

WORLDS LONGEST SHOT CHALLENGE

April 12 - 15, 2018

VALDINA RANCH, TEXAS

Hosted by: SILVER T SHOOTING SPORTS

Basic rules:

- Ranges and target locations will be published at least two weeks prior to the match.
- Shooting order will be randomized but will be subject to change to ensure the smooth operation of the match.
- This is a team competition. Each shooter may have up to two spotters/ wind coaches. If a shooter does not have their own spotters/ wind coaches, we will do our best to provide you with at least one.
- Shooters and their team members must be able to move their rifles and gear quickly to the firing line. Each team will have a 3-minute set up and a 5-minute engagement time for each of the targets #1 thru #5, and a 3-minute set up and a 10-minute engagement time for each of the targets #6 thru #9.

Rules for Rifles & Gear:

- ANY RIFLE UNDER 50 POUNDS IS PERMITTED. Rifle weight is determined when it is in its “ready to fire” configuration. (meaning attached bipod, optics, etc.).
- There is NO MAXIMUM WEIGHT for non-rifle shooting equipment. However, shooters and their team members must be able to move all of their gear onto and then off of the firing line in less than 3 minutes.
- The front of the rifle may be supported by a front rest or bipod of any configuration.
- The rear of the rifle may be supported by a bag, monopod or the shooter.
- The rifle must be fired from a shouldered position.
- The trigger must be pulled by your finger.
- Any type of rifle optic and spotting scope system is permitted.

Rules during competition:

- Once the shot clock starts, the only interruption allowed will be in the event of a target malfunction. Equipment issues are not grounds for time delays.
- Only two spotters/ wind coaches are allowed to give corrections to shooter.
- Each group of four teams will be allowed 3 minutes to move rifle and equipment to the firing line. During the 3-minute set up time each team will make any adjustments to rifle and

equipment in preparation for firing with the exception of removing chamber flag and loading rounds. At the end of the 3-minute set up period each team will return to the staging position.

- Targets #1 thru #3 will be engaged in successive rotation. After the set-up period, team 1 will engage target 1 then return to staging area then team 2 will engage target 1 etc. until each of the four teams has engaged target 1, then team 1 will engage target 2 then return to staging area, then team 2 will engage target 2 etc. same for target 3. Once the first three targets have been engaged by the four teams, equipment will be removed from the firing line and the next squad of four teams will begin the set-up period on the firing line. This will continue until all squads have completed engaging the first three targets.
- Remaining teams will be squaded into squads of four in numerical order for each successive target engagement until the final target is engaged or all teams are eliminated.
- Every team will have the opportunity to engage the first four targets. In order to move on in the competition, a team must succeed in achieving a minimum of three impacts out of five shots on each target beginning with target #4. Failure to achieve a minimum of three impacts on any target from target #4 and out will result in elimination.
- Once each squad has completed their shooting string, they must quickly remove their equipment from the firing line to allow the next squad to set up. All teams will handle weapons unloaded and with a chamber flag or other visual indicator of an empty chamber.
- Every attempt will be made to run the match in an efficient and expeditious manner. It is the responsibility of each team to be aware of their position and be ready when it is their time.
- Each shooter will shoot their assigned target. Shooting an incorrect target results in zero points for that shot and deducts from the total round limit.
- Each shooter has 5 shots to make 3 hits for score in the allotted time limit. Shooter will cease firing after 3 impacts or 5 shots. **(only three impacts count for score)**

DIVISIONS:

- There are four divisions: 338 and under production, 338 and under non-production, 375 and up production & 375 and up non-production. "production is any cartridge that is currently mass produced and available through multiple retailers.

SPECTATORS:

- There will be a staging area behind the firing line for the shooter and their team. Spectators must stay far enough away that they will not disturb the team currently shooting.

ZEROING RIFLES:

- The day prior to the match shooters are permitted to obtain a site zero at the match site, in a first come first served order. Each shooter is permitted up to 20 shots in order to obtain a sight zero, as all competitors need to be afforded the opportunity to obtain zero. Other than

obtaining a site zero on the specified target, no practicing is permitted on the course prior to the match.

TARGETS:

- There will be 9 targets. **EXACT DISTANCES WILL BE PUBLISHED AT LEAST TWO WEEKS PRIOR TO THE MATCH. DISTANCES WILL BE VERIFIED BY A SURVEY COMPANY.** Approximate distances are: #1-1760 yards, #2-2000 yards, #3-2200 yards, #4-2400 yards, #5-2680 yards, #6-3520 yards, #7-4100 yards, #8-4900 yards, new this year will be an added first shot accuracy target closer than a mile.
- All targets will be a 36"x36" square.
- All targets will be equipped with a flashing light hit indicator to indicate that a target has been impacted. We may have drones available to show the actual target face so that impact locations can be determined precisely. Targets will be equipped with a nearby camera system to further assist scoring and hit indications.

SCORING:

- Scoring will be a point-based system using the yardage as the number and the first hit is worth 5x then decreasing down to the 5th shot being 1x the distance.
- Points: points earned relate directly to the number of the shot that hit the target. Earlier shots are worth more than later shots at a given distance. Points increase as the target distance increases.
- A first shot accuracy target will be added this year at a distance under a mile and past 1500. This will be worth double the distance for score if impacted.

#1 1760 yards 5x-4x-3x-2x-1x
#2 2000 yards 5x-4x-3x-2x-1x
#3 2200 yards 5x-4x-3x-2x-1x
#4 2400 yards 5x-4x-3x-2x-1x
#5 2680 yards 5x-4x-3x-2x-1x
#6 3520 yards 5x-4x-3x-2x-1x
#7 4100 yards 5x-4x-3x-2x-1x
#8 4900 yards 5x-4x-3x-2x-1x

Example: a shooter hits the #1 target with shots 2, 3 & 5, target #2 with shots 1, 2 & 5 and target #3 with shots 3,4 & 5. Their total score will be 47,280

- If 2 or more shooters tie on overall points, then the shooter who took the fewest total shots is the winner.
- If 2 or more shooters tie in overall points and had the same number of total shots, then the winner will be determined by a sudden death shoot-off at the farthest target engaged by the tied shooters during the competition.