

# Utah Shooters Marksman Challenge

By Next Shot Precision



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Santaquin, UT

Welcome to the Utah Shooters Marksman Challenge!

**General Safety:**

This is a cold range – meaning there shall be no ammo or magazines in firearms until given the command to “make ready” prior to shooting a stage. Upon stage completion shooters should make rifles cold, lock bolt back, and place the rifle on safe. Rifles shall be staged on designated firing lines between the stages. They are not to remain slung to the shooter. A bipod or shooting bag may be used to stage the gun safely along the firing line. (You will want a bipod for this match)

You are responsible for every round that leaves your rifle. There shall be no “sky-loading” upon the start of a stage. “Sky-loading” is defined as releasing the bolt forward to chamber a round before the intended target is in the scope’s field of view. Shooters who sky-load will receive one warning. The second offense will result in a stage DQ. Observing this rule is critical to be able to continue to use this range in the future.

When on the stage, whenever a shooter is moving from one position to another, the rifle must be switched to safe. Shooters will receive one warning if failing to switch to safe while transitioning. The second offense will result in a stage DQ. During movement from one position to another, shooters shall point muzzles downrange or up. Shooters shall not break the 180-degree plane formed by the firing line during transition between positions unless muzzle is pointed up. “Flagging” or “muzzling” anyone

will result in a match DQ. An accidental or negligent discharge will also result in a match DQ.

### **Divisions:**

There are two divisions at this match. The general-purpose rifle division requires a rifle barrel that is less than 16.5" (not including muzzle device or suppressor) and an optic with a max magnification at or below 10x and no parallax adjustment. This division is intended to be an opportunity to shoot your "go to" general purpose rifle - topped with an LPVO style optic.

The SPR/DMR division: there are no magnification or barrel length restrictions.

There are no caliber or cartridge restrictions for either division except the caliber must be .308 or less and the muzzle velocity must be below 3200 feet per second.

### **Match Flow:**

Squads will start on the stage that matches their squad number. (Squad 5 will start on stage 5) The first shooter in the squad will be the first shooter listed in PractiScore for the squad. The first shooter for a stage will be the last shooter on the next stage. The shooter who was second will be first on the next stage. This ensures every shooter will have to shoot a stage first at least once.

To make sure we keep squads moving, if you are on deck or in the hole, please make sure you have your gear prepped, dope ready if you are going to use a dope card,

and that you understand the course of fire. If you are not on deck or in the hole, you should be assisting the squad spot hits or assisting the RO's where needed. Please help your squad move through the stages efficiently. If a shooter wants to collect their brass, it should not be done by the shooter. They should request the help of a squad mate to collect brass during and after the stage to minimize delays.

There will be dedicated RO's on every stage. To start a shooter on a stage the acting RO will use the following dialog:

“Shooter, do you understand the course of fire?” If not, review the course of fire. If yes, proceed to next command.

“Load and make ready.” Let the shooter make ready

“Shooter, are you ready?” Shooter must indicate if they are not ready – otherwise it is assumed the shooter is ready.

RO will then say, “Stand by” and start the timer within 1-3 seconds. Timers will be set for a random start between 1-3 seconds after the button is pushed.

Upon stage completion, the scorer will record time and confirm time with the person running the timer. Shooter is responsible for reviewing and confirming the time entered in the scoring tablet. The shooter shall record their time on the stage page with the scorer's initials. This serves as a backup if scoring system issues occur.

**Re-shoots:**

Re-shoots will only be permitted by approval of the match directors. It is the shooter's responsibility to know the course of fire. Re-shoots will not be permitted for confusion on the stage. It is also the shooter's responsibility to ensure their equipment is functioning properly. Re-shoots will not be permitted for equipment malfunctions. Fix the malfunction safely on the clock and continue the stage. If a reshoot is permitted, the recorded will be of the reshoot even if it is worse than the first time.

Re-shoots may be permitted if requested by a shooter due to failure of a target, prop/barricade, timer, or scoring equipment. All re-shoots are at the match directors' discretion.

