MOUNTAIN AIRGUN CHALLENGE

SLUG CHALLENGE - STANDARD

SCORING: All impacts will be worth 10 points each (unless a bonus is available). Each stage will have 9-12 shots. It is up to the squad to spot & score for each other during this event. A range officer will be present if any scoring disputes are unable to be resolved by the squad.

Each squad will be given an Ipad with the Practiscore app. All scores will be entered into Practiscore and signed off by each shooter at the end of each stage and the match. No scoring disputes or changes will be made after the scores are submitted.

RULES:

- Cheating will NOT be tolerated. Any person attempting/caught cheating will be disqualified immediately from all events with no refund.
- Safety is the number one priority. If any shooter breaks any range rules or has a safety violation, they will be immediately disqualified.
- This years Slug Challenge - Standard will require shooters to move around the range with their guns. Before and after you have completed a stage you have remove the magazine, decock or dryfire, engage the safety, keep the bolt open, and put a chamber flag in the gun. Also, you will need to 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. Some stages may NOT allow a rear rest.
- 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 in shooting position the clock will start.
- 140 ft/lbs of energy and lower
- No practice shots at the stage area.



STAGE 1:

WE ARE IN THE ROCKY'S

Time: 120 Sec

Round Count: 12

Ranges & Targets:

75 yds: .3" Squirrel Targets (4)

170 yds: 6" Rams Targets (4)

180 yds: 4" Bear Targets (2)

200 yds: 12" Elk(1) & 10" Coyote (2)

Points: 10 points per impact, 120 points possible

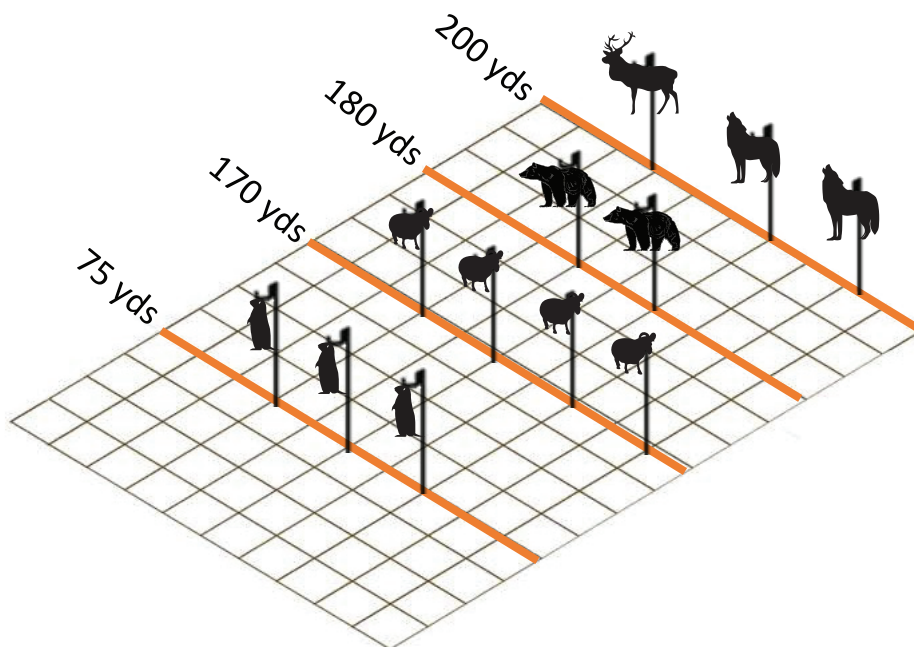
Start Position: From the bench.
Magazine in, action open.

OG/Adaptive Recommendation: From the bench. No rear rest.

Description: On the start signal, the shooter will engage targets near to far, left to right with one shot each.

- Squirrels, Rams, Bears, Elk, Coyote

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.



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STAGE 2: GET THE HEX OUT

Time: 120 Sec

Round Count: 10

Ranges & Targets:

