

2021 SPEED CHALLENGE COURSE OF FIRE



The central logo is a large triangle containing a circular emblem. The emblem features a mountain range and the letters 'WA' in the center. The words 'ROCKY MOUNTAIN' are arched above the mountain, and 'AIRGUN CHALLENGE' is arched below it. The triangle's background is filled with a pattern of diagonal lines.

UTAH AIRGUNS

SPONSORS:

- Top Left:** TARGET FORGE, AERON CZ, GALLOWS TECHNOLOGIES, TAIPAN, PULSAR, AirMaks arms, OPTISAN PRECISION SPORTS OPTICS, Firebird, ARMAGEDDON GEAR, ACCU-TAC PRECISION BIPODS AND ACCESSORIES, KRAFORD AND LYPT Made in the U.S.A., AIR ARMS.
- Top Right:** Eagle Vision, IC GROUP, SP3W, ALKIN COMPRESSORS, SPEED DIAL, ERGO AIR, AIRGUN101 AIRGUN101.COM, HUMA-AIR, HAWKE, AIR MARKSMAN, MGM TARGETS, ATHLON RIDICULOUSLY GOOD OPTICS.
- Bottom Left:** DONNYFL WHEN SILENCE IS A PRIORITY, RAW RAPID AIR, FXairguns.
- Bottom Center:** UX UMAREX AIRGUNS.
- Bottom Right:** SABER TACTICAL, S | A, HATSAN USA, PREDATOR, JSB MATCH DIABOLO, AIRFORCE airguns, ELEMENT OPTICS.

ROCKY MOUNTAIN AIRGUN CHALLENGE

SPEED CHALLENGE

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. 1 bonus point is available if you don't miss any targets in the course of fire.

We have included a course schedule that shows which shooters will go head-to-head for each stage.

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.

If a shooter is unable to shoot from the positional stages, they may use the OG/Adaptive recommendation. Their competitor is allowed to go from the same position in this circumstance.

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 Speed Challenge 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 will be an instant forfeit of the round.



STAGE 1:

ASS FAST ASS YOU CAN

Time: 45 Sec

Target Count: 9

Ranges & Targets:

25 yds: Stop plates

35 yds: 3" Donkey on MLS T Post (4).

50 yds: 4" & 3" on MLS Double (2).

75 yds: 3" Donkey on MLS T Post (2).

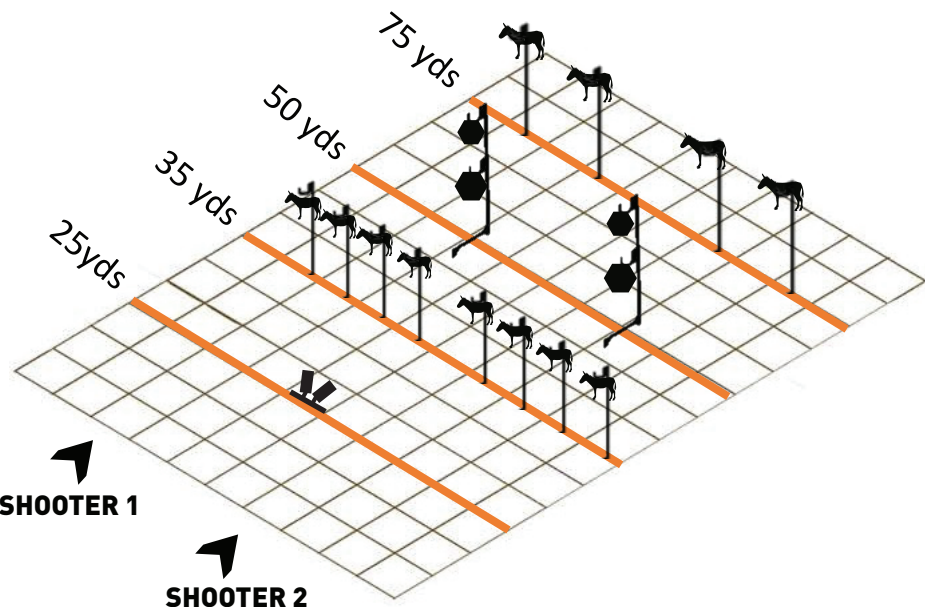
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the targets from back to front, left to right & top to bottom. Once the targets are cleared in correct order the shooter will engage their stop plate to finish the stage.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench.



