

# 2021

## PRECISION MARKSMAN CHALLENGE COURSE OF FIRE



**UTAH AIRGUNS**

**ROCKY MOUNTAIN AIRGUN CHALLENGE**

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**Target Forge**

**AERON**

**GALLOW TECHNOLOGIES**

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**AirMaks arms**

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**AIRFORCE**  
airguns

**ELEMENT**  
OPTICS

## ROCKY MOUNTAIN AIRGUN CHALLENGE

# PRECISION MARKSMAN CHALLENGE

**SCORING:** All impacts will be worth 10 points each. Each stage will have 10-12 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.
- The Precision Marksman Challenge and Speed Events 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.
- .30 caliber and lower.
- Ammo must be massed produced, domed pellets. No slugs or cast bullets allowed. Examples of approved ammo are JSB Diabolo, H&N Barracuda, etc.
- No practice shots at the stage area.
- A scratch before or after the start/stop buzzer will be an instant forfeit of the round.

## SCHEDULE:

Saturday 8/28	UPPER RANGE					LOWER RANGE				
	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	STAGE 10
8:00 AM	SQUAD A	SQUAD B	SQUAD C	SQUAD D	SQUAD E	SQUAD F	SQUAD G	SQUAD H	SQUAD I	SQUAD J
8:30 AM	SQUAD E	SQUAD A	SQUAD B	SQUAD C	SQUAD D	SQUAD J	SQUAD F	SQUAD G	SQUAD H	SQUAD I
9:00 AM	SQUAD D	SQUAD E	SQUAD A	SQUAD B	SQUAD C	SQUAD I	SQUAD J	SQUAD F	SQUAD G	SQUAD H
9:30 AM	SQUAD C	SQUAD D	SQUAD E	SQUAD A	SQUAD B	SQUAD H	SQUAD I	SQUAD J	SQUAD F	SQUAD G
10:00 AM	SQUAD B	SQUAD C	SQUAD D	SQUAD E	SQUAD A	SQUAD G	SQUAD H	SQUAD I	SQUAD J	SQUAD F
10:30 AM	RANGE SWITCH					RANGE SWITCH				
10:45 AM	SQUAD F	SQUAD G	SQUAD H	SQUAD I	SQUAD J	SQUAD A	SQUAD B	SQUAD C	SQUAD D	SQUAD E
11:15 AM	SQUAD J	SQUAD F	SQUAD G	SQUAD H	SQUAD I	SQUAD E	SQUAD A	SQUAD B	SQUAD C	SQUAD D
11:45 AM	SQUAD I	SQUAD J	SQUAD F	SQUAD G	SQUAD H	SQUAD D	SQUAD E	SQUAD A	SQUAD B	SQUAD C
12:15 PM	SQUAD H	SQUAD I	SQUAD J	SQUAD F	SQUAD G	SQUAD C	SQUAD D	SQUAD E	SQUAD A	SQUAD B
12:45 PM	SQUAD G	SQUAD H	SQUAD I	SQUAD J	SQUAD F	SQUAD B	SQUAD C	SQUAD D	SQUAD E	SQUAD A

# STAGE 1: BACK AND FORTH

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**25 yds:** .025" on KYL

**65 yds:** 2" Hex on MLS T Post Hanger

**100 yds:** 2.5" Hex on 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.

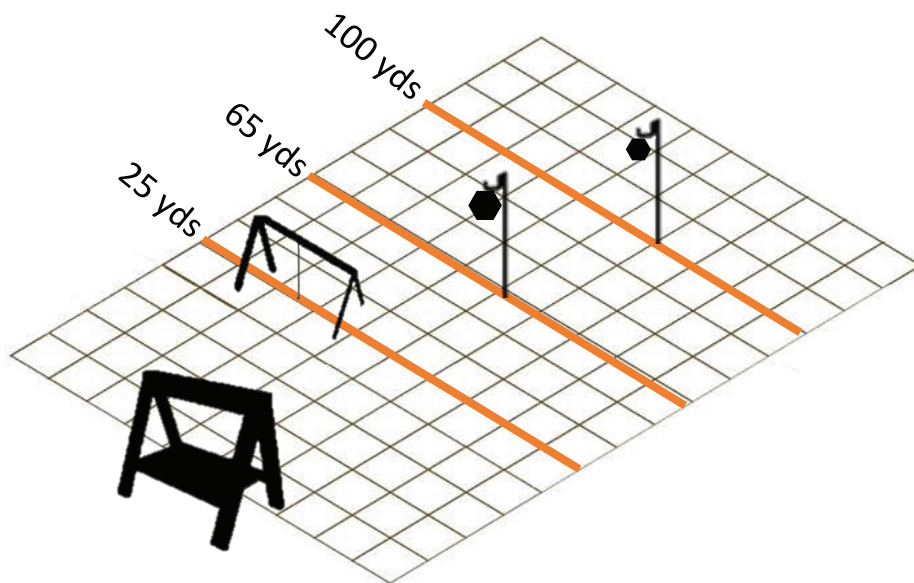
**Description:** On the start signal, the shooter will take a position on the top of the sawhorse and engage each target in the following manner from their strong side:

