

**2022**  
**PRECISION MARKSMAN CHALLENGE**  
**COURSE OF FIRE**

**SPORTSMAN CLASS**



# Precision Marksman Challenge

**SCORING:** All impacts will be worth 10 points each. Each stage will have 10-12 shots. All scoring/hits will be called by the designated spotter. Range officers have final say on scoring, disputes, etc.

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 Marskman 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.
- 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 may be either pellets or slugs.
- No practice shots at the stage area. No staging on props.
- A hot sbefore the timer starts will be an instant forfeit of the stage.
- Bags must be volleyball size or smaller.

**SCHEDULE:**

Thursday 6/16		LOWER RANGE					
		STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6
8:00:00 AM	8:30:00 AM	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 6
8:30:00 AM	9:00:00 AM	SQUAD 6	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5
9:00:00 AM	9:30:00 AM	SQUAD 5	SQUAD 6	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4
9:30:00 AM	10:00:00 AM	SQUAD 4	SQUAD 5	SQUAD 6	SQUAD 1	SQUAD 2	SQUAD 3
10:00:00 AM	10:30:00 AM	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 6	SQUAD 1	SQUAD 2
10:30:00 AM	11:00:00 AM	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 6	SQUAD 1



# STAGE 1: SUPER SHOPPER

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**43yds:** 2" Hex

**67yds:** 2.5" Hex

**119yds:** 6" Hex

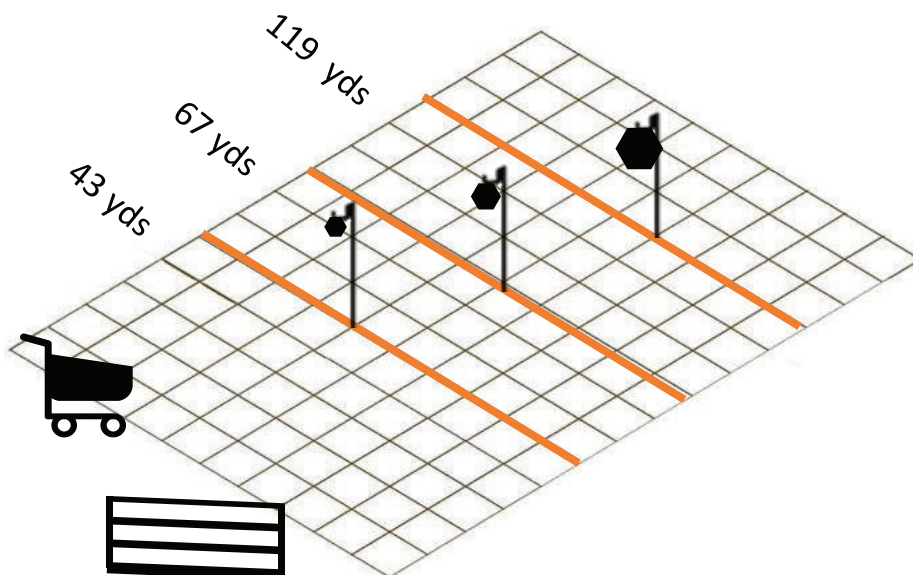
**Points:** 10 points per impact, 100 points possible

**Start Position:** Standing, gear in hand, magazine inserted, action open.

**Description:** On the start signal, the the shooter will move to the shopping cart and take a supported position on the top of the cart. Shooters will engage the 43 yard target with 3 shots. Shooter will then move to the shelf and engage the 67 yard target with 3 shots. Finally shooters will transition to another shelf and engage the 119 target with 4 shots.

**Gear:** Bipod and bag.

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# STAGE 2: THIS IS A GAMECHANGER

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

- 41 yds: 2" Hex
- 79 yds: 4" Hex
- 110 yds: 4" Hex
- 123 yds: 11" Tiger

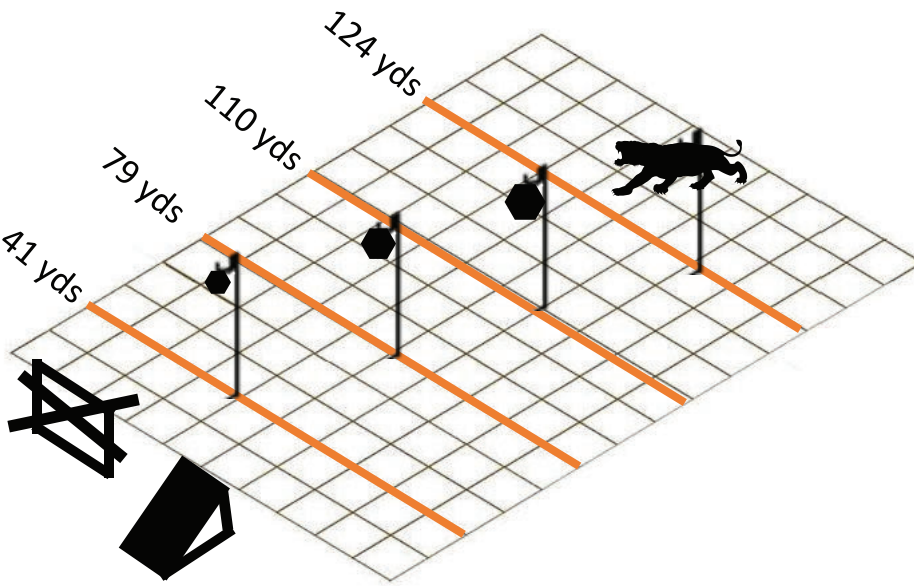
**Points:** 10 points per impact, 100 points possible

