

2022

SPEED CHALLENGE

COURSE OF FIRE



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 stage will have 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 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. 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 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 shot before the timer starts will be an instant forfeit of the round.

Friday 6/17													
		UPPER RANGE					LOWER RANGE						
		STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8	STAGE 9	STAGE 10		
8:00:00 AM	8:25:00 AM	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 6	SQUAD 7	SQUAD 8	SQUAD 9	SQUAD 10		
8:25:00 AM	8:50:00 AM	SQUAD 5	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 10	SQUAD 6	SQUAD 7	SQUAD 8	SQUAD 9		
8:50:00 AM	9:15:00 AM	SQUAD 4	SQUAD 5	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 9	SQUAD 10	SQUAD 6	SQUAD 7	SQUAD 8		
9:15:00 AM	9:40:00 AM	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 1	SQUAD 2	SQUAD 8	SQUAD 9	SQUAD 10	SQUAD 6	SQUAD 7		
9:40:00 AM	10:05:00 AM	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 1	SQUAD 7	SQUAD 8	SQUAD 9	SQUAD 10	SQUAD 6		
10:05:00 AM	10:20:00 AM	RANGE SWITCH					RANGE SWITCH						
10:20:00 AM	10:45:00 AM	SQUAD 6	SQUAD 7	SQUAD 8	SQUAD 9	SQUAD 10	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5		
10:45:00 AM	11:10:00 AM	SQUAD 10	SQUAD 6	SQUAD 7	SQUAD 8	SQUAD 9	SQUAD 5	SQUAD 1	SQUAD 2	SQUAD 3	SQUAD 4		
11:10:00 AM	11:35:00 AM	SQUAD 9	SQUAD 10	SQUAD 6	SQUAD 7	SQUAD 8	SQUAD 4	SQUAD 5	SQUAD 1	SQUAD 2	SQUAD 3		
11:35:00 AM	12:00:00 PM	SQUAD 8	SQUAD 9	SQUAD 10	SQUAD 6	SQUAD 7	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 1	SQUAD 2		
12:00:00 PM	12:25:00 PM	SQUAD 7	SQUAD 8	SQUAD 9	SQUAD 10	SQUAD 6	SQUAD 2	SQUAD 3	SQUAD 4	SQUAD 5	SQUAD 1		



STAGE 1: THAT'LL DO DONKEY

Max Time: 45 Sec

Target Count: 11

Ranges & Targets:

20 yds: Stop plates

30 yds: 4 - 3" Donkey Targets

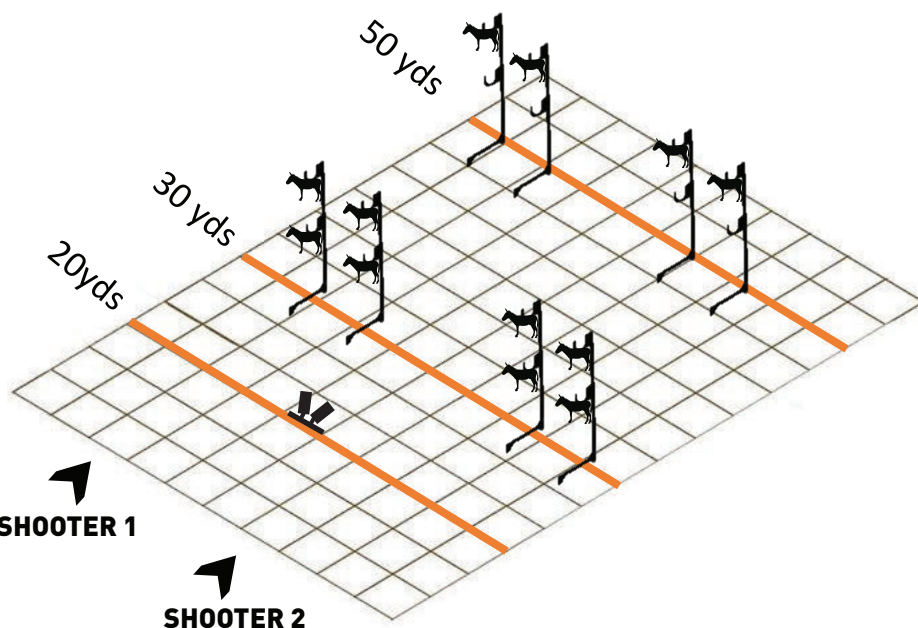
50 yds: 4 - 3" Donkey Targets

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 shooters will follow the below course of fire:

- 30 Yard Targets left-to-right, top-to-bottom. 1 shot each.
- 50 Yard Targets left-to-right
- 30 Yard Targets left to right, top-to-bottom.
- Finish on 20 yard 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.