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STAGE 2: SPEED LIMIT

Time: 45 Sec

Target Count: 8

Ranges & Targets:

25 yds: Stop plate target

40 yds: KYL Target (2.5", 2", 1.5", 1", .75", .5", .25")

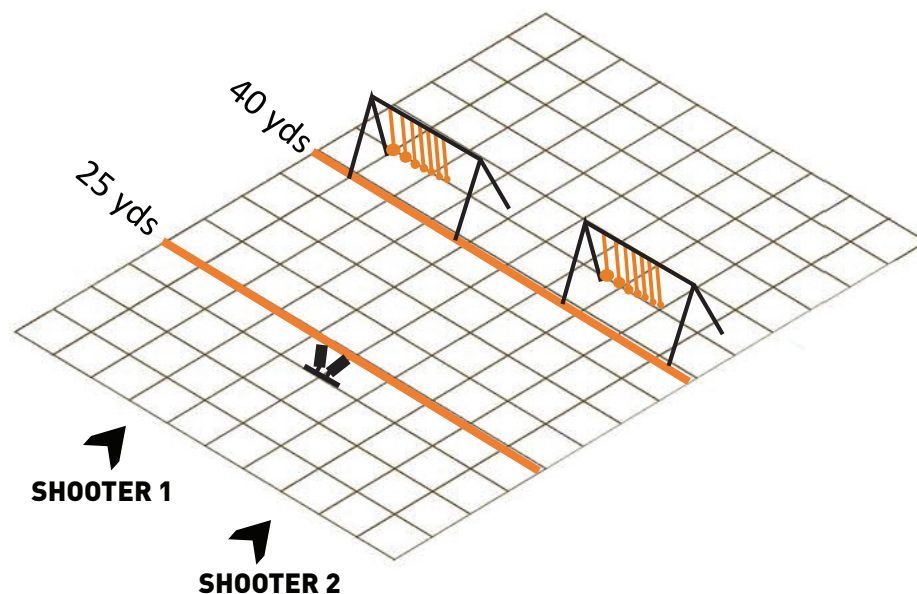
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

OG/Adaptive Recommendation: From the bench.

Description: On the start signal, the shooter will engage the KYL target from large to small.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.



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STAGE 3: DRUMMER BOY

Time: 45 Sec

Target Count: 7

Ranges & Targets:

25 yds: Stop plate target

40 yds: 2" Hex on MLS Double (2)

75 yds: 5" Hex on MLS Double (2)

80 yds: 5" Rimfire Popper

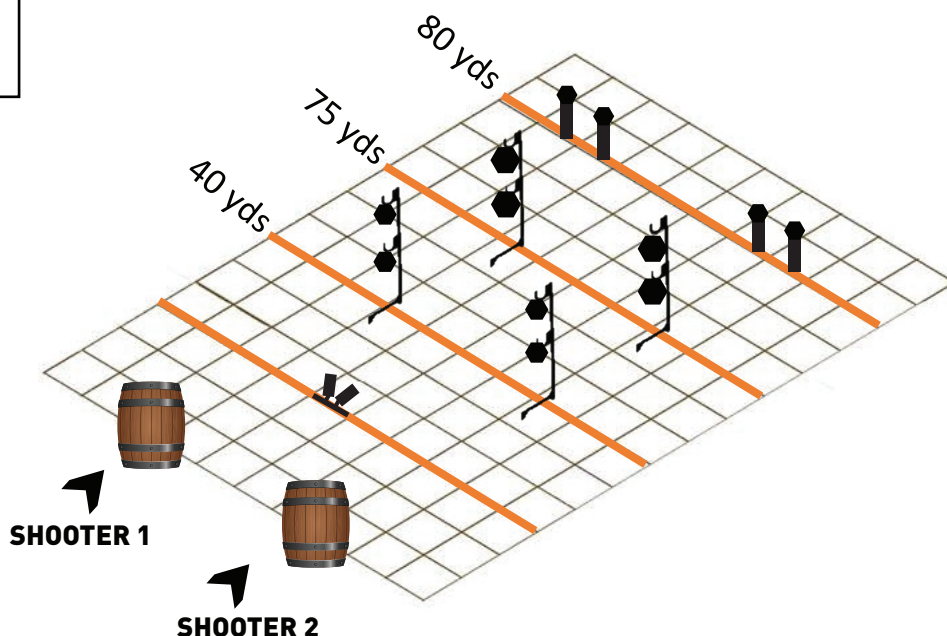
Points: 10 points for win, 1 bonus points for no misses.

