

2004 Sniper's Paradise Sniper Challenge

Course of Fire

Short Course (stages 1 – 15)

1. "5-Dot right": - [100/200] {30 min for 15 teams)

A standard 5-dot drill consisting of (5) 1" dots placed on a simulated paper head. Shooters will begin firing at the whistle and stop firing on the whistle. Any shots taken before or after the command will be scored as a penalty (-20 points for that shot).

Shooter Configuration: 5 teams per relay / spotters adjusting fire then shooters switch

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 100 yards

Shooting Position: prone – right side

Time: 20 seconds to shoot all 5 rounds.

Point Value: 100 total | 20 points per dot.

Penalties: -20 points (1 dot) for firing before fire or after the command to cease-fire is given.

Target: Paper – (5) 1" dots

2. 5-Dot Left: - [100/200] {30 min for 15 teams)

A standard 5-dot drill consisting of (5) 1" dots placed on a simulated paper head. Shooters will begin firing at the whistle and stop firing on the whistle. Any shots taken before or after the command will be scored as a penalty (-20 points for that shot). Shots are taken from the prone left side.

Shooter Configuration: 5 teams per relay / spotters adjusting fire then shooters switch

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 50- 100 yards

Shooting Position: prone – right side

Time: 30 seconds to shoot all 5 rounds.

Point Value: 100 total | 20 points per dot.

Penalties: -20 points (1 dot) for firing before fire or after the command to cease-fire is given.

Target: Paper – (5) 1" dots

3. Pinpoint Repeatability: - [100/200] {30 min for 15 teams)

This is designed to test the shooters ability to repeatedly find their same cheekweld and engage a pinpoint target. This will try to simulate LEO situations where the shooter may find himself getting off and on his optics repeatedly over the entire course of a callout. Shooters will be given a target with (9) 3" bullseye, 9 rounds of ammunition. Shooters will fire one round, place their weapon on safe and then stand up, leaving the rifle on the ground. Shooters will be given the command to require and engage their target within 15 seconds.

Repeat the up and down until all 9 rounds have been shot.

Shooter Configuration: 5 teams per relay

Who Shoots: Both at the same time

Number of Rounds: 9

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Distance: 200 yards

Shooting Position: prone

Time: 5 min

Point Value: 100 total | 10-ring only for 10 points per dot. Outside the 10-ring = 0 pts Bonus 10 points for a score of perfect 90

Penalties: -20 points (2 dots) for firing before fire or after the command to cease-fire is given.

Target: Paper – (9) circle targets

4. *“Sniper Golf”*- [100/200R]

Shooters will engage 3 golf balls each. One golf ball at each distance; 100, 150, and one at 200, hanging by a string (and possibly blowing in the wind). Each ball at each distance is painted one of five colors (IE blue, green, red, orange, yellow) to help each shooter identify their target and to help the ROs determine if a ball was “nicked.” Any round that does not make contact with the golf ball will not count as a hit (I.E. breaks the string or ricochets off the steel).

Shooter Configuration: 5 teams per relay + spotters

Who Shoots: Both | switch

Number of Rounds: 4 (1 extra)

Distance: 100, 150, 200 yards

Shooting Position: any

Time: 2 min.

Point Value: 100 total - 30 points per golf ball w/10 point bonus for all hits on all three

Target: golf balls – (3)ea

5. *100 yard Mover*[100/200R]

5 teams will prep their gear in their respective area while only one team will engage, from the prone. Once the target begins, the shooter will shoot 3 rounds as the target moves left to right, and 2 rounds right to left. The target is a scored via the score rings on the target.

Shooter Configuration: 1 team per relay

Who Shoots: both (switch)

Number of Rounds: 5

Distance: 100 yards

Shooting Position: any

Time: limited to target exposure

Point Value: 100 total – 20 points per hit

Penalties: -10 points if the shooter engages the target before or after the target passes behind the limit marker.