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HAWKE



STAGE 2: TRIPLE RACK

Max Time: 45 Sec

Target Count: 16

Ranges & Targets:

25 yds: Plate Rack (5 Targets)

35 yds: Plate Rack (5 Targets)

45 yds: Plate Rack (5 Targets)

30 yds: Stop Plates

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

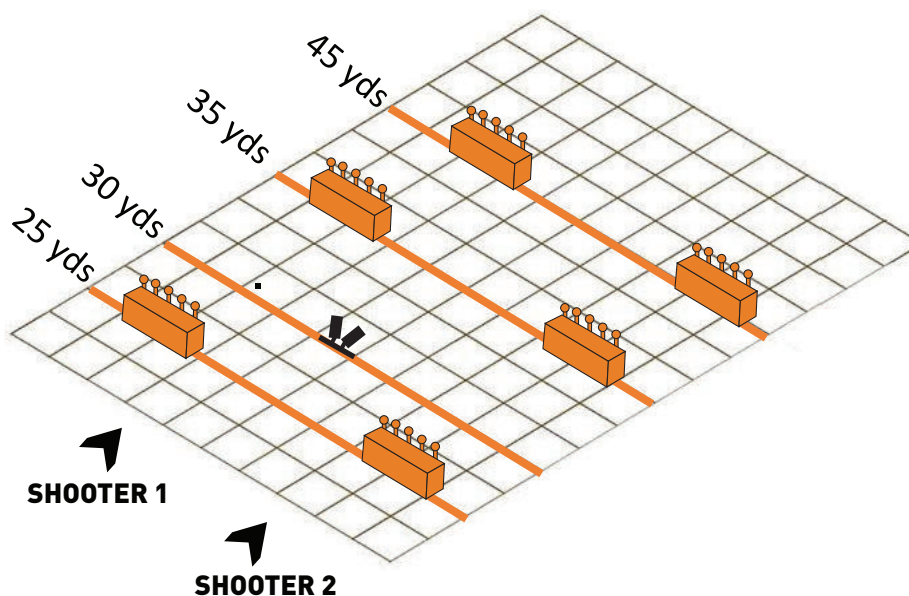
Start Position: Bench or prone.
Magazine loaded, bolt closed.

Description: On the start signal, the shooters will follow the below course of fire close to far, left to right:

- 25 Yard Plate Rack
- 35 Yard Plate Rack
- 45 Yard Plate Rack
- 30 Yard 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.

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STAGE 3: X-QUAD

Time: 45 Sec

Target Count: 7

Ranges & Targets:

20 yds: Stop plate target

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

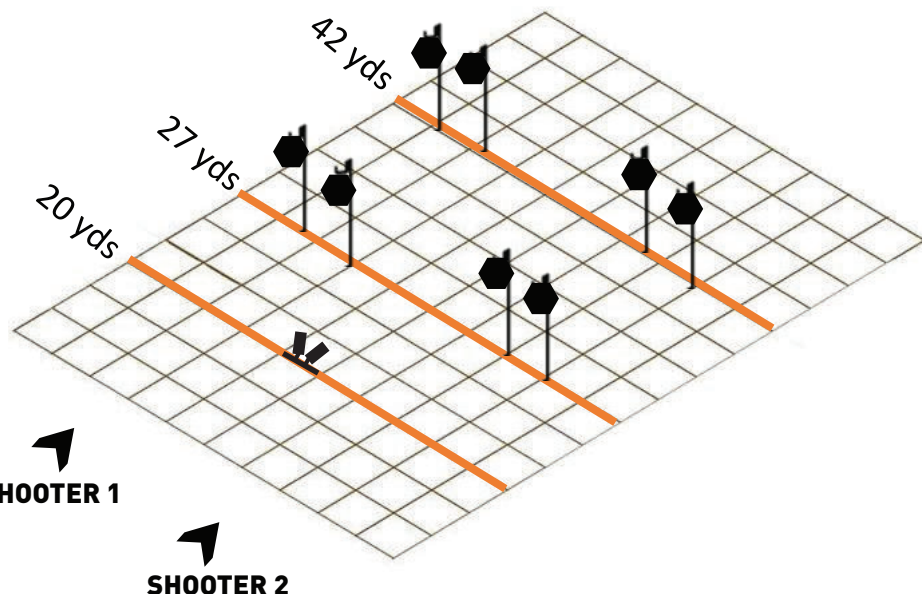
42 yds: 2" Hex on MLS Double (2)