**Scoring and Prize Table:**

This is a timed match. A shooter's time to complete the stage will be recorded for each stage. A par time of 120 seconds is set for each stage. A 20 second penalty will be added to the shooter's stage time for each required impact not achieved before the par time. A shooter may elect to skip the current target after attempting to impact the target with at least 3 rounds by audibly calling "skip" to the scorer. The scorer will audibly repeat "skip" to confirm. Once a target is skipped it cannot be engaged later and will result in a 20 second penalty. The sum of all raw stage times and penalties will be calculated for each shooter. The shooter with the lowest cumulative time will win the match. Trophies will be awarded to the top 3

shooters in the General-purpose division and the top 5 shooters overall.

This is an individual match. No coaching or corrections are permitted from squad members while the clock is running. If a shooter is engaging the wrong target, the spotter/scorers may call “wrong target”. Otherwise, spotters shall only call “hit” or “impact” and shall remain silent on misses. If a shooter asks whether the last shot was a hit or miss, the spotter may clarify that it was either a hit or miss.

The prize table will be walked by overall finish – starting with first place.

**NOTE:** All yardages are reported in yards and are measured by line-of-sight. Ranges may have errors. It is ultimately up to shooters to confirm ranges before they start a stage.

## Stage 1: Marble tables

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position on one of the tables and engage T1 with 2 impacts, then T2 with two impacts. Shooter will transition to the unsupported position and engage the unsupported target with two impacts. Shooter will then take a position on table 2 and engage T1 with one impact, then T2 with one impact, then T3 with one impact.

Position 1: T1 x 2, T2 x 2

Unsupported x 2

Position 2: T1, T2, T3

Target Ranges:

Target 1: 382 (Square)

Target 2: 475 (Diamond)

Target 3: 820 (Rectangle)

Unsupported: ~120 (Action Target)



**SilencerCo**

Targets and stands are painted yellow.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 2: Sneaky Sniper's Hide

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on window 1 and engage T1 then T2 with one impact each. The shooter will then repeat this from the designated doorway, window 2, and window 3.

Position 1: T1 x 1, T2 x 1

Position 2: T1 x 1, T2 x 1

Position 3: T1 x 1, T2 x 1

Position 4: T1 x 1, T2 x 1

Target Ranges:

T1: 364 (Square)

T2: 484 (Diamond)

Targets and stands are painted orange.



Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

### Stage 3: PRS barricade – make your shots count

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on the barricade and engage the left then right target with one round each. Shooter will repeat this three more times for a total of four positions. A position cannot be reused. This is the only stage with a limited round count. The round count is 8. You get one round per target engagement. Each miss results in a “failure to engage” penalty of 20 seconds added to your raw time.

If an incorrect target is engaged, it will be counted as a miss in the sequence. The shooter will then need to engage the next target in the sequence.

Round count: 8

P1: L,R

P2: L,R

P3: L,R

P4: L,R



Target Ranges:

Left: 423 (Czone on 2x4)

Right: 349 (Square)

Targets and stands are painted blue.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

#### **Stage 4: Danger close.... And far.**

The shooter will begin standing in the designated start position (left side) with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position on the left barricade and engage T1 with two impacts.

Shooter will then transition to the middle unsupported position and engage the close right then the close left target with one impact each. Shooter will then take a position on the right barricade and engage T1 with two impacts. Shooter will then transition back to the middle unsupported position and engage the close left then the close right target with 1 impact each. The shooter will then build a position on the left barricade and engage T1 with 2 impacts.

Position 1: T1 x 2

Unsupported: Close right x 1, Close left x 1

Position 2: T1 x 2

Unsupported: Close left x 1, close right x 1

Position 3: T1 x 2

Target Ranges:

Close (left and right): 60-90 (Torso)

T1: 618 (Large Circle)

Target and stands are painted white.



**VICTOR  
COMPANY**

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 5: Drums

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on a drum and engage T1 then T2 with one impact each. Shooter will transition to another drum and engage T2 then T3 with 1 impact each. Shooter will then transition to another drum and engage T1 then T2 then T3 with 1 impact each. Drums may not be reused.

P1: 1,2,

P2: 2,3,

P3: 1,2,3

Target ranges:

Target 1: 520 (Large Circle)

Target 2: 340 (Square)

Target 3: 225 (Small Circle)



Targets and stands are painted red.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 6: Speedy Truck (DONE)

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take one of two designated positions on the truck and engage targets in the following order with one impact each: T1, T2, T1, T3, T1. Shooter will then transition to position two and engage targets with one impact each in the following order: T3, T2, T3, T1, T3

Position 1: T1, T2, T1, T3, T1

Position 2: T3, T2, T3, T1, T3

Target ranges:

T1: 210 (Mini IPSC)

T2: 210 (66% IPSC)

T3: 212 (Mini IPSC)

Targets and stands are painted yellow.