- Middle target with 2 shots
- Near target with 1 shot
- Far target with 2 shots.

The shooter will then transition to support side and engage the targets in the same manner.

**Note:** Support side means support eye, hand, and shoulder.

**OG/Adaptive Recommendation:** Starting in position on sawhorse sitting on a chair or starting from a standing position and then engaging the targets in the same manner but from a bench.



# STAGE 2: STAND AND DELIVER

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

- 45 yds:** 2" Hex on MLS T Post Hanger
- 60 yds:** 3" Hex on MLS T Post Hanger
- 75 yds:** 4" Hex on MLS T Post Hanger

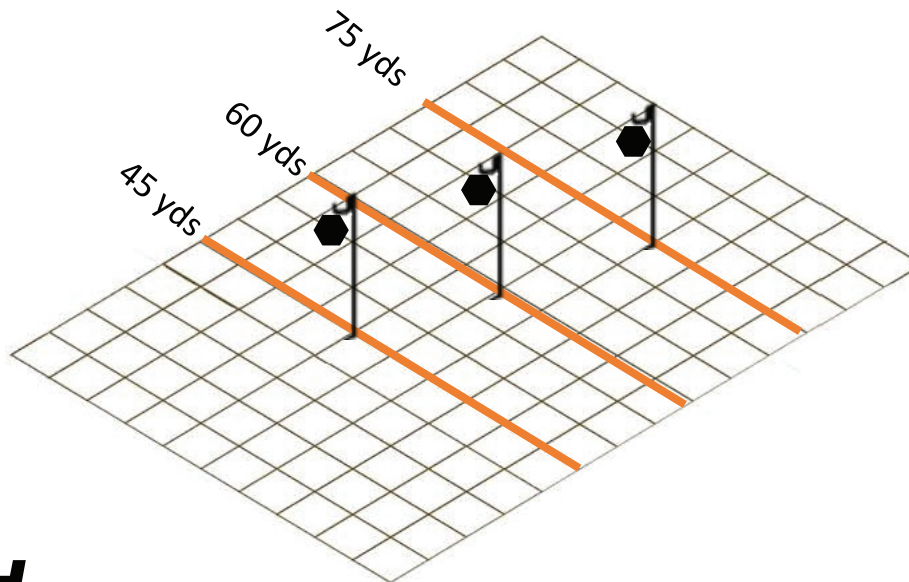
**Points:** 10 points per impact, 100 points possible

**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 standing unsupported position and engage the targets in the following manner:

Near– 3 shots  
Middle - 3 shots  
Far – 4 shots



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# STAGE 3: ONE RUNG AT A TIME

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:** 78 yds: 3" Hex on MLS T Post Hanger

**Points:** 10 pts per impact plus 0.1 bonus points per second remaining, i.e. if 8.7 sec remain the shooter will earn 0.87 points. For the PractiScore template enter the total time elapsed in seconds.

