

NoTac Challenge - October 2017 Scenario #1

Requirements: One semi-auto pistol of 9mm or up, 2 magazines with min 6 round capacity, 12 bullets
One 12 gauge shot gun (pump or semi), 10 slugs, 3 bird shot
One rifle (semi-auto or bolt) shooting supersonic ammo larger than 22LR, 15 bullets

Practice fees: Normal range fee of \$20* + \$20 for shoot-house

Competition fees: Normal range fee of \$20* + challenge fee of \$30 (*only one range fee per day)

This challenge can be done during any of our open hours the entire month of October

Best time / score on 31 October will be awarded 50% of total challenge fees collected. Based on a typical 'Virginia Count' scoring method.

You may compete as often as you want during the month of October 2017

PISTOL

Stage 1 @ Shoot-house. (Set up: 12 rounds total in two magazines of 6 rounds each)

Timer starts on RSO's command.

Challenge: Hit 12 ORANGE targets with ONE shot each. Do not shoot the 3 GREEN targets.

Penalties: Each green target hit – adds 10 seconds

Each orange target miss – adds 5 seconds

Timer will be paused after last shot made in shoot-house. Walk to stage 2 ready area.

SHOT-GUN

Stage 2 @ 25 yard rifle range ready area - (empty gun staged with ammo beside it)

Timer will re-start on RSO's command at ready area

Challenge: From 15 yards: Load 5 slugs – shoot all 5 from standing at B-27 target #1

From 15 yards: Load 5 slugs – shoot all 5 from standing at B-27 target #1

Move to 10 yard line – Load 3 bird shot – shoot 3 round clays on berm

Penalties: B-27 target hits must be inside the 8 ring – 5 second added for each ring outside the 8

Each clay target miss – adds 5 seconds

Timer stays running - Run to Stage 3 ready area

RIFLE

Stage 3 @ 100 yard rifle range - (empty gun staged with 15 rounds beside it)

Challenge: Load 5 rounds – shoot all 5 from bench rest** at 12" round target #1

Load 5 rounds – shoot all 5 from bench rest** at 8" round target #2

Load 1 round – shoot Tannerite on 100 yard berm. Explosion will stop the timer

You have 5 total chances to hit the Tannerite loading just 1 (one) round per try

Penalties: Each paper target miss – adds 5 seconds (outside the 12" or 8" rings)

No explosion after the 5 final shots – adds 15 seconds

Timer STOPS after Tannerite explosion or 5th shot at it.

**Rifles may use bi-pod or sandbag with any optics you choose. No other style rest will be permitted.