75 yds: 2.5" Hex on MLS KYL

100 yds: 6", 4", 3" Hex on MLS KYL

165 yds: 10", 8", 6", 4" Hex on MLS KYL

Points: 10 points per impact, 100 points possible

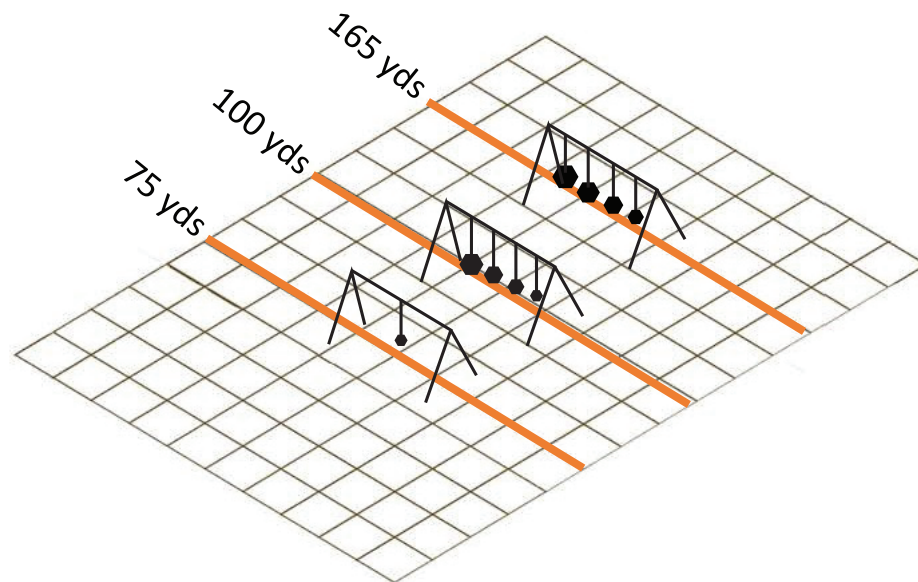
Start Position: From supported prone position. Magazine in, action open.

OG/Adaptive Recommendation: Shot from a bench. No rear support.

Description: On the start signal, the shooter will engage targets from far to near from left to right with one shot each. Will finish on the 75 yard target with 2 shots.

- 165 yards - 1 shot each
- 100 yards - 1 shot each
- 75 yards - 2 shots

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.



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STAGE 3: MIXIN IT UP

Time: 120 Sec

Round Count: 10

Ranges & Targets:

- 50 yds:** 1" Hex on MLS Double (1)
- 70 yds:** 2", 3" Hex on MLS Double (2)
- 100 yds:** 3", 4" Hex on MLS Double (2)
- 130 yds:** 6" Hex on MLS (1)
- 165 yds:** 6" Hex on MLS (1)

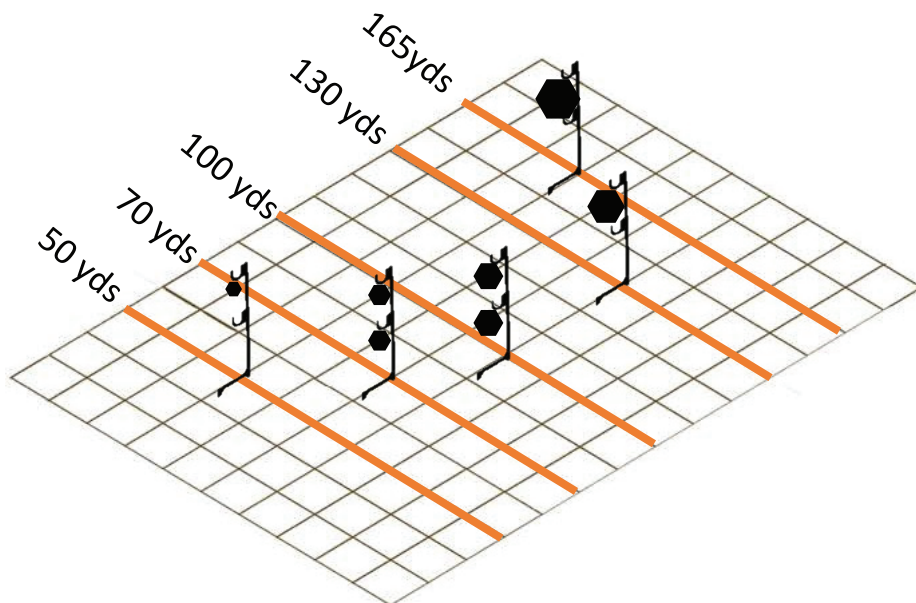
Points: 10 points per impact, 100 points possible.

Start Position: Standing, rifle and all gear in hand, mag in, action open.

Description: On the start signal, the shooter will take position at the bench and engage targets from near to far with 1 shot each on the targets 50-100 yards and 2 shots each on the 130 & 165 yard furthest targets.

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.

OG/Adaptive Recommendation: From the bench. No rear support.