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

**Description:** On the start signal, the shooter will engage the target in the following manner:

Ladder rung 1 (bottom) with 3 shots

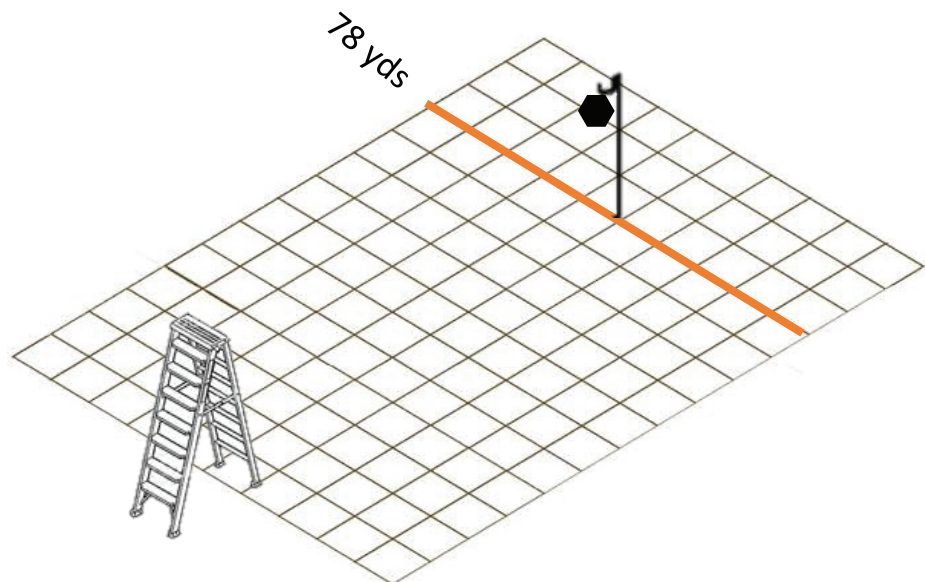
Ladder rung 2 with 2 shots

Ladder rung 3 with 3 shots

Ladder rung 4 with 2 shots

When the shooter is done firing all shots then he/she must yell "Done" to stop the timer to earn the bonus points.

**OG/Adaptive Recommendation:** Same starting position. Shooter will engage the target from the highest rung they can reach and then the one below it but alternating between them (3 shots, 2 shots, 3 shots, 2 shots).



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# STAGE 4: HORIZONTAL FUN

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**      **50 yds:** .50", .075" & 1" on KYL

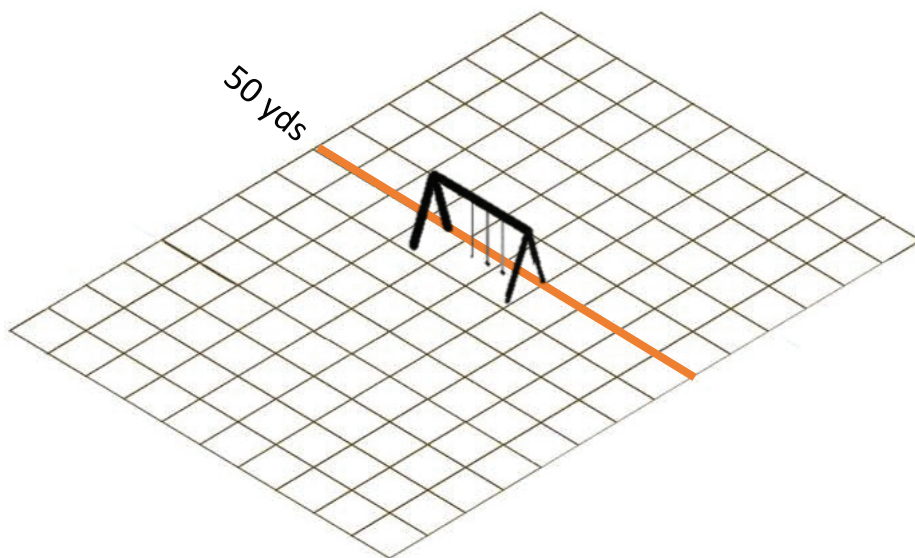
**Points:** 10 pts per impact, 100 points possible.

**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 prone supported position and engage the KYL rack from large to small, hit to advance.

Note: If the shooter cleans the KYL rack then they remain on the smallest target until all shots have been fired or time expires.



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# STAGE 5: TARGET RICH ENVIRONMENT