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

Description: On the start signal, the shooter will move to the barrel in a supported position. They will then engage the targets back to near, left to right ending with their stop plate.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench. Competitor may shoot from the same position.



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STAGE 4: CLEAN YOUR PLATE

Time: 45 Sec

Target Count: 7

Ranges & Targets: **25 yds:** 7 target plate rack

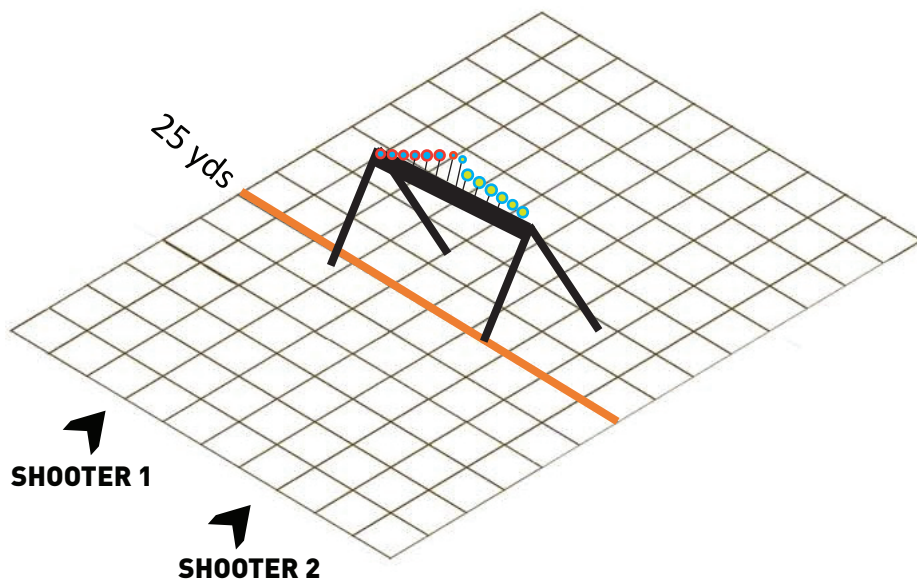
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the plate rack by starting at the outside target and work in to the middle stop plate. Must hit to move on. Best 2 of 3 rounds.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position.



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STAGE 5: OFF HAND MAN

Time: 45 Sec

Target Count: 8

Ranges & Targets:

25 yds: 3" & 4" Hex on MLS Double (2).

30 yds: Stop plate target

35 yds: 5" & 6" Hex on MLS Double (2).

Points: 10 points for win, 1 bonus points for no misses.

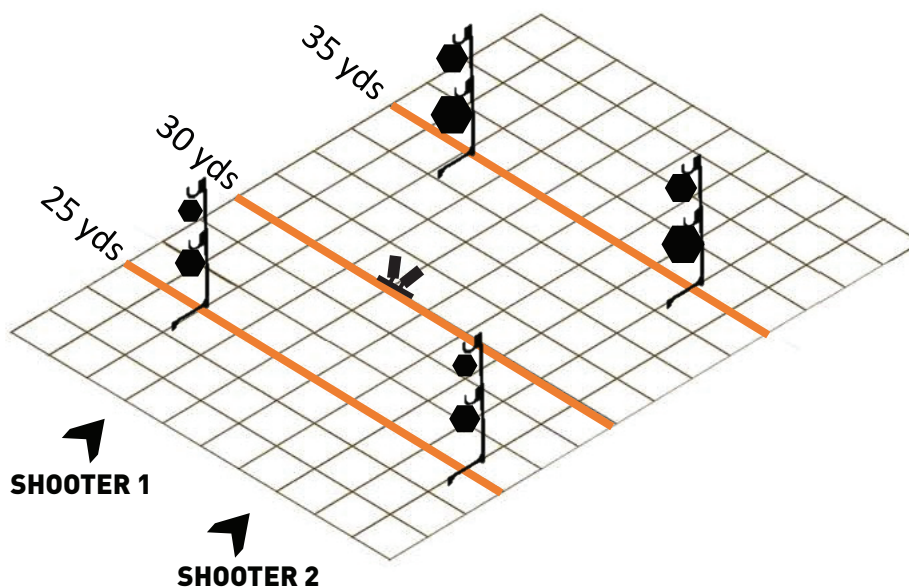
Start Position: Standing, magazine loaded, bolt closed.