Target: Paper on wood backing

6. *KYL “Know Your Limitations”*: [100/200]

A series of targets that gets progressively smaller to simulate varying exposure levels or sizes. The team will engage only the target(s) they feel they can successfully hit. Points will be rewarded for hits while misses (equal hits on a hostage) will be scored as a zero for the entire event. The team may stop at any time and keep the points they have earned up to that point.

Shooter Configuration: 10 teams per relay

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Who Shoots: both

Number of Rounds: 4

Distance: 50 - 300 yards

Shooting Position: any

Time: 2 min.

Point Value: 100 total [(10) – 1 hit | (30) – 2 hits | (60) – 3 hits | (100) – 4 hits]

Penalties: - minus all points for any missed target

Target: Paper – KYL Limitations

7. *“Changing Shapes”*: - [100/200] {30 min for 15 teams}

This event is set up to test the spotter's ability to remember a target (KIMS) then talk the sniper onto the given target repeatedly. The target is made up of multiple shapes. The shape that the spotter (spotter only) is shown can be found on the target area 5 times. The team must engage a 5 of the same target with only one round each. The team will also have a bonus target, which will be the only one of its kind in the target area.

- The shooter MAY NOT look through any optics until the command to fire has been given and time begins.
- The bonus target CAN ONLY be engaged once the 5 primary targets have been engaged. IE if the team engages the bonus target first and then only locates, or only fires on, 4 of the 5 primary targets, the team will be given a 100 point penalty.

Shooter Configuration: 8 teams per relay / spotters adjusting fire then shooters switch

Who Shoots: Both | switch

Number of Rounds: 6

Distance: 100 yards

Shooting Position: prone

Time: 60 seconds to shoot all 5 rounds plus the bonus.

Point Value: 100 total | 20 points per dot. – 25 points for the bonus target

Penalties: -100 points for engaging the bonus target without first engaging all primary targets.

Target: Paper – shapes 11”x14”

8. *“One of these things is not like the others” (Face ID)*: - [100/200] {30 min for 15 teams}

This event is set up to test the team's ability to recognize targets (Target ID). It will also test the spotters ability to talk his shooter onto the given target. The target is made up of multiple faces. There are two of every face (pairs) except the face target that is to be engaged. The team must engage only the target that does not have a identical twin with one round.

- The team MAY NOT look through any optics until the command to fire has been given and time begins.

Shooter Configuration: 5 teams per relay / spotters adjusting fire then shooters switch

Who Shoots: Both | switch

Number of Rounds: 6

Distance: 100 yards

Shooting Position: prone

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Time: 30 seconds

Point Value: 100 total

Penalties: -100 points for engaging the wrong target.

Target: Paper – faces 11"x14"

9. "Cold Bore": - [100/200R] Saturday AM – 1st Event

A standard "Cold Clean Bore" shot. Both team members will fire at once since a spotter has nothing to adjust or change for the shooter. The target will be a 3" dot on a paper target at 200 yards.

Shooter Configuration: 10 teams per relay

Who Shoots: Both at once

Number of Rounds: 1

Distance: 200 yards

Shooting Position: any

Time: 45 seconds

Point Value: 100 total

Penalties: -100 points for firing before fire or after the command to cease-fire is given.

Target: Paper – Cold Bore Target

10. "Barricade Positions": [100/200]

This will not require crawling. The stress induced will be self-induced. Shooters will begin firing at the whistle and stop firing on the whistle (5 min). Any shots taken before or after the command will score as a penalty (-10 points for that shot). The spotter may help spot impacts and hand over ammo. The target will be (10) ten 2MOA circles on paper. Shooters will put 1 round in each circle. Only 1 round per target will be scored, anything more will be discounted.