**Time: 120 Sec**

**Round Count: 12**

**Ranges & Targets:**

**42 yds:** 1.5" Hex on MLS T-Post Hanger

**61 yds:** 2" Hex on MLS T-Post Hanger

**73 yds:** 2.5" Hex on MLS T-Post Hanger

**100 yds:** 3" Hex on MLS T-Post Hanger

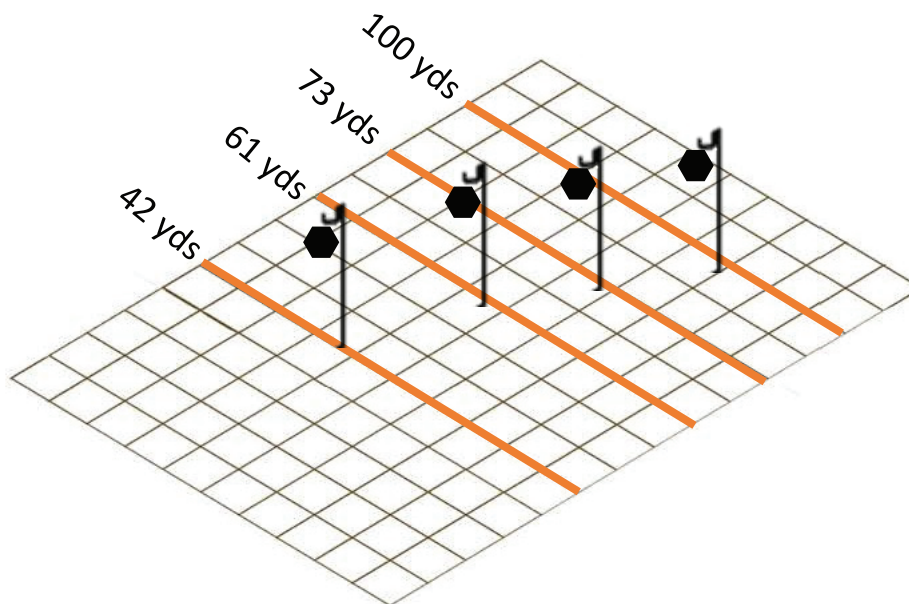
**Points:** 10 points per impact, 120 points possible

**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 supported position and engage the targets from near to far with 3 shots each, hit or miss move on.

Note: The shooter may only adjust their parallax while on the clock. Adjustments to elevation and windage are not allowed.



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# STAGE 6: CADDYSHACK

**Time: 120 Sec**

**Round Count: 12**

**Ranges & Targets:**

**55 yds:** 6" Squirrel Auto Popper

**70 yds:** 6" Squirrel Auto Popper

**85 yds:** 6" Squirrel Auto Popper

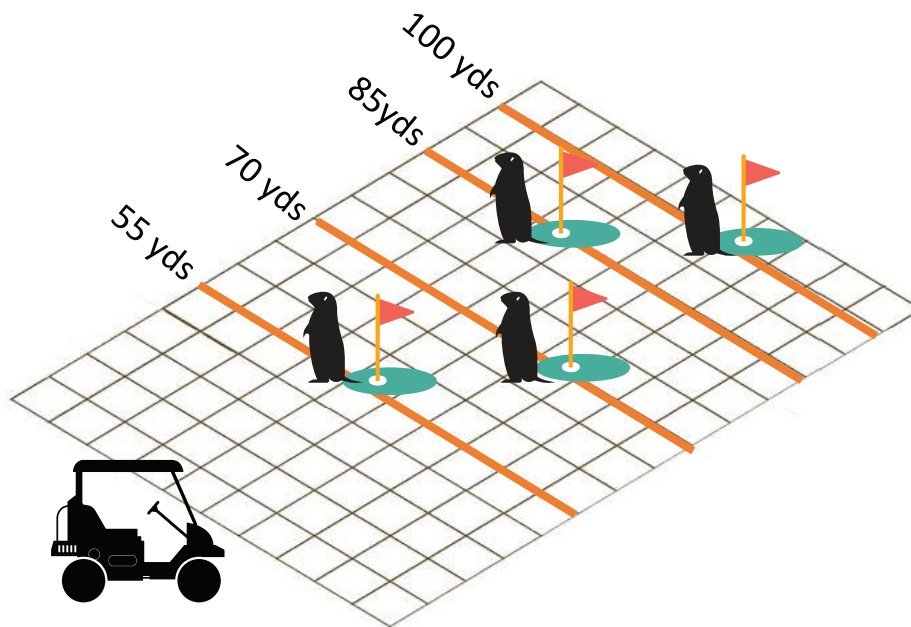
**100 yds:** 6" Squirrel Auto Popper

**Points:** 10 points per impact, 120 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 enter the golf cart in the seated position and engage the targets from near to far with 3 shots each, hit or miss move on. Shooters must be seated but can rest against or on the cart frame.



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# STAGE 7: CAN YOU BEAR IT?