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 shooters will follow the below course of fire

- Left 27 yard target (3 shots)
- Right 42 yard target (3 shots)
- Right 27 Yard Target (3 shots)
- Left 42 Yard Target (3 shots)
- 20 yard 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.



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STAGE 4: LET'S MEET IN THE MIDDLE

Time: 45 Sec

Target Count: 7

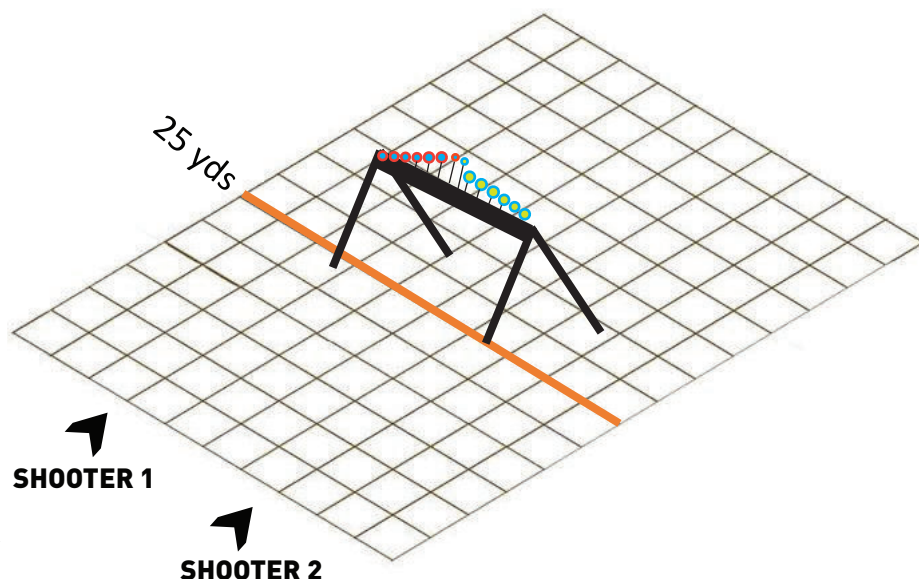
Ranges & Targets: **25 yds:** 7 target plate rack

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. Must hit to move on. Best of 3.

- 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 5: LUCK OF THE DRAW

Time: 45 Sec

Target Count: 9

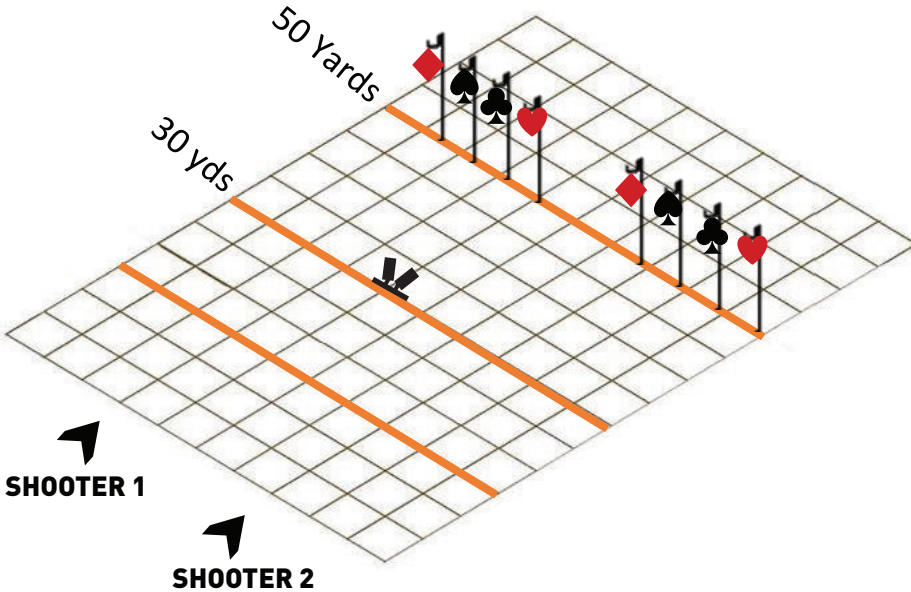
Ranges & Targets: **50 yds:** 4 - Card Suite Targets

