

2022 SLUG CHALLENGE - MAGNUM COURSE OF FIRE



ROCKY MOUNTAIN AIRGUN CHALLENGE

SLUG CHALLENGE – MAGNUM

SCORING: All impacts will be worth 10 or 15 points depending on the course. Each stage will have 2 targets. A spotter and scorer will be assigned to each squad to call hits and record scores.

Shooters will be in squads of 4. There will be 5 stages on the Magnum course. Each stage will have 2 targets at distances varying from 100 yards to 290 yards. Each target will be engaged 2 times for a total of 4 shots per stage.

Shooters will have 2 minutes to make the 2 shots per target. It is very important that the on deck shooter is ready to shoot as soon as the shooter in front of them finishes.

***Shooters will remain on the same bench throughout the duration of this event.**

RULES:

- Cheating will NOT be tolerated. Any person attempting/caught cheating will be disqualified immediately from all events with no refund.

- If any shooter breaks any range rules or has a safety violation, they will be immediately disqualified.

- Shooters will be remaining on the same bench, but if moving the gun (filling for example) please ensure the gun is not loaded, decock and make safe. Also, you will need to keep your gun pointed straight up at all times. There will be NO LOADED GUNS unless you are on the bench or shooting obstacle area. SAFETY IS THE NUMBER ONE PRIORITY!

- Bipods, rear bags, tethering & one-piece rests are allowed.

- 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 higher.

- No practice shots at the stage area.

COURSE SCHEDULE:

| *WILL NOT ROTATE BENCHES. ONLY TARGETS. | | | | | |
|---|---------|---------|---------|---------|---------|
| | HEAT 1 | | | | |
| | STAGE 1 | STAGE 2 | STAGE 3 | STAGE 4 | STAGE 5 |
| 2:30 PM | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 |
| 2:45 PM | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 |
| 3:00 PM | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 |
| 3:15 PM | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 |
| 3:10 PM | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 |
| | HEAT 2 | | | | |
| 3:30 PM | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 |
| 3:40 PM | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 |
| 3:50 PM | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 |
| 4:00 PM | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 |
| 4:10 PM | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 |
| | HEAT 3 | | | | |
| 4:30 PM | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 |
| 4:40 PM | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 | SQUAD 4 |
| 4:50 PM | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 | SQUAD 3 |
| 5:00 PM | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 | SQUAD 2 |
| 5:10 PM | SQUAD 2 | SQUAD 3 | SQUAD 4 | SQUAD 5 | SQUAD 1 |



STAGE 1: IT SMELLS LIKE BIGFOOT

Time: 120 Sec per target

Round Count: 4

Ranges & Targets:

140 yds: Sasquatch (12"x17")

290 yds: Raccoon (19"x35")

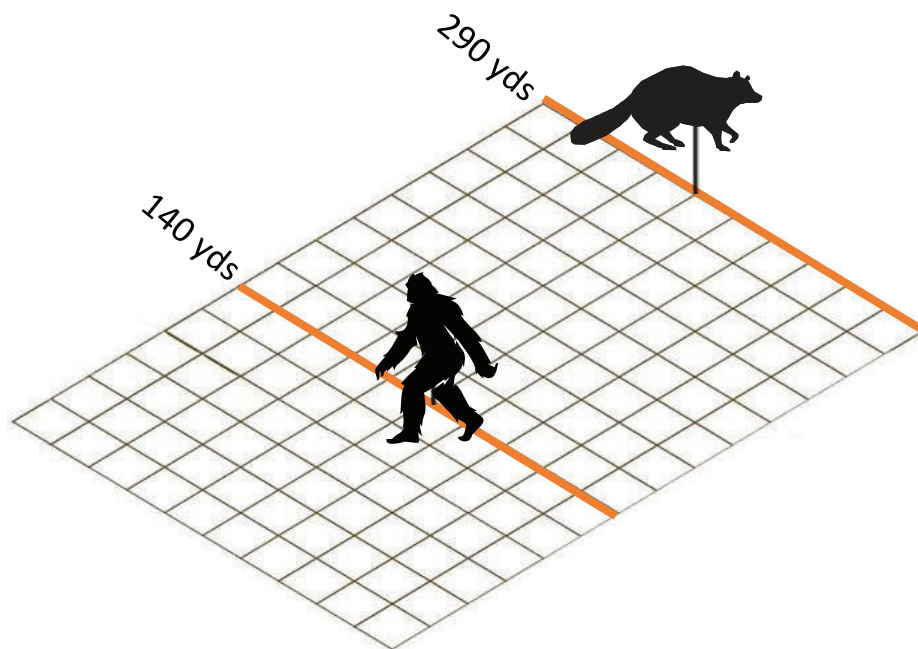
Points: Sasquatch = 10 points per impact

Raccoon = 15 points per impact

Total possible points = 50

Start Position: From the bench.
Loaded. Bolt closed.

Description: On the start signal, the first shooter will engage the 140 yard Sasquatch target with 2 shots (120 second time limit). The next shooter will do the same until all squad members have engaged target 1. They will then move to the 290 raccoon target and follow the same sequence.