**Time: 120 Sec**

**Round Count: 12**

**Ranges & Targets:**

**46 yds:** 2" Bear Target on MLS T Post.

**67 yds:** 3" Bear Target on MLS T Post.

**86 yds:** 3" Bear Target on MLS T Post.

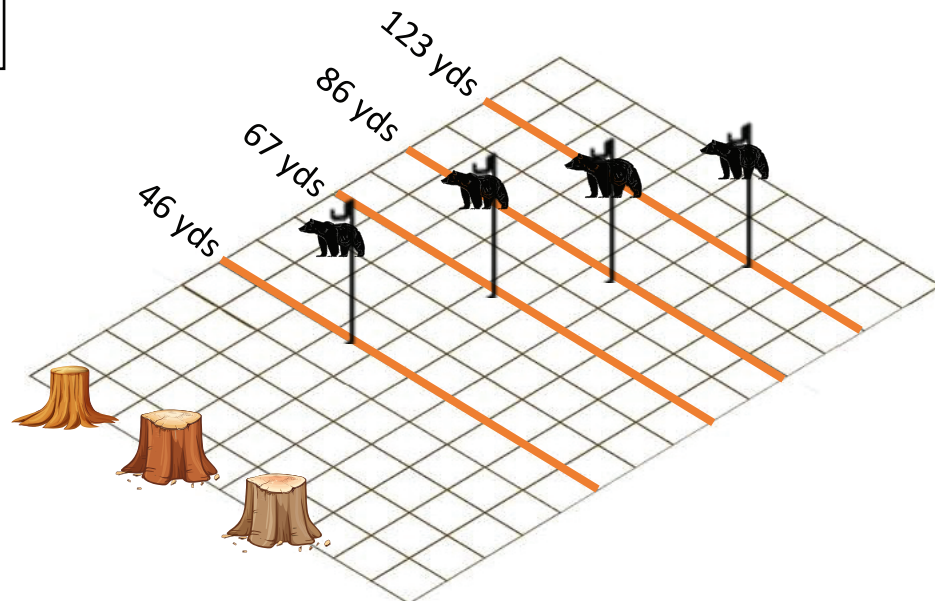
**123 yds:** 4" Bear Target on MLS T Post.

**Points:** 10 points per impact, 120 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 position from the first stump and engage the closest target with 3 shots. The shooter will transition from stump to stump while engaging the remaining targets from near to far with 3 shots each.

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



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# STAGE 8: POKER FACE

**Time: 120 Sec**

**Round Count: 12**

**Ranges & Targets:**

**53 yds:** 3" Diamond on MLS T Post.

**75 yds:** 3" Spade on MLS T Post.

**91 yds:** 3" Heart on MLS T Post.

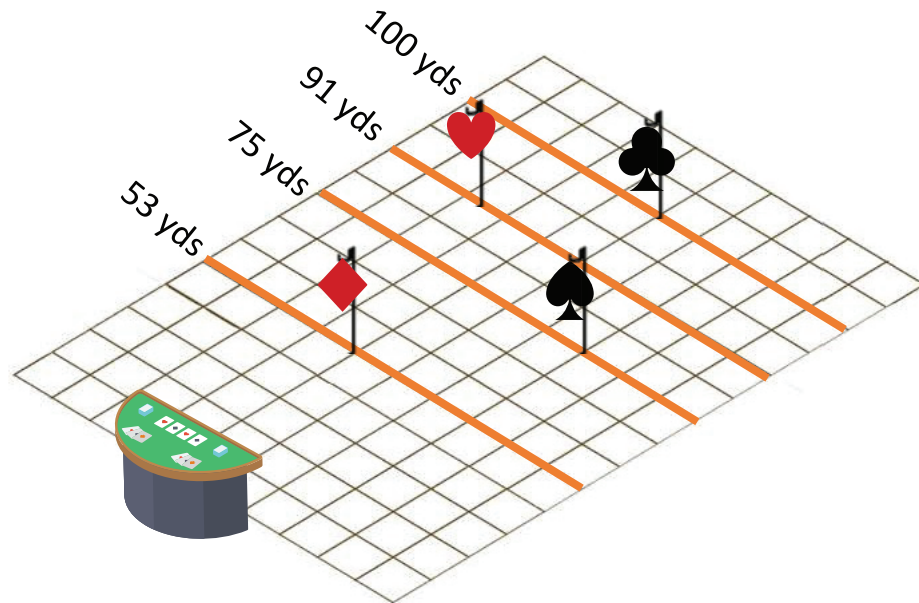
**100 yds:** 3" Club on MLS T Post.

**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 seated supported position using the poker table. The shooter will then draw from a deck of playing cards, identify the suit of the card and engage the matching target 2 times. This will be repeated 5 times for 10 total shots.

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



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# STAGE 9: ZOMBIES

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**42 yds:** 3" Zombie on MLS T Post (2).