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 shooters will draw a card and shoot the same suite target. Shooters will, draw then shoot once until all 4 cards are drawn. Shooters will then shoot the targets in the same order that was drawn.

- 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 6:

LOOKS LIKE IT'S GETTING BIGGER

(THAT'S WHAT SHE SAID)

Time: 45 Sec

Target Count: 9

Ranges & Targets:

25 yds: Small KYL (1.5", 1", .75", .5", .25")

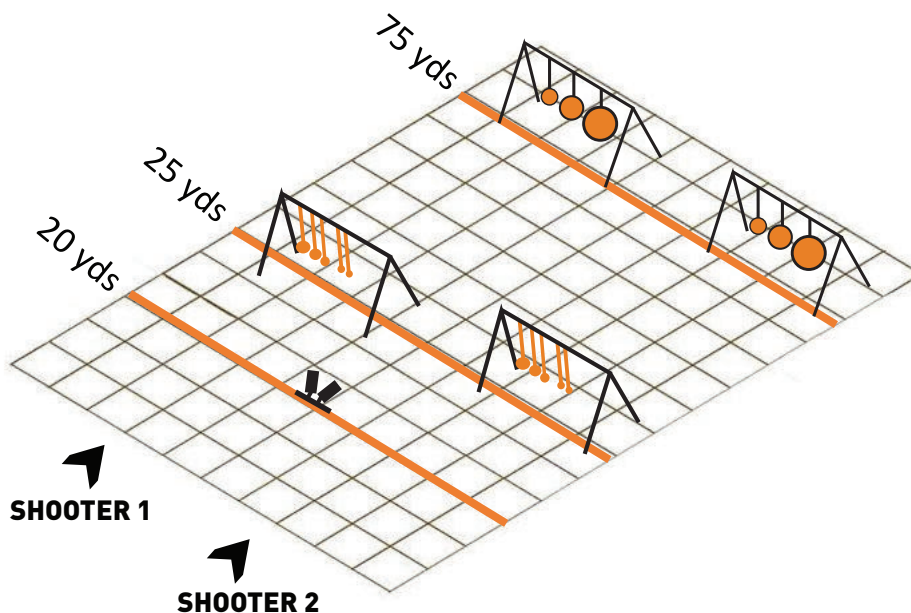
75 yds: Large KYL (10", 8", 6")

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 shooters will follow the below course of fire:

- 25 Yard KYL big to small.
- 75 Yard KYL big to small.
- 20 Yard 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.



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STAGE 7: PARADISE ON EARTH

Round Count: 9

Time: 45 Sec

Ranges & Targets:

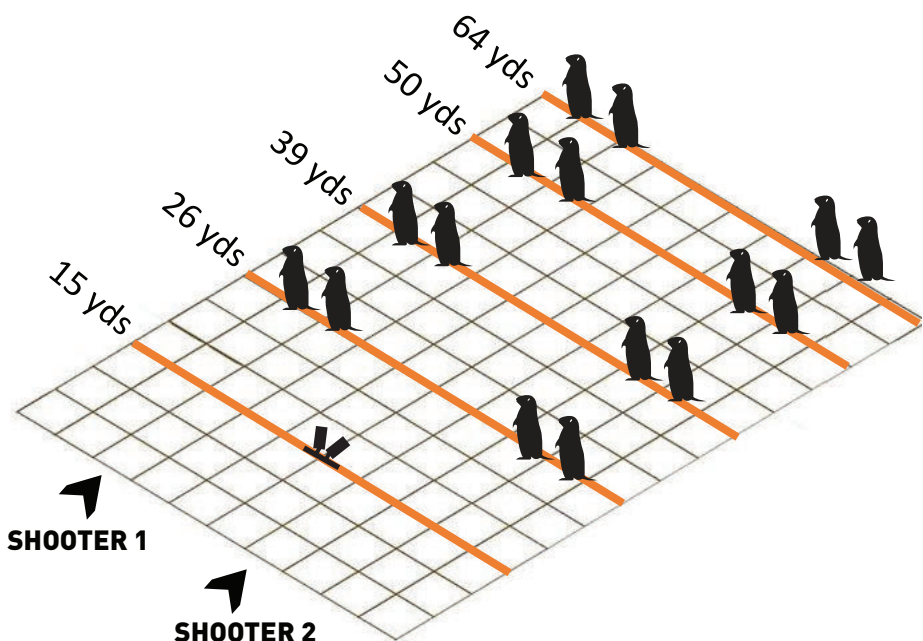
15 yds: Stop plate target
26 yds: 2 - Prairie Dog Popper
39 yds: 2 - Prairie Dog Popper
50 yds: 2 - Prairie Dog Popper
64 yds: 2 - Prairie Dog Popper