Shooter Configuration: 5 teams per relay then shooters switch

Who Shoots: both | switch

Number of Rounds: 10

Distance: 100 yards

Time: 5 min

Target: Paper – Barricade

Order of shots and positions:

2 shots side prone (bolt side up)

1 shots weak side Prone

1 shots weak side sitting

1 shots weak side kneeling

2 shots (strong side) standing

1 shots strong side kneeling

1 shots strong side sitting

1 shots strong side prone

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11. "Unknown Distance" [Tower] Saturday AM – All shooters

Odd number shooter only – IE shooters, 2, 4, 6, ...26, 28, ...42, 44, ...62, etc

Teams will prep their gear at the base of the tower, while only one team will be on the tower at a time. The team shooting will engage, from the prone. Time will be started, a moving target will start moving, but the team must fire 1 round at an unknown distance target before engaging the moving target with 2 rounds. Only a hit in the shoot-n-c will count. Once the team engages the unknown distance target and the mover, they will shift fire to a hostage target and place two rounds in the kill zone without hitting the hostage.

Shooter Configuration: 1 team per relay on the 2nd level of tower – odd shooter

Who Shoots: 1 shooter (odd numbered shooters) + spotter

Number of Rounds: 1

Distance: 25 - 800 yards

Shooting Position: any

Time: 1 minute

Point Value: 100 total

Target: Knock down silhouette

12. "45 Degree Down": - [100/200R]

A standard 5-dot drill consisting of (5) 1" dots placed on a simulated paper head and shot off the 2nd level of the tower. Shooters will begin firing at the whistle and stop firing on the whistle. Any shots taken before or after the command will be scored as a penalty (-20 points for that shot). Shots are taken from the prone left side.

Shooter Configuration: Tower

Who Shoots: Both at the same time

Number of Rounds: 5

Distance: 50- 100 yards

Shooting Position: Any position

Time: 30 seconds to shoot all 5 rounds.

Point Value: 100 total | 20 points per dot.

Penalties: -20 points (1 dot) for firing before fire or after the command to cease-fire is given.

Target: Paper – (5) 1" dots

13. Tower "Hostage Target + !" [100/200 tower]

Even number shooter only – IE shooters, 2, 4, 6, ...26, 28, ...42, 44, ...62, etc

Teams will prep their gear at the base of the tower, while only one team will be on the tower at a time. The team engages a 200y steel, 100y steel target, and then a 35 yard paper hostage target.

Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter

Number of Rounds: 2

Distance: 100 and 35 yards

Shooting Position: any

Time: 45 seconds

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Point Value: 100 total | 50 pts each

Target: Steel / paper

Penalties: -100 points hitting the hostage

14. *"Tower Unknown Distance Cold Bore"*: - [Tower] Saturday Am – all shooters

A standard "Cold Clean Bore" shot, except the team must locate the target, range the target with any available tools or equipment, and engage with (1) one round. The target will be either a hit (100 pts) or a miss (0 pts)

Shooter Configuration: 5 team per relay

Who Shoots: one / team picks shooter

Number of Rounds: 1

Distance: 25-800 yards

Shooting Position: any

Time: 2 min

Point Value: 100 total

Target: Flag Target or 15" steel or 1.5 MOA steel

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Field Training Exercise FTX (stages I – V)

FTX events will be a combination of several events that will thoroughly task the team. These events are designed as a learning tool for target detection, range estimation, wind call, shot placement, as well as a team cohesion test. If the team members do not work together, then this event will exploit that weakness. On 4 of the 5 FTX events, only one shooter will be allowed to shoot, and the COF dictates which shooters engages on each event.

Each team will have 8 minutes, or less, for each stage, including set up time and pack up time. Teams have 3:00 minutes to actually engage the targets during the course of fire.

15. "800 yard wonderland": [800y]

Shooters will engage a single steel silhouette target at 800 yards. Each shooter will engage the target with 5 rounds. The target is scored as a hit or miss.

Shooter Configuration: 5 *teams* per relay, 1 shooter at a time

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 800 yards

Shooting Position: any position and support

Time: 2 min

Point Value: 100 total - 20 points per hit

Target: either Flag targets or 15" squares

16. "500 yard sitting": [500y]

Shooters will engage a single steel silhouette target at 500 yards. Each shooter will engage the target with 5 rounds. The target is scored as a hit or miss.

