

2022
PRECISION MARKSMAN CHALLENGE
COURSE OF FIRE

PRO 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 stage will have a Ipad with Practiscore. After you complete the stage you will verify your score with the scorer. Range officers will make the final call on scoring. Any attempt to bully a scorer or spotter into changing scores will lead to a dismissal of the match.

RULES:

- **SAFETY IN THE NUMBER ONE PRIORITY.** Any violation of safety rules will lead to an instant disqualification and dismissal from the range.
- **Cheating will NOT be tolerated.** Any person attempting/caught cheating will be disqualified immediately from all events with no refund. There will be no coaching allowed on the clock(wind calls, corrections, etc).
- **Shooters must keep bolts open while transitioning through different positions on stages.**
- **Before and after you have completed a stage you must remove the magazine , engage the safety, keep the bolt open, and put a chamber flag in the gun. Shooters will keep guns pointed straight up at all times. There will be NO MAGAZINES in guns unless you are in the designated shooter area.**
- **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. .**
- **.30 caliber and lower. Ammo may be either pellets or slugs.**
- **No practice shots at the stage area. No staging on props.**
- **A shot before the timer starts will be an instant forfeit of the stage.**
- **Bags must be volleyball size or smaller.**
- **Purge shots are allowed but the gun must be empty.**

SCHEDULE:

SAT. 6/18	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:

STANDBY, WHERE'S THE FIRE?

Time: 120 Sec

Round Count: 10

Ranges & Targets:

43yds: 2" Hex

67 yds: 2.5" Hex

147 yds: 8" Hex

Points: 10 points per impact, 100 points possible

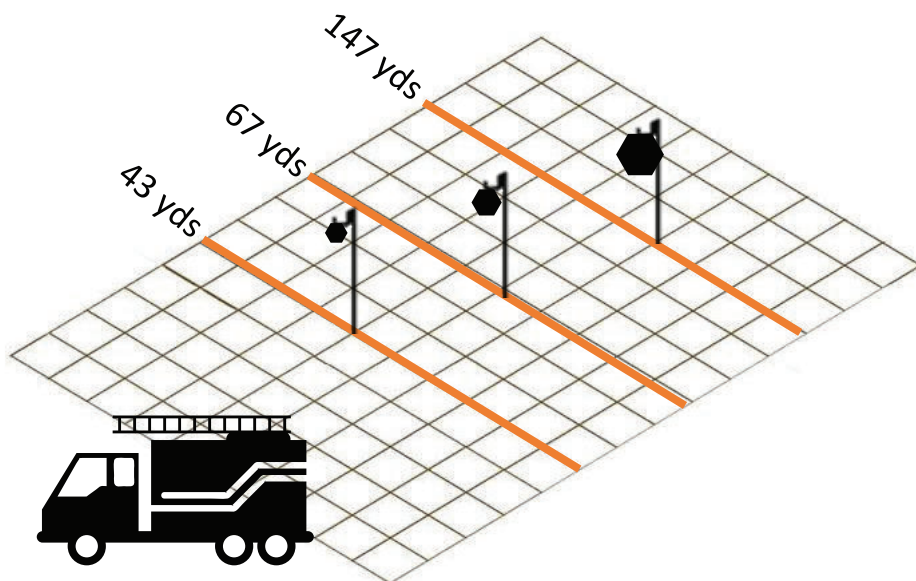
Start Position: Shooter sitting in the driver's seat, rifle will be placed at first shooting position, magazine and bags will be in the firetruck's side storage box.

Description: On the start signal, the the shooter will move from the driver's seat & retrieve bags and magazines. Shooter will then move to the first firing position and insert a magazine and engage target at 147 yard target with 4 shots. Shooter must then open action and place rifle on upper platform before moving to the next firing position. Shooter will then move to the back of the firetruck and climb to the top deck. Shooter will then engage the 43 and 67 yard targets near to far with 3 shots per target.

Gear: Bipod and bag.