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 closest prairie dog targets from left to right with one shot each. They will continue shooting near to far, left to right.

- 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 8: ADRENALINE DUMP

Time: 45 Sec

Target Count: 8

Ranges & Targets:

26 yds: Stop plate target

15 yds: 4" hex

30 yds: 4" Bear

35 yds: 6" Ram

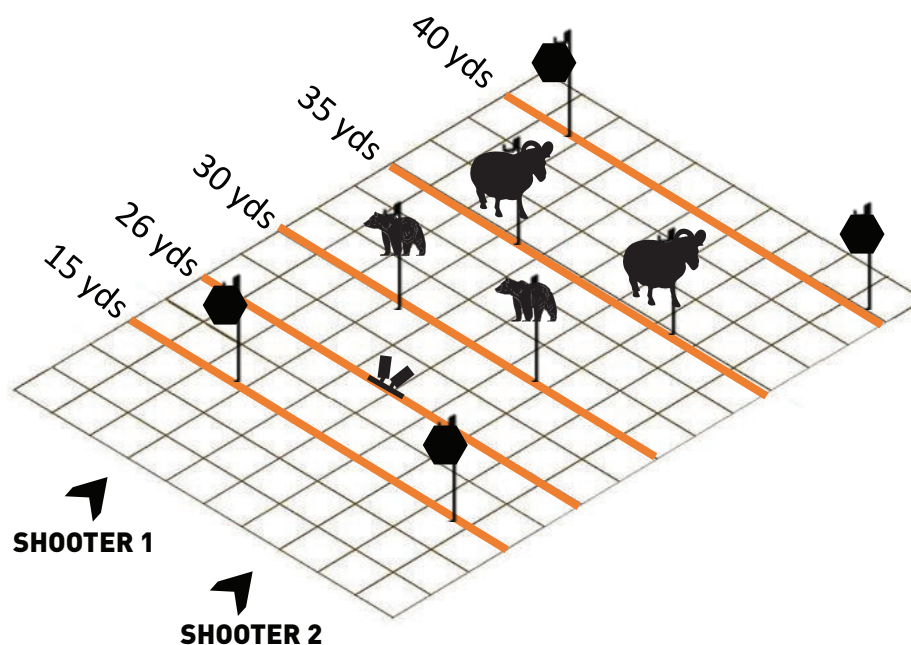
40 yds: 8" Hex

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

Start Position: Standing, freehand
Magazine loaded, bolt closed.

Description: On the start signal, the shooters will engage the below course of fire from a standing, freehand position:

- 40 Yard Hex - 1 shot
- 35 Yard Ram - 1 shot
- 30 Yard Bear - 2 shots
- 15 Yard Hex - 3 Shots
- 26 Yard 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.