**Start Position:** Standing, gear in hand, magazine inserted, action open, Shooter Must have the Game Changer Bag provided on stage in hand.

**Description:** On the start signal, the shooter will engage 41 yard target with 2 shots from any position on the barricade. Shooters will change positions on the barricade and engage the 79 yard target with 2 shots. Shooter will move to another position on the barricade and engage the target at 110 with 2 shots. Shooter will then move to the rooftop and engage the target at 124 yards with 2 shots and the target at 110 with 2 shots.

**Gear:** Bipod and bag.

\*Gamechanger bag must be used as primary support rest on at least one position, but can be used on the entire stage if the shooter chooses.





# STAGE 3: NOT SO LONESOME DOVE

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**41 yds:** 5" Dove Target

**63 yds:** 5" Dove Target

**81 yds:** 5" Dove Target

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

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

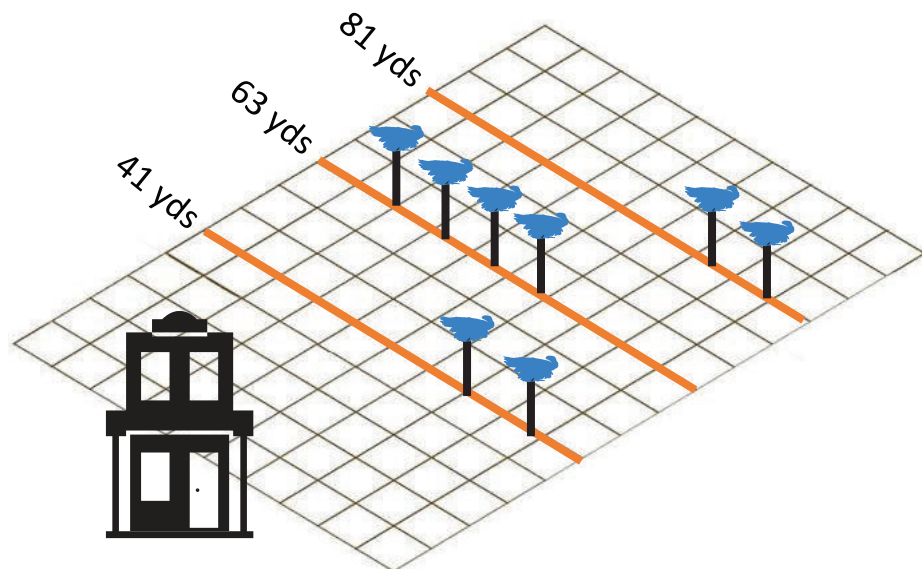
**Description:** On the start signal, the the shooter will move to the Saloon. Shooters will engage the targets from near to far, left to right with one shot each. After shooting the 2 doves at 41 yards shooters will move positions on the Saloon. After shooting the 4 doves at 63 yards shooters will move positions to engage the final 2 dove at 81 yards

**Gear:** Bipod and bag.

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**IMPULSE  
AIR**







# STAGE 4: PRAIRIE DOG PALOOZA

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

- 30 yds:** Prairie Dog Target
- 71 yds:** Prairie Dog Target
- 87 yds:** Prairie Dog Target
- 105 yds:** Prairie Dog Target
- 120 yds:** Prairie Dog Target