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STAGE 2: THIS IS A GAMECHANGER

Time: 120 Sec

Round Count: 10

Ranges & Targets:

- 200 yds:** 12" Tiger Target
- 150 yds:** 8" Hex
- 100 yds:** 4" Hex
- 50 yds:** 2" Hex

Points: 10 points per impact, 100 points possible

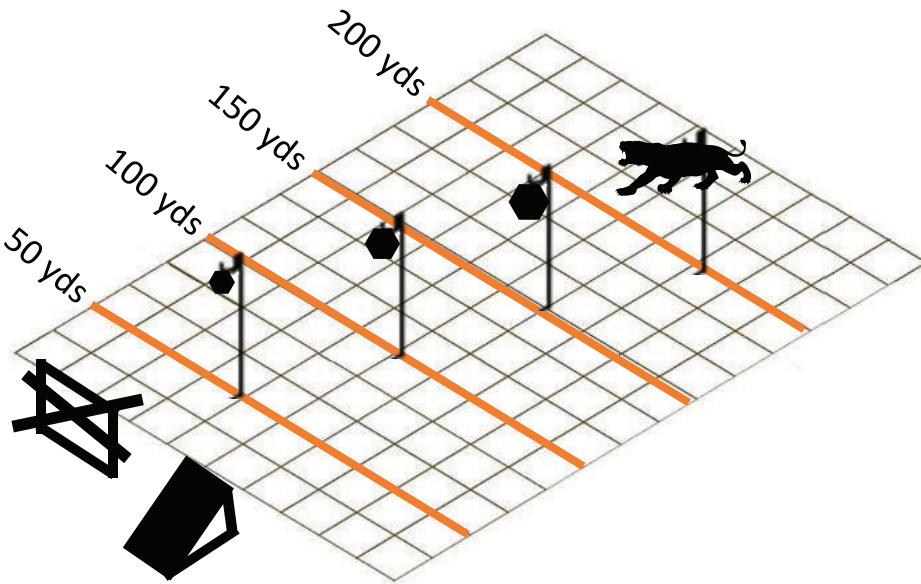
Start Position: Standing, gear in hand, magazine inserted, action open, Shooter Must have the Game Changer Bag provided on stage in hand.

Description: On the start signal, the shooter will engage 50 yard target with 2 shots from any position on the barricade. Shooters will change positions on the barricade and engage the 100 yard target with 2 shots. Shooter will move to another position on the barricade and engage the target at 150 with 2 shots. Shooter will then move to the rooftop and engage the target at 200 yards with 2 shots and the target at 150 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.

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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

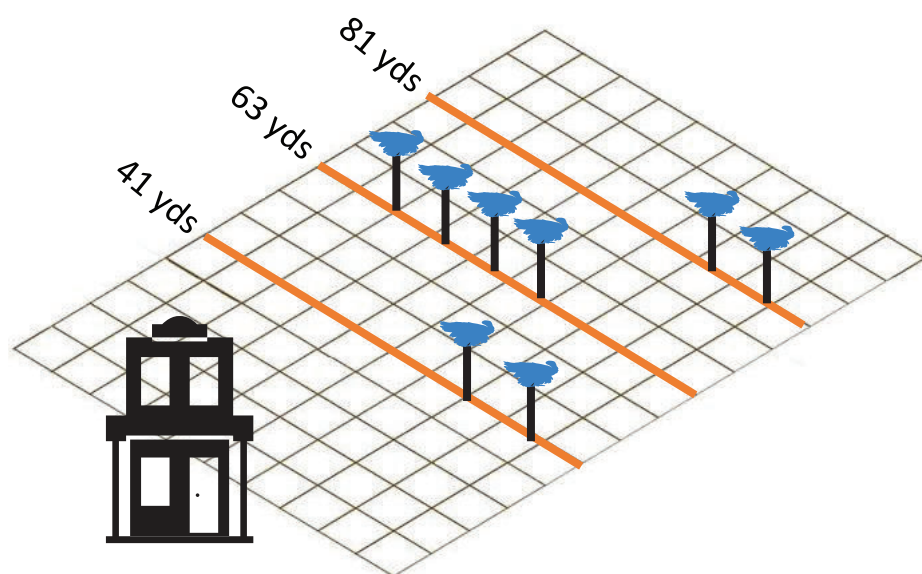
Points: 10 pts per impact, 100 points possible.