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STAGE 4: THE CLASSIC COLLECTION

Time: 120 Sec

Round Count: 10

Ranges & Targets:

55 yds: Chicken Double Hanger (2)

65 yds: Pig Double Hanger (2)

73 yds: Turkey Double Hanger (2)

100 yds: Ram Double Hanger (2)

150 yds: 8" Hex on MLS T-Post

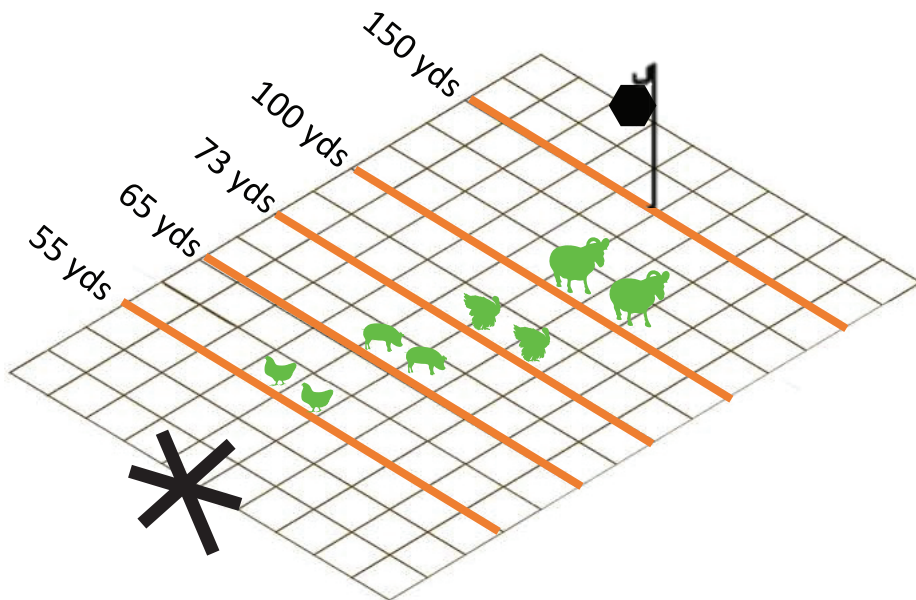
Points: 10 pts per impact, 100 points possible.

Start Position: Standing, rifle and all gear in hand, mag in, action open.

Description: On the start signal, the shooter will take a position on the center of the tank trap, engage targets from near to far. The 150 yard target will be shot twice. Shooter must move to a different point(top of the leg) of the tank trap on each set of targets.

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.

OG/Adaptive Recommendation: Shot from a bench or the shooter can start in position from prone.



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STAGE 5: WHEN DOVES CRY

Time: 120 Sec

Round Count: 9

Ranges & Targets:

29 yds: 5" Dove MLS T-Post Hanger
61 yds: 5" Dove MLS T-Post Hanger
89 yds: 5" Dove MLS T-Post Hanger
121 yds: 5" Dove MLS T-Post Hanger
137 yds: 5" Dove MLS T-Post Hanger
138 yds: 5" Dove MLS T-Post Hanger
159 yds: 5" Dove MLS T-Post Hanger
160 yds: 5" Dove MLS T-Post Hanger
200 yds: 5" Dove MLS T-Post Hanger

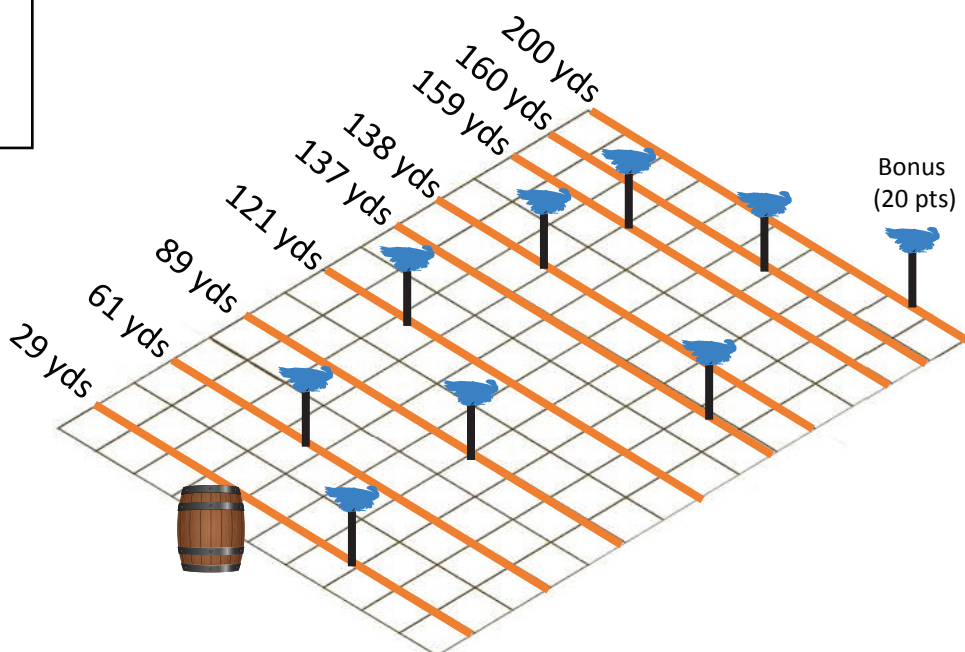
Points: 10 points per impact, 100 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open.