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STAGE 2: GOBBLE GOBBLE

Time: 120 Sec per target

Round Count: 4

Ranges & Targets:

110 yds: Woolly Mammoth (16"x12")

200 yds: Turkey (25"x23")

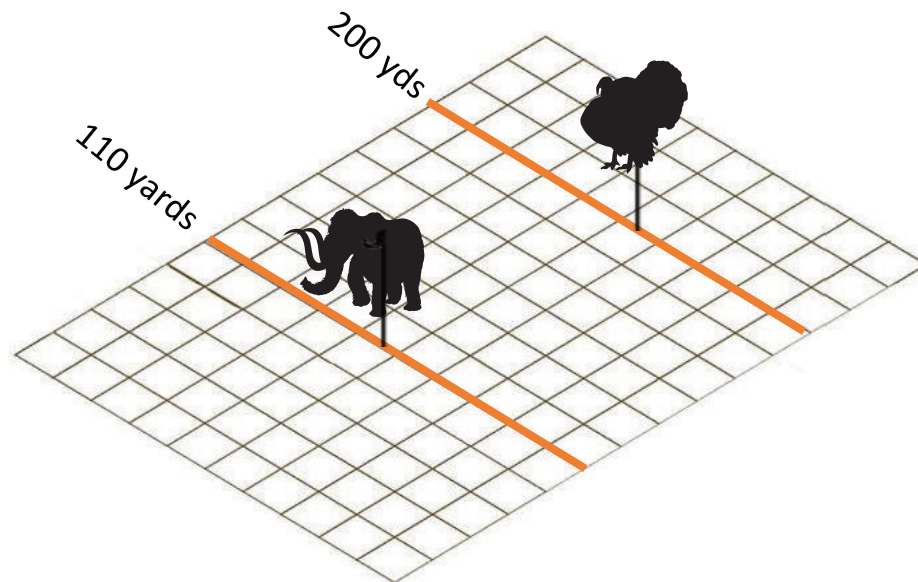
Points: Woolly Mammoth = 10 points per impact

Turkey = 15 points per impact

Total possible points = 50

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

Description: On the start signal, the first shooter will engage the 110 yard Woolly Mammoth target with 2 shots(120 second time limit). The next shooter will do the same until all squad members have engaged target 1. They will then move to the 200 yard Turkey target and follow the same sequence.



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STAGE 3: TIGER KING

Time: 120 Sec

Round Count: 4

Ranges & Targets:

100 yds: Buffalo (10"x7")

185 yds: Tiger (19"x10")

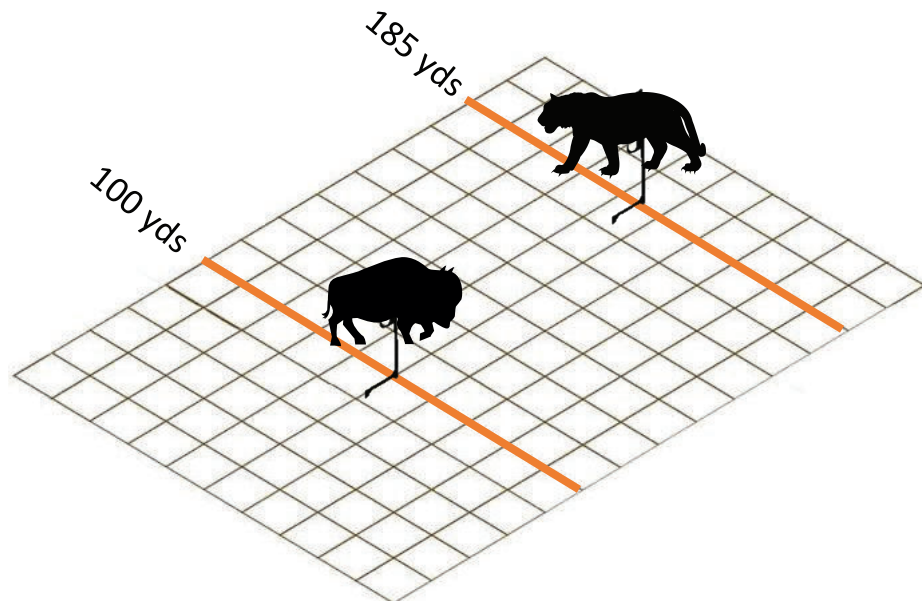
Points: Buffalo = 10 Points per impact

Tiger = 15 Points per impact

Total Points Possible = 50

Start Position: From the bench.
Loaded. Bolt closed.

Description: On the start signal, the first shooter will engage 100 yard Buffalo target with 2 shots (120 second time limit). The next shooter will do the same until all squad members have engaged target 1. They will then move to the 185 Tiger target and follow the same sequence.