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position.

Description: On the start signal, the shooter will engage the front target from top to bottom with 2 shots each from the standing unsupported position. They will then move to the furthest target and repeat.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

*Slings are allowed.



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STAGE 6:

MAG DUMP 9000

Time: 45 Sec

Target Count: 13

Ranges & Targets:

20 yds: Stop plate target

40 yds: 2" Hex on MLS Double (4)

50 yds: 4" Hex on MLS Double (4)

65 yds: 5" Hex on MLS T Post (4)

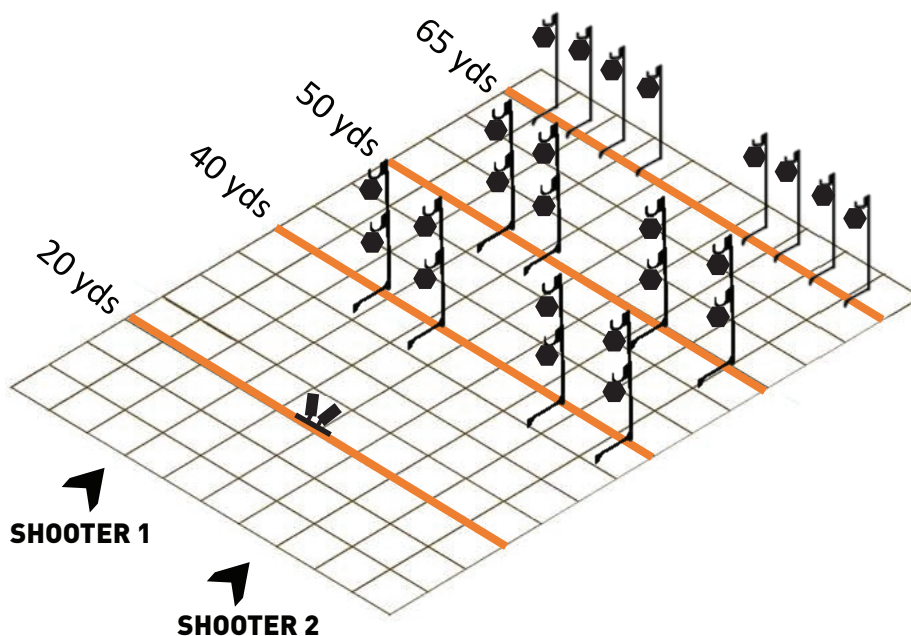
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the targets from front to back, top to bottom & left to right. Once the targets are cleared in correct order the shooter will engage their stop plate to finish the stage.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position.



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**JSB MATCH
DIABOLO**



STAGE 7: SITTIN ON A BIRD PROBLEM

Time: 45 Sec

Ranges & Targets:

Round Count: 9

25 yds: Stop plate target

30 yds: 5" dove target

35 yds: 5" dove target

40 yds: 5" dove target

45 yds: 5" dove target

50 yds: 5" dove target

55 yds: 5" dove target

60 yds: 5" dove target

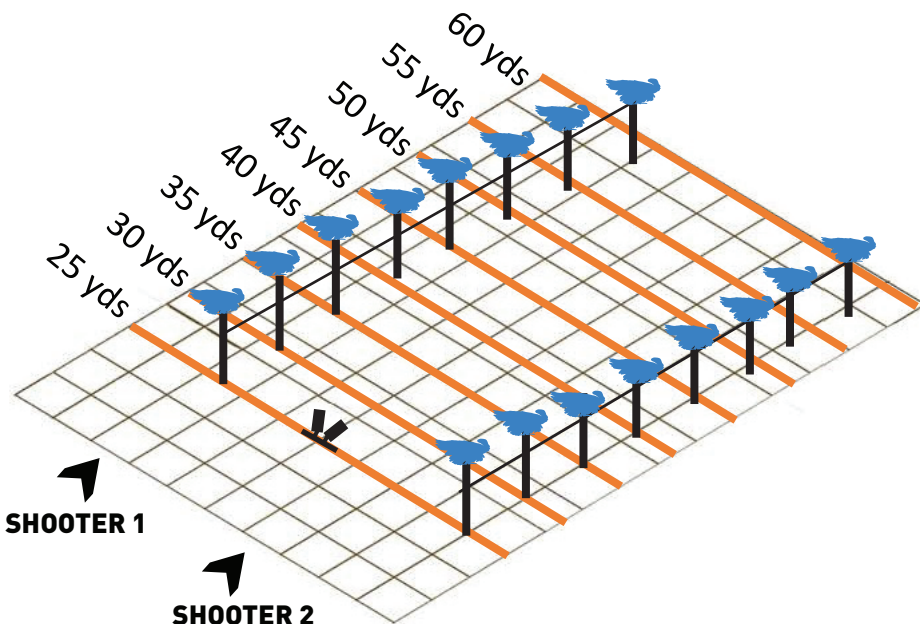
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Seated in the FX EZ-Chair, magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the dove targets from back to front with 1 shot each. Once the targets are cleared in correct order the shooter will engage their stop plate to finish the stage.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench. Competitor may shoot from the same position.