OG/Adaptive Recommendation: Shot from a bench or the shooter can start in position from prone.

Description: On the start signal, the shooter will take a supported position on the top of the barrel. Shooter will engage targets from back left to right, far to near. The furthest target (at 200 yards) will be a bonus worth 20 points for a hit.

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.



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STAGE 6: SEASICK

Time: 120 Sec

Round Count: 9

Ranges & Targets:

50 yds: KYL 3", 2", 1"

68 yds: 2" & 2.5" Hex on MLS Double.

80 yds: 4" & 2" Hex on MLS Double.

120 yds: 4" & 3" Hex on MLS Double.

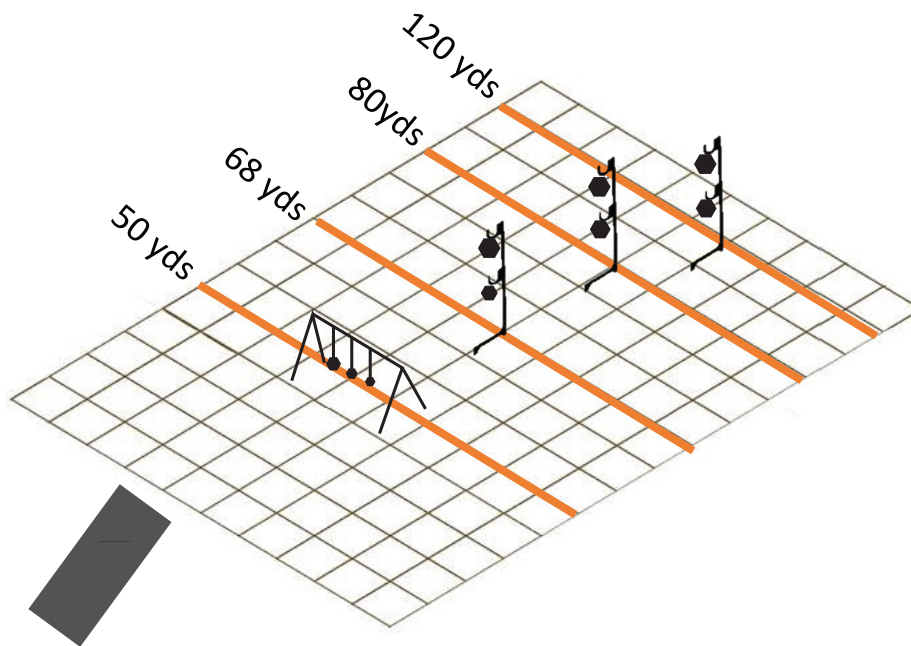
Points: 10 points per impact, 90 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open.

OG/Adaptive Recommendation: Shot from a bench or the shooter can start in position from prone.

Description: On the start signal, the shooter will take a prone position on the platform (must be completely on platform). Shooter will then engage the 50 & 68 yard targets from the non-supported side. Left to right, near to far. Shooter will then engage targets at 80 & 120 yards from support side in the same sequence.

Note: Support Side is your natural shooting side. Shooter may use a bipod or volleyball size or less bag. No rear support.



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STAGE 7: ROOFTOP RINGER

Time: 120 Sec

Round Count: 10

Ranges & Targets:

50 yds: 1" Hex Target on MLS T Post (1)

74 yds: 2" Hex Target on MLS Double (1)

120 yds: 4" Hex Target on MLS Double (1)

150 yds: 6" Hex Target on MLS Double (1)