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ATHLON
RIDICULOUSLY GOOD OPTICS



STAGE 9: OLD MCDONALDS FARM

Time: 45 Sec

Round Count: 9

Ranges & Targets:

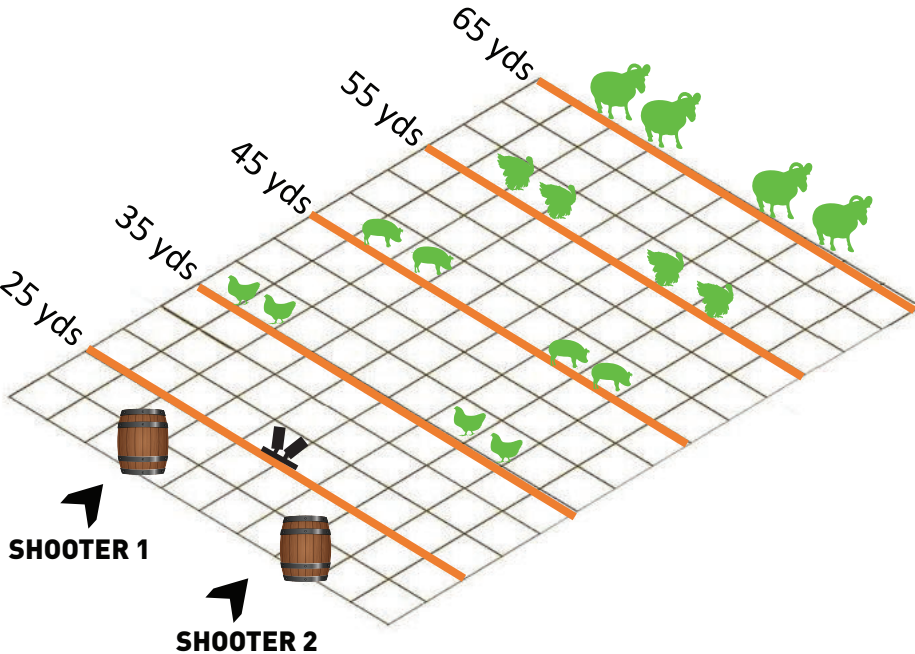
- 25 yds:** Stop plate target
- 35 yds:** Chicken target (2)
- 45 yds:** Hog target (2)
- 55 yds:** Turkey target (2)
- 65 yds:** Ram target (2)

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

Start Position: Standing, resting on barrel. Magazine loaded, bolt closed.

Description: On the start signal, the shooter will engage the closest 2 targets and move front to back (chicken hog, turkey, ram) with 1 shot 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



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STAGE 10: BACK AND FORTH

Time: 45 Sec

Round Count: 9

Ranges & Targets:

25 yds: 3" Target

40 yds: Stop Plates

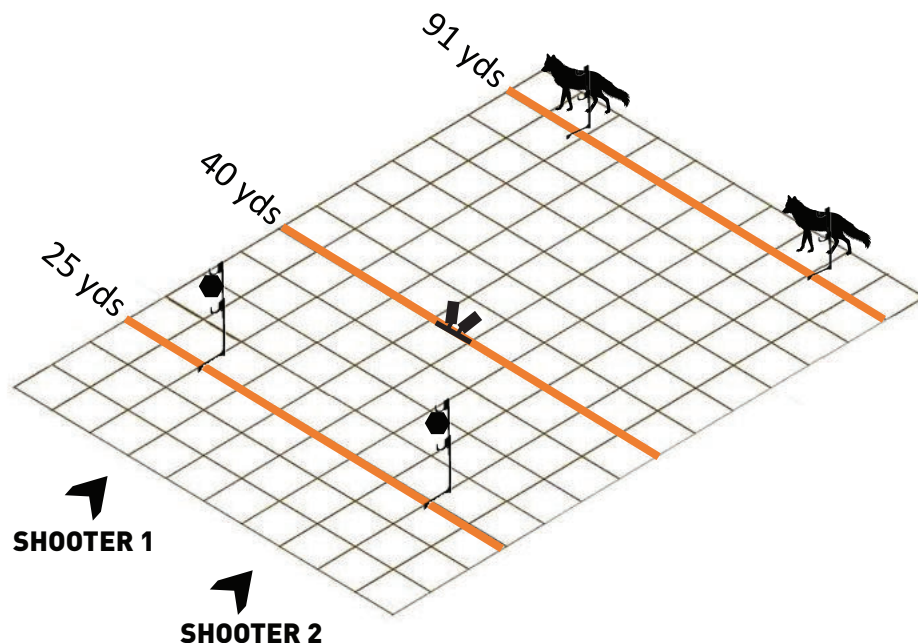
91 yds: 11" Coyote Target

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 shooters will engage the 25 yard target with 1 shot, they will then move to the 91 yd coyote target and engage with 1 shot alternating between the targets for a total of 8 shots.

- 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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