Big Sky ELR Rim Fire Challenge COF

Each shooter will Shoot in two rounds, and will be randomly assigned to a numbered squad, and a squad position. Squads will shoot in order of their number, shooters will shoot in order of their number within their squad.

In round ONE, each shooter will engage targets 1,2,3. **In round TWO**, each shooter will engage targets 4 and 5. Round two will be contingent on adequate time to execute. If there is no time for round two, match will end after round one.

Each shooter will shoot each target until 3 hits are acquired and move on to next target, or a maximum of 5 attempts per target. Then move to the next target in that round. Once a shooter has engaged all targets in that round (Round ONE targets 1,2,3, Round TWO targets 4 and 5) He is done for that round and the next shooter is up. **Only one shooter will fire at a time**.

Squad one will approach the line and be allowed 5 minutes for set up. Squad two will be setting up while squad one is shooting. Squad three will be in staging area. When squad one is done they will vacate the line and squad three will move into their place. At this time squad four will move into staging. And so on until all squads have shot round one. This process will be repeated in round two. **There will be a designated RO to help get squads into place.**

Each shooter will be allowed 5 minutes firing time in round one and 4 minutes in round two.

Hits will be scored as follows. Farther targets will score higher, and earlier hits will also score higher. Only 3 hits will be scored per target.

Target 1. Hits score 5,4,3,2,1

Target 2: Hits Score 10,9,8,7,6

Target 3: Hits score   15,14,13,12,11

Target 4: Hits Score   20,19,18,17,16

Target 5:   Hits score   25,24,23,22,21

Highest scoring shooter will be determined the event Champion. Awards will be presented to the top 3 shooters in open, and top 3 shooters in the Junior division (8 to 14 yrs). Both divisions shoot together, but will be scored separately. All ties will be decided by a shoot off if time permits, if not a coin toss to determine the win.