**VECTOR OPTICS**

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## **Stage 7: Utah “Cactus” (4x4s) (DONE)**

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start shooter will take a position on a “cactus” and engage the target with 1 impact. The shooter will repeat this until they have successfully impacted the target from 9 different positions. Positions cannot be reused. Position order is not specified.

9 positions – 1 impact per position

Single target: 402 (Circle on 2x4)

Target and stand is painted white.



[thermalsuppressors.com](http://thermalsuppressors.com)

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## **Stage 8: Tripods and Totes by Really Right Stuff**

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. The tripod legs must be collapsed and stowed. Upon the start, the shooter will deploy the tripod and engage T1 over the three high positions with one impact at each position. The shooter will then move to a low position and engage T2 with two impacts. During the entire stage no equipment may touch the totes or drums while using it to engage the targets. The rifle, bipod, and bag cannot touch the ground while firing.

P1: T1 x 1

P2: T1 x 1

P3: T1 x 1

P4: T2 x 2

Target ranges:

Target 1: 494 (Czone on 2x4)

Target 2: 240 (Circle hung by tripod)

Targets and stands are painted blue.



**RRS**  
**REALLY RIGHT STUFF**

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 9: Token Prone Stage

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a prone position and engage T1 two impacts. The shooter will then move to the top of the spool and engage T2 with two impacts and T3 with one impact. The shooter will then take a prone position on the other side of the spool and engage T3 and T4 with one impact.

P1: T1 x 2,

P2: T2 x 2, T3 x 1

P3: T3 x 1, T4 x 1

Ranges:

T1: 276 (Small Circle)

T2: 378 (Diamond)

T3: 498 (Czone on 2x4)

T4: 682 (Big Rectangle)



Targets and stands are painted yellow.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 10: Stinkin' Logs

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will engage the unsupported target from the left side of the logs with 1 impact. The shooter will then take a position on a log and engage T1 with 2 impacts. Shooter will transition to another position and engage T1 and T2 with 1 impact each in that order. Shooter will transition to another position and engage T1 and T3 with 1 impact in that order. The shooter will finish by engaging the close target unsupported with 1 impact from the right side of the logs. Positions may not be repeated.

Unsupported x 1

P1: T1 x 2

P2: T1 x 1, T2 x 1

P3: T1 x 1, T3 x 1

Unsupported x 1

Target ranges:

Unsupported: 85

T1: 470 (Czone on 2x4)

T2: 434 (Czone on 2x4)

T3: 410 (Czone on 2x4)



Targets and stands are painted orange.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 11: Bouncy Tires

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start shooter will take a position on one of the tires and engage T1 then T2 with 1 impact each. The shooter will move to another tire and engage T2 then T1 with 1 impact each. The shooter will move to a third tire and engage T1 then T2 with 1 impact each. The shooter will then transition to a fourth tire and engage T2 then T1 with 1 impact each. A position may not be reused.

P1: T1, T2

P2: T2, T1

P3: T1, T2

P4: T2, T1

Target Ranges:

T1: 313 (Circle on 2x4)

T2: 218 (Circle on 2x4)



Targets and stands are painted blue.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_

## Stage 12: Tank Trap Tango

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on one of three tank traps. Shooter will engage the left target with two impacts. Shooter will then take a position on another tank trap and engage the right target with two impacts. Shooter will then transition to the third tank trap and engage the left then right target with one impact each. Shooter will then switch to a previous tank trap on an unused position and engage the right target then the left target with one impact each.

No position may be repeated. There are four available positions on each tank trap - the three top tips, and the center.

P1: L x 2  
P2: R x 2  
P3: L x 1, R x 1  
P4: R x 1, L x 1



**DEAD AIR**  
s i l e n c e r s

Target ranges:

Left: 320 (66% IPSC)

Right: 373 (66% IPSC)

Targets and stands are painted white.

Stage Time: \_\_\_\_\_ Scorer Initials: \_\_\_\_\_