Shooter Configuration: 5 *teams* per relay, 1 shooter at a time

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 500 yards

Shooting Position: sitting, no mechanical rests or bipods / YES – partner assisted and slings

Time: 2 min

Point Value: 100 total - 20 points per hit

Target: Flag Targets

17. "500 KYL": [500y]

A series of steel targets that gets progressively smaller, to help simulate varying exposure levels or sizes. The team will engage only the target(s) they feel they can successfully hit. Points will be rewarded for hits while misses (equal hits on a hostage) will be scored as a zero for the **entire** event. The shooters may stop at any time and keep the points they have earned up to that point.

Shooter Configuration: 5 teams per relay

Who Shoots: one per team then SWITCH

Number of Rounds: 4

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Distance: 500 yards

Shooting Position: any

Time: 2 min.

Point Value: 100 total [(10) – 1 hit | (30) – 2 hits | (60) – 3 hits | (100) – 4 hits]

Penalties: - minus all points for any missed target

Target: Various size steel (8" | 6" | 5" | 4")

18. "400 yard kneeling": [300y]

Shooters will engage a single steel silhouette target at 300 yards. Each shooter will engage the target with 5 rounds. The target is scored as a hit or miss.

Shooter Configuration: 5 *teams* per relay, 1 shooter at a time

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 400 yards

Shooting Position: standing, no mechanical rests or bipods / YES – partner assisted and slings

Time: 2 min

Point Value: 100 total - 20 points per hit

Target: 6" squares

19. "300 yard standing": [300y]

Shooters will engage a single steel silhouette target at 300 yards. Each shooter will engage the target with 5 rounds. The target is scored as a hit or miss.

Shooter Configuration: 5 *teams* per relay, 1 shooter at a time

Who Shoots: Both | switch

Number of Rounds: 5

Distance: 300 yards

Shooting Position: standing, no mechanical rests or bipods / YES – partner assisted and slings

Time: 2 min

Point Value: 100 total - 20 points per hit

Target: 6" squares

20. FTX Stage I - Blind:

Even number shooter only – IE shooters, 2, 4, 6, ...26, 28, ...42, 44, ...62, etc

The team will engage targets from a small "aerial platform hide." The team will be given a sector of fire. A left and right limit will be pointed out by the RO, and 4 minutes will begin. The team will have the 4 minutes to locate, range, and fire on the 5 targets of unknown size, plus 1 bonus target. The team will have one round to engage each target. This will test the team's ability to locate targets in a given sector, accurately range the target when size is unknown (as in most real life situations), judge the weather conditions, and hit the target.

*Note: * The bonus target can only be engaged once the other 5 targets have been identified and engaged. A team may not fire off rounds at "ghosts" or bushes if they can not find targets, just so they can shoot the obvious bonus target.*

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Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter (even numbered shooters) + spotter

Number of Rounds: 6

Distance: 50 – 700 yards

Shooting Position: any / inside the FFP only

Time: 4 minutes

Point Value: 100 total / 20 points each with and 25 points for the bonus target.

Penalties: -

Target: Mixed Steel Squares

21. Stage II - Truck:

Odd number shooters only – IE shooters, 1, 3, 7, ...21, 27, ...41, 43, ...61, etc

The team will engage targets from a “low ground hide.” The team will be given a sector of fire. A left and right limit will be pointed out by the RO, and 4 minutes will begin. The team will have the 4 minutes to locate, range, and fire on the 5 targets of unknown size, plus 1 bonus target. The team will have one round to engage each target. This will test the team's ability to locate targets in a given sector, accurately range the target when size is unknown (as in most real life situations), judge the weather conditions, and hit the target.

*Note: * The bonus target can only be engaged once the other 5 targets have been identified and engaged. A team may not fire off rounds at “ghosts” or bushes if they can not find targets, just so they can shoot the obvious bonus target.*

Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter (odd numbered shooters) + spotter adjusting fire

Number of Rounds: 6

Distance: 50 – 700 yards

Shooting Position: any

Time: 4 minutes

Point Value: 100 total / 20 points each with and 25 points for the bonus target.