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. 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 with 2 shots each.

Gear: Bipod and bag.

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STAGE 4: PRAIRIE DOG PALOOZA

Time: 120 Sec

Round Count: 10

Ranges & Targets:

- 30 yds:** Prairie Dog Target
- 109 yds:** Prairie Dog Target
- 121 yds:** Prairie Dog Target
- 150 yds:** Prairie Dog Target
- 190 yds:** Prairie Dog Target

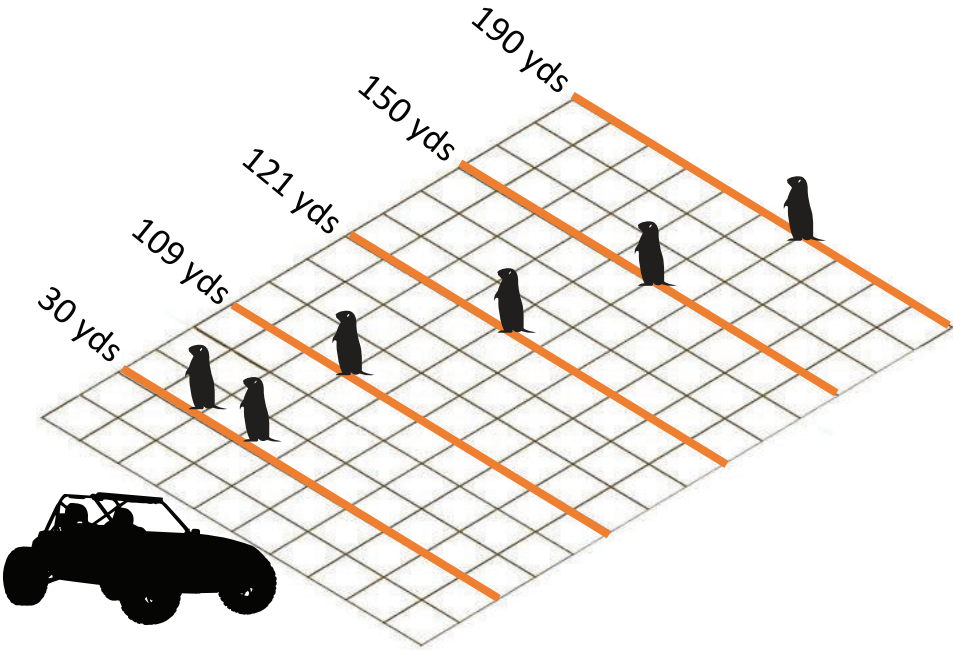
Points: 10 pts per impact, 100 points possible.

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 109 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: MYSTERY STAGE



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PRECISION BIPODS AND ACCESSORIES



STAGE 6: 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.

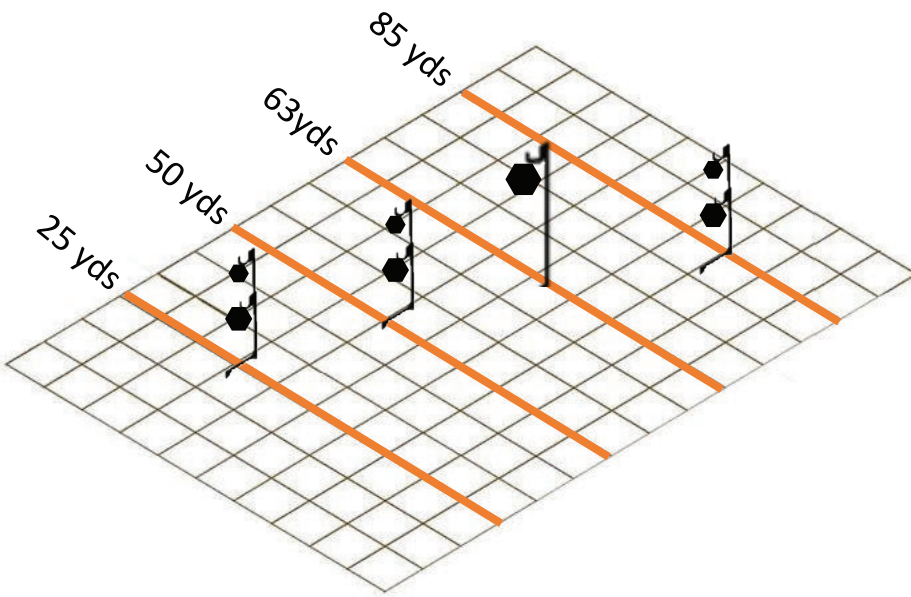
Start Position: Standing, rifle and all gear in hand, mag in, action open.