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STAGE 4: EL COYOTE

Time: 120 Sec

Round Count: 4

Ranges & Targets:

76 yds: Gong (6")

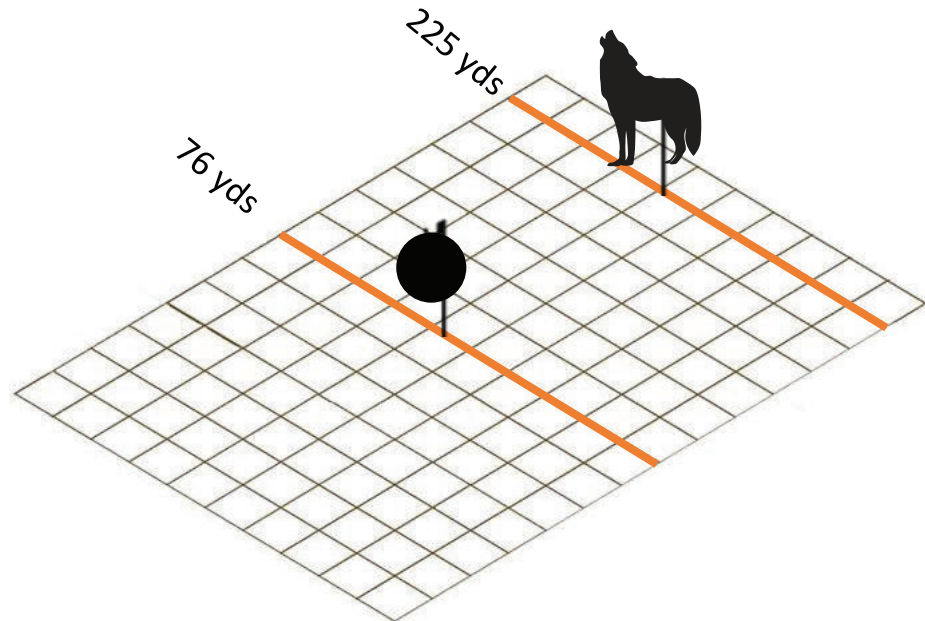
225 yds: Coyote (26"x32")

Points: Gong = 10 points per impact
Coyote = 15 points per impact
Total possible points = 50

Start Position: From the bench.
Loaded. Bolt closed.

Description: On the start signal, the first shooter will engage the 76 yard Gong target with 2 shots (120 second time limit). The next shooter will do the same until all squad members have engaged target 1. They will then move to the 230 yard Coyote target and follow the same sequence.

Start Position: From the bench.
Loaded. Bolt closed.



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STAGE 5: MOUNTAIN MAN

Time: 120 Sec

Round Count: 4

Ranges & Targets:

225 yds: Badger (16"x35")

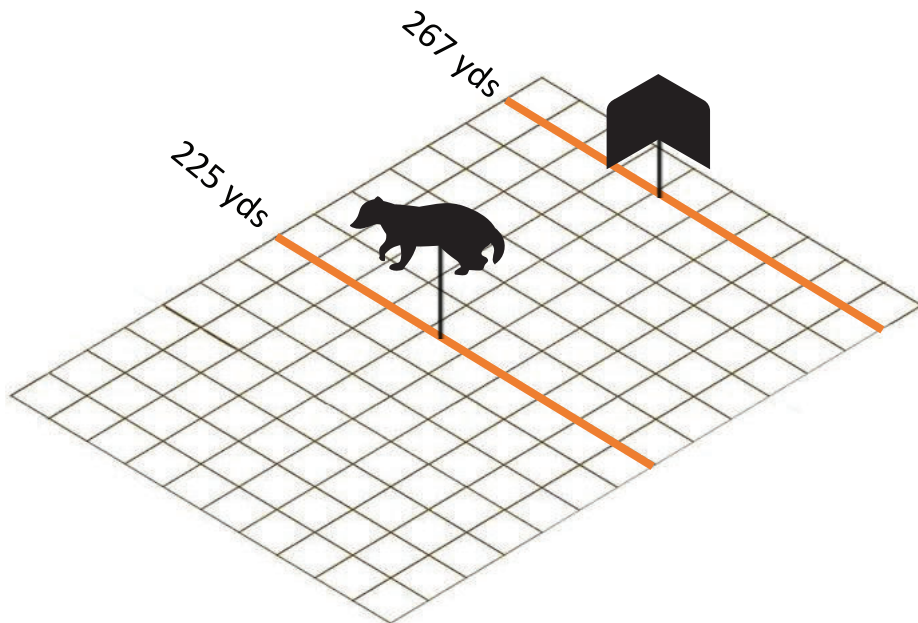
267 yds: UA Logo (20"x24")

Points: Badger = 10 points per impact
UA Logo = 15 points per impact
Total possible points = 50

Start Position: From the bench.
Loaded. Bolt closed.

Description: On the start signal, the first shooter will engage the 225 yard Badger target with 2 shots (120 second time limit). The next shooter will do the same until all squad members have engaged target 1. They will then move to the 267 yard UA target and follow the same sequence.

Start Position: From the bench.
Loaded. Bolt closed.



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