**68 yds:** 3" Zombie on MLS T Post (2).

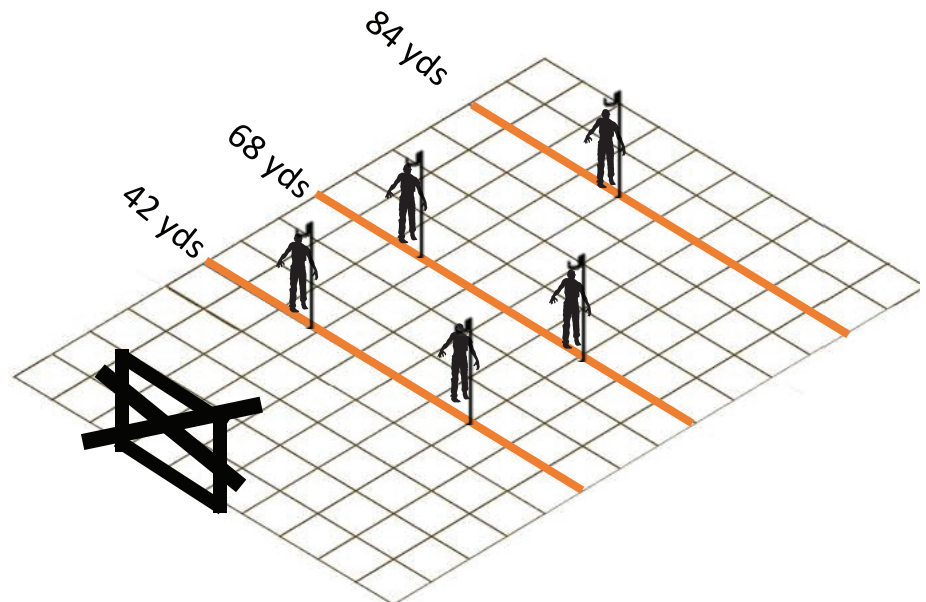
**84 yds:** 3" Zombie on MLS T Post (1).

**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 get in a supported position on the barricade and engage the first furthest target with 2 shots. The shooter will continue to transition to the remaining 4 positions and engage each target 2 times, far to near, left to right.

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



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# STAGE 10: EVOLUTION OF MAN

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**26 yds:** 2" Hex on MLS T Post Hanger.

**41 yds:** 2" Hex on MLS T Post Hanger.

**56 yds:** 2" Hex on MLS T Post Hanger.

**67 yds:** 3" Hex on MLS T Post Hanger

**75 yds:** 3" Hex on 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.

**Description:** On the start signal, the shooter will take a standing unsupported position and engage the closest target with 2 shots. The shooter will then transition to the following positions for the remaining targets moving near to far:

Position 1: Standing unsupported

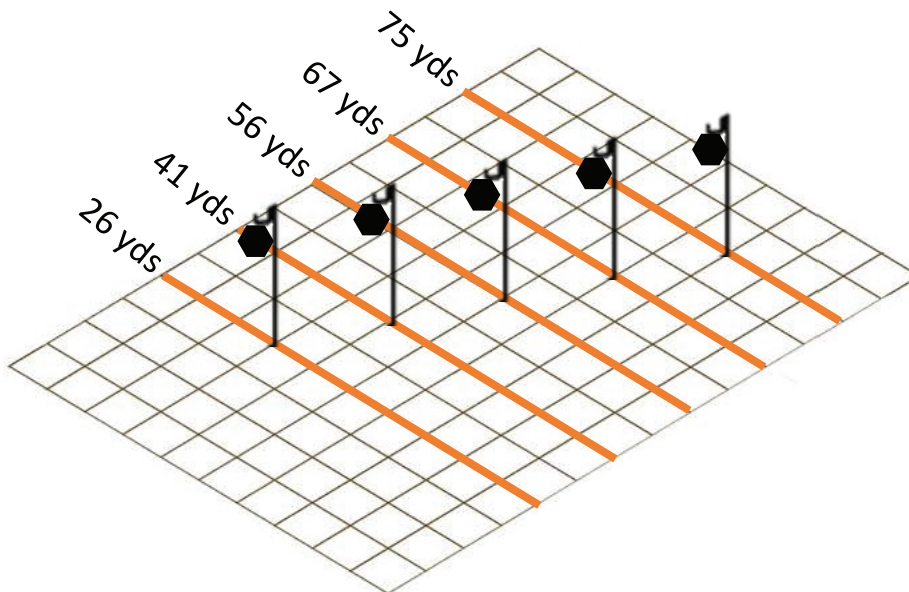
Position 2: Kneeling

Position 3: Sitting

Position 4: Prone

Position 5: Sitting

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



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arms