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 from big to small 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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ELEMENT[•]
O P T I C S





STAGE 7: DOUBLE TROUBLE

Time: 120 Sec

Round Count: 10

Ranges & Targets:

25 yds: 1" & 1.5" Target

66 yds: 2" & 2.5" Target

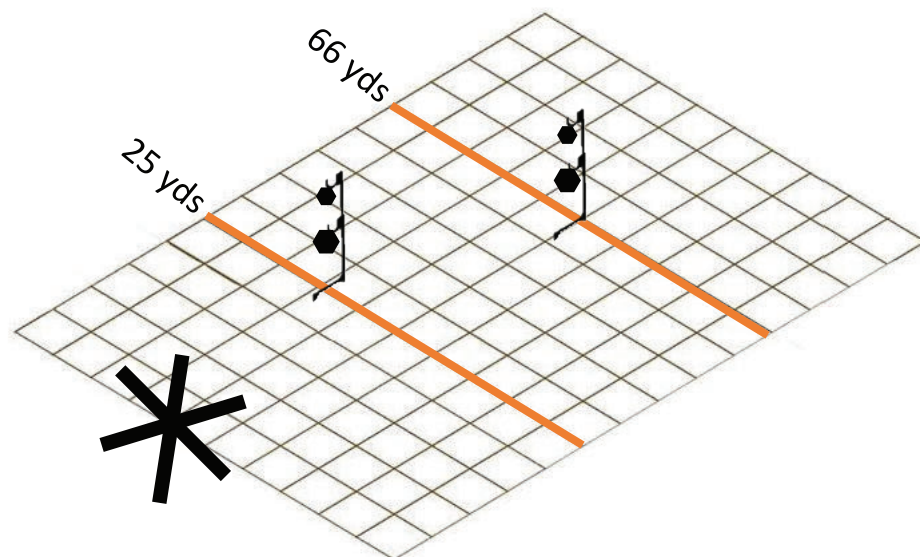
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, the the shooter moves to the center of the tank trap. Shooters will engage 25 yard targets from the center of the trap with 2 shots each big to small. Shooter will reposition to the top left leg of the trap and engage targets at 66 yards with two shots each big to small. Shooter will then reposition to the top right leg of the trap and engage the 25 yard target with 1 shot each big to small.

Gear: Bipod and bag.

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STAGE 8: CAN CONFIRM

Time: 120 Sec

Round Count: 10

Ranges & Targets:

35 yds: KYL Target (1", .75", .50", .25")