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FXairguns



STAGE 8: OUT N' BACK

Time: 45 Sec

Target Count: 7

Ranges & Targets:

25 yds: Stop plate target

75 yds: Large KYL

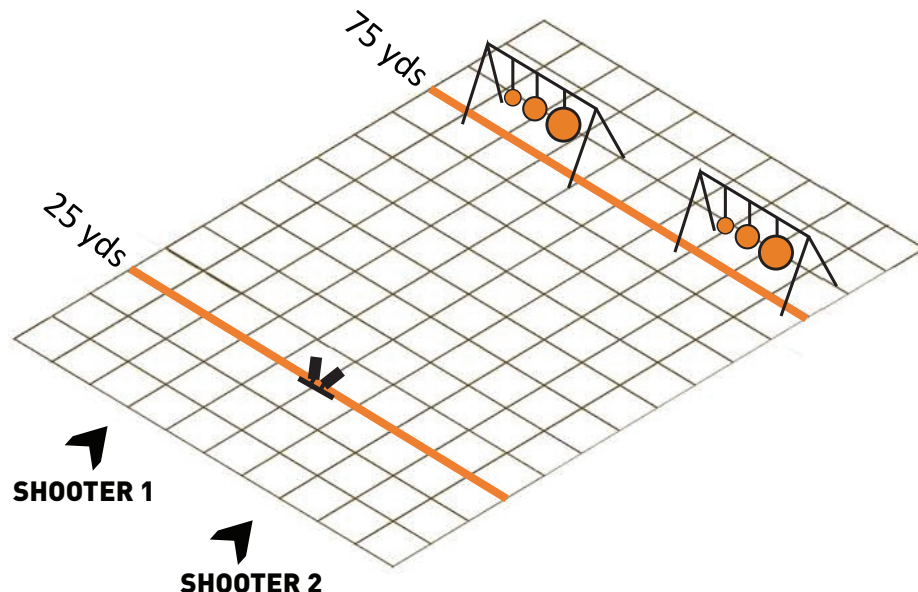
Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the large KYL target starting small to large (left to right), they will then shoot the KYL but go large to small (right to left).

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine.

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position.



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TECHNOLOGIES



STAGE 9: OLD MCDONALDS FARM

Time: 45 Sec

Round Count: 9

Ranges & Targets:

25 yds: Stop plate target

35 yds: Chicken target (2)

45 yds: Hog target (2)

55 yds: Turkey target (2)

65 yds: Ram target (2)