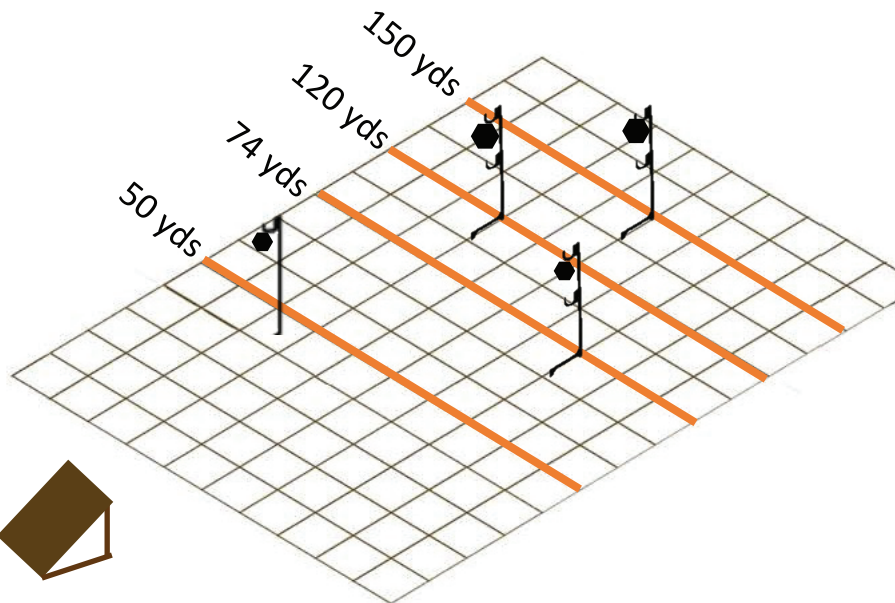
Points: 10 points per impact, 100 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open.

Description: On the start signal, the shooter will take a supported prone position on the left side of the rooftop and engage the 74 yard target with 2 shots. Shooter will then transition to the right side of the rooftop and engage the 120 yd target with 3 shots. Transition back to the left side and engage the 150 target with 3 shots. Transition back to the right side of the roof and finish on the 50 yard target with 2 shots.

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.

OG/Adaptive Recommendation: Shot from a bench or the shooter can start in position from prone.



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SPEED DIAL The Speed Dial logo, featuring the text "SPEED DIAL" in a stylized font next to a circular icon with a gear-like design.



STAGE 8: THE P-DAWG

Time: 120 Sec

Round Count: 11

Ranges & Targets:

25 yds: 3" P-Dog on MLS T Post (1)

50 yds: 3" P-Dog on MLS T Post (3)

75 yds: 3" P-Dog on MLS T Post (1)

100 yds: 3" P-Dog on MLS T Post (1)

165 yds: 3" P-Dog on MLS T Post (5)

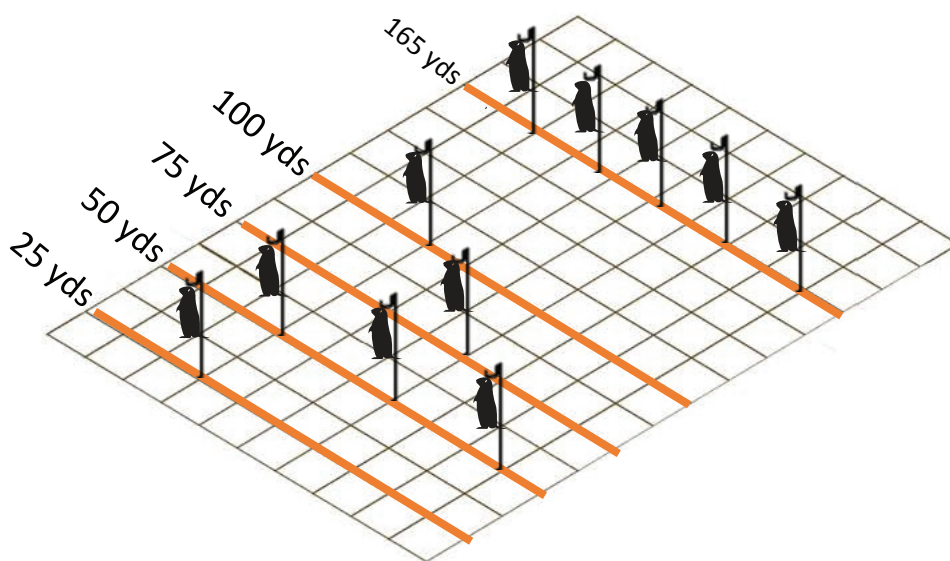
Points: 11 points per impact, 110 points possible

Start Position: From the bench.
Magazine in, action open.

Description: On the start signal, the shooter will engage the targets near to far. The 3 targets at 50 yards and the 5 targets at 165 yards will be engaged left to right.

Notes: Shooter may use bipod or volleyball size or less bag. No rear support.

OG/Adaptive Recommendation: Shot from a bench or the shooter can start in position from prone.



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