90 yds: 6" Target

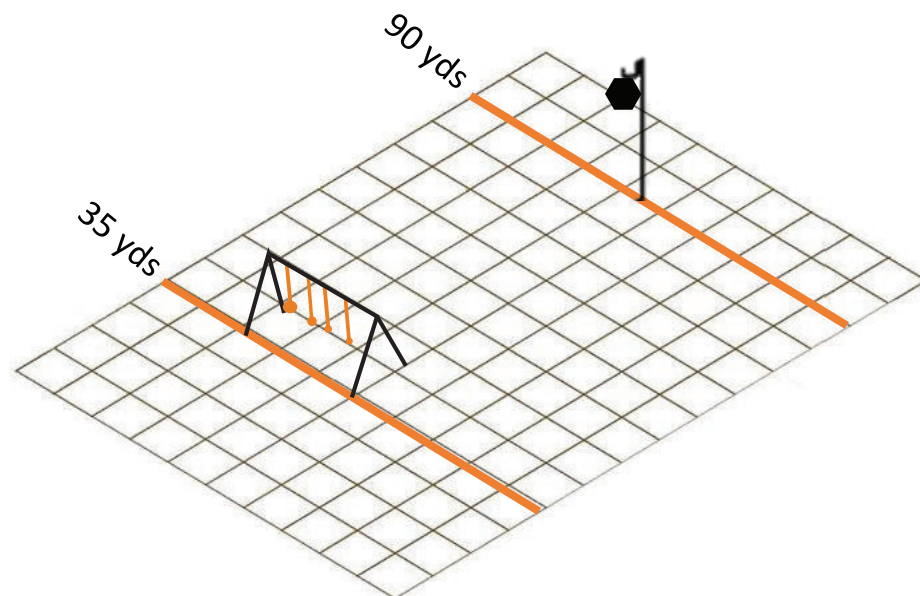
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, the shooters will move to the prone position. Shooters will engage the KYL target big to small, hit to move on. Between each hit on the KYL a confirmation shot must be fired at the 90 yard confirmation target. If the shooter misses the 90 yard confirmation shot, the shooter must re-engage the last hit target on KYL. If shooter does not drop any shots the final 2 shots will be shot at the 90 yard target.

Gear: Bipod or bag. No rear support.

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STAGE 9: PRICE PER BARREL

Time: 120 Sec

Round Count: 10

Ranges & Targets:

25 yds: 1" Target

55 yds: 2" Target

100 yds: 2.5" Target

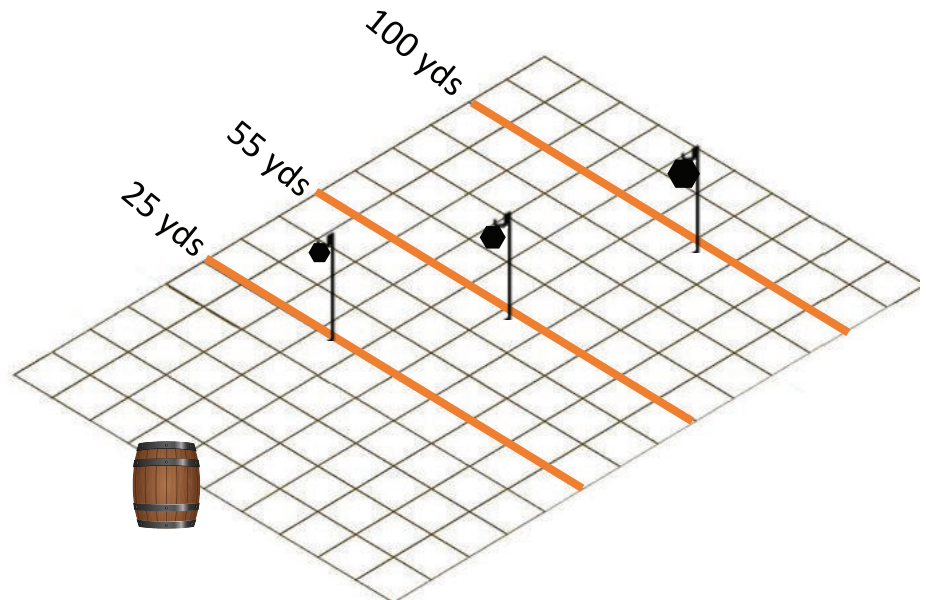
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, the shooter will move to a supported position on the top of the barrel. Shooters will engage targets from near to far, 2 shots per target in the following order: 25 yard, 55 yard, 100 55 yard and 25 yard.

Gear: Bipod and bag.





STAGE 10: EVOLUTION OF MAN

Time: 120 Sec

Round Count: 10

Ranges & Targets:

85 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 will engage the target with 3 shots kneeling supported from the saw horse, then 2 shots supported from the 5 gallon bucket, then 3 shots supported from the cinder block, then 2 shots supported off the top of the laid down ladder (on side).

Gear: Bipod and bag.

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