Penalties: -

Target: Mixed Steel Squares

22. Stage III:

Even number shooter only – IE shooters, 2, 4, 6, ...26, 28, ...42, 44, ...62, etc

The team will engage targets from an unconventional “hide,” where the team will have to adapt to unusual shooting conditions. The team will be given a sector of fire. A left and right limit will be pointed out by the RO, and 4 minutes will begin. The team will have the 4 minutes to locate, range, and fire on the 5 targets of unknown size, plus 1 bonus target. The team will have one round to engage each target. This will test the team's ability creatively adapt to their shooting position conditions as well as to locate targets in a given sector, accurately range the target when size is unknown (as in most real life situations), judge the weather conditions, and hit the target.

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*Note: * The bonus target can only be engaged once the other 5 targets have been identified and engaged. A team may not fire off rounds at "ghosts" or bushes if they can not find targets, just so they can shoot the obvious bonus target.*

Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter (even numbered shooters)+ spotter adjusting fire

Number of Rounds: 6

Distance: 50 – 700 yards

Shooting Position: any

Time: 4 minutes

Point Value: 100 total / 20 points each with and 25 points for the bonus target.

Penalties: -

Target: Mixed Steel Squares

23. Stage IVPond:

Odd number shooters only – IE shooters, 1, 3, 7, ...21, 27, ...41, 43, ...61, etc

The team will engage targets from an unconventional "hide," where the team will have to adapt to unusual shooting conditions. The team will be given a sector of fire. A left and right limit will be pointed out by the RO, and 4 minutes will begin. The team will have the 4 minutes to locate, range, and fire on the 5 targets of unknown size, plus 1 bonus target. The team will have one round to engage each target. This will test the team's ability creatively adapt to their shooting position conditions as well as to locate targets in a given sector, accurately range the target when size is unknown (as in most real life situations), judge the weather conditions, and hit the target.

*Note: * The bonus target can only be engaged once the other 5 targets have been identified and engaged. A team may not fire off rounds at "ghosts" or bushes if they can not find targets, just so they can shoot the obvious bonus target.*

Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter (odd numbered shooters)+ spotter adjusting fire

Number of Rounds: 6

Distance: 50 – 700 yards

Shooting Position: any

Time: 4 minutes

Point Value: 100 total / 20 points each with and 25 points for the bonus target.

Penalties: -

Target: Mixed Steel Squares

24. Stage IV - House:

Even number shooter only – IE shooters, 2, 4, 6, ...26, 28, ...42, 44, ...62, etc

The team will engage targets from an unconventional "hide," where the team will have to adapt to unusual shooting conditions. The team will be given a sector of fire. A left and right limit will be pointed out by the RO, and 4 minutes will begin. The team will have the 4 minutes to locate, range, and fire on the 5 targets of unknown size, plus 1 bonus target. The team will have one round to engage each target. This will test the

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team's ability creatively adapt to their shooting position conditions as well as to locate targets in a given sector, accurately range the target when size is unknown (as in most real life situations), judge the weather conditions, and hit the target.

*Note: * The bonus target can only be engaged once the other 5 targets have been identified and engaged. A team may not fire off rounds at "ghosts" or bushes if they can not find targets, just so they can shoot the obvious bonus target.*

Shooter Configuration: 1 team per relay

Who Shoots: 1 shooter (even numbered shooters)+ spotter adjusting fire

Number of Rounds: 6

Distance: 50 – 700 yards

Shooting Position: any

Time: 4 minutes

Point Value: 100 total / 20 points each with and 25 points for the bonus target.

Penalties: -

Target: Mixed Steel Squares

25. "Tie Breaker"

At the end of normal competition, any shooters that are tied for the top three places will shoot. These shooters will engage a paper target with a 3" shoot-n-see. Ties will be settled by the following order if necessary: **1)** Number of rounds inside the black **2)** Number of rounds inside the x-ring **3)** Group size

Shooter Configuration: as needed

Number of Rounds: 10

Distance: 200 yards

Shooting Position: any

Time: 5 min

Point Value: # of shots in the black, x-ring count, group size

Target: Paper – (5) score-ring type targets