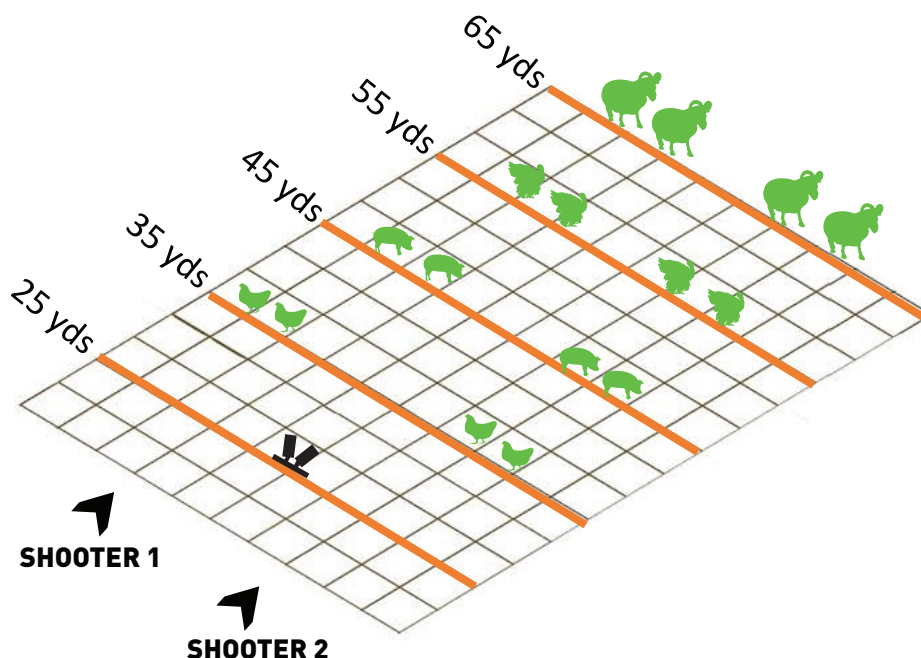
Points: 10 points for win, 1 bonus point for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the closest 2 target and move front to back (chicken hog, turkey, ram) with 2 shots each target. Once the targets are cleared in correct order the shooter will engage their stop plate to finish the stage.

- Must hit to move on.
- The shooter who clears the stage and hits the stop plate first wins.
- 8 rounds max for the initial magazine

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position.



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STAGE 10: WHACK-A-MOLE

Time: 45 Sec

Round Count: 9

Ranges & Targets:

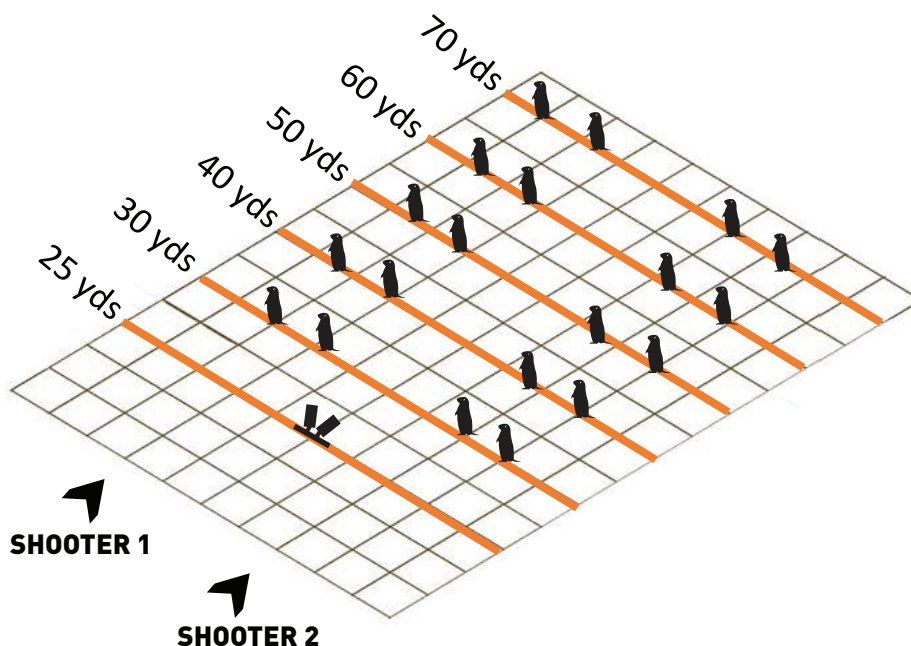
- 25 yds:** Stop plate target
- 30 yds:** 5" Squirrel Auto Popper (2)
- 40 yds:** 5" Squirrel Auto Popper (2)
- 50 yds:** 5" Squirrel Auto Popper (2)
- 60 yds:** 5" Squirrel Auto Popper (2)
- 70 yds:** 5" Squirrel Auto Popper (2)

Points: 10 points for win, 1 bonus points for no misses.

Start Position: Bench or prone.
Magazine loaded, bolt closed.

OG/Adaptive Recommendation: From the bench.
Competitor may shoot from the same position..

Description: On the start signal, the shooters will engage the high targets from front to back. Shooters will then shoot the low targets from back to front.



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