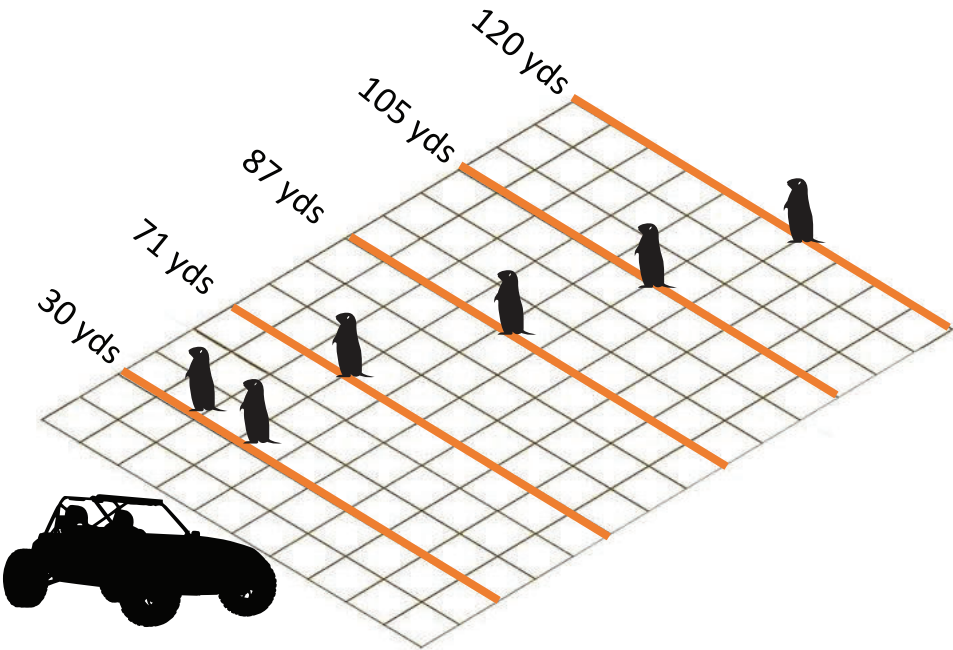
**Points:** 10 pts per impact, 100 points possible.

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

**Description:** On the start signal, the shooter moves into the side by side. From the drivers seat, the shooter will engage the 30 yard targets with one shot each. Shooter will then engage the 71 yard target with 2 shots. Shooter will then move to the bed of the side by side and shooting supported from the roof engage the remaining targets, near to far, with 2 shots each.

**Gear:** Bipod and bag.

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# STAGE 5: EVOLUTION OF THE STANCE

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

- 25 yds:** 1.5" & 3" Hex
- 50 yds:** 2" & 3" Hex
- 63 yds:** 5" Hex
- 85 yds:** 3" & 4" Hex

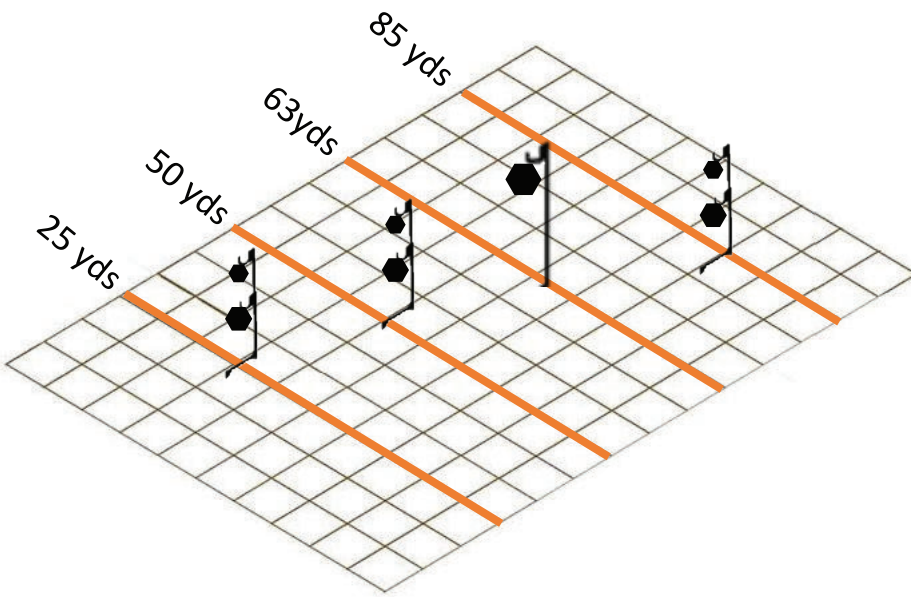
**Points:** 10 points per impact plus 0.1 bonus points per second remaining, ie: If 8.7 sec remain, the shooter will earn 0.87 bonus points. For the practiscore NRL 22 template enter the remaining time elapsed in seconds.

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

**Description:** On the start signal, the the shooter moves to the prone position and engages 85 yard targets from big to small with 2 shots per target. Shooter moves to sitting position and engages 25 yard targets from big to small with one shot per target. Shooter moves to kneeling position and engages targets at 50 yards with 1 shot per target. Shooter moves to standing position and engages 63 yard target with 2 shots.

**Gear:** Bipod and bag. Bipod may only touch ground for first position.

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# STAGE 6: DOUBLE TROUBLE

**Time: 120 Sec**

**Round Count: 10**

**Ranges & Targets:**

**25 yds:** 1" & 1.5" Target

**66 yds:** 2.5" Target

**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 moves to the prone position and engages 85 yard targets from big to small with 2 shots per target. Shooter moves to sitting position and engages 25 yard targets from big to small with one shot per target. Shooter moves to kneeling position and engages targets at 50 yards with 1 shot per target. Shooter moves to standing position and engages 63 yard target with 2 shots.

**Gear:** Bipod and bag. Bipod may only touch ground for first position.

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