

# STEEL SLAM 2023

## SEPTEMBER 30



PRECISION RIFLE MATCH  
\$40 ENTRY – LUNCH INCLUDED  
10 STAGES - APPROX. 100 ROUNDS  
BBQ LUNCH  
<https://precisionshooting.club/>

# COLD BORE MILK JUG CHALLENGE

RANGE 2-3

**TIME:** 30

**ROUNDS:** 1

**EQUIPMENT:**  
1 BAG AND BIPOD ONLY

**TARGETS;**  
40 mm Milk Jug @ 385 m

## STAGE BRIEF

Shooter will start port arms, no mag inserted and bipod stowed.

On the start signal, the shooter will move to the bench, insert their magazine and engage the 385 m target with 1 round.

Does not count for match points but there may be a reward for those that hit.

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 0

HITS MADE

# STAGE 1 - TROOP MY UTE

RANGE 1

<b>TIME:</b> 120	<b>ROUNDS:</b> 12
<b>EQUIPMENT:</b> UNLIMITED	<b>TARGETS;</b> BIG & SMALL TARGETS AT: 259 M 303 M 347 M 409 M 451 M 500 M

## STAGE BRIEF

Shooter will start in the ute tub, all equipment in hand and mag inserted.

On the start signal shooter is to engage the near big target, if they hit they engage the near small target. If the shooter misses the reengage the big target. Shooter continues this theme for all distances, near to far. Hit to move target, shoot to move position.

Shooter must conduct a mandatory mag change after engaging the 347 m targets, after the mag change the shooter must change positions on the tub. Positions are top rail or bottom rail, order is up to the shooter.

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 12

HITS MADE

# STAGE 2 - SKILLS 4 CASH

RANGE 1

**TIME:** 90

**ROUNDS:** 8

**EQUIPMENT:**  
UNLIMITED

**TARGETS;**  
KYL @ 385 M

## STAGE BRIEF

Shooter will start port arms, magazine inserted and bolt open - 1 m behind the firing line.

On the start signal the shooter moves to the skills 2 barricade and engages the KYL rack in the following order;

P1 T1&2

P2 T2&3

P3 T3&4

P4 T4&5

T1 is the big KYL, T2 is second biggest, T3 is middle, T4 is second smallest & T5 is smallest KYL

Fastest clean gets a cash prize. If no one cleans it, the furthest fastest person wins it.

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 8

HITS MADE

# STAGE 3 - POSTAL

RANGE 2

**TIME:** 100

**ROUNDS:** 10

**EQUIPMENT:**

1 BAG ONLY

**TARGETS:**

100mm @ 275 M - T1

175mm @ 350 M - T2

250mm @ 400 M - T3

291mm @ 460 M - T4

250mm @ 500 M - T5

## STAGE BRIEF

Shooter will start port arms, magazine inserted & bolt back

On the start signal the shooter is to engage each target with 2 rounds from the corresponding post. Order is not important but the shooter can only engage each target from the marked post.

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

# STAGE 4 - SKILLS STAGE 4, WELL SORT OF

RANGE 1

**TIME:** 90

**ROUNDS:** UNLIMITED

**EQUIPMENT:**  
UNLIMITED

**TARGETS;**  
160 mm square @ 300 m  
200 mm triangle @ 385 m  
240 mm square @ 500 m

## STAGE BRIEF

Shooter to start 9 meters behind firing line, port arms and magazine inserted. On the start signal the shooter moves to the firing line, assumes a prone position and engages all 3 targets with one round each, hit to move, from near to far without dialing any dope on their scopes.

After the 500m target is successfully engaged the shooter must drop their magazine, move back to the start point to retrieve their second magazine and return to the firing line. Shooter will then reengage all targets from near to far shooting from the prone support side position.

HIT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 6

HITS MADE

# STAGE 5 - RUN FLATS

RANGE 2-3

**TIME:** 105

**ROUNDS:** 10

**EQUIPMENT:**  
UNLIMITED

**TARGETS;**  
350 & 250 mm ROUND @ 500 M

## STAGE BRIEF

Shooter will start port arms, magazine inserted and back in the starting position.

On the start signal the shooter will move to the tyres and engage the large target with 1 round. If they hit they engage the small target with 1 round if they miss the large target they reengage it with 1 round.

There are 5 positions, after each 2 shots the shooter moves to a new position and repeats the engagement.

SHOOT TO MOVE POSITION - HIT TO MOVE TARGETS EACH POSITION

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

# STAGE 6 - HOLD ME CLOSE

RANGE 3

**TIME:** 105

**ROUNDS:** 12

**EQUIPMENT:**

1 BAG AND BIPOD ONLY

**TARGETS;**

200mm, 150mm, 100mm @ 200 M

250mm, 200mm, 125mm @ 300 M

275mm, 200mm, 125mm @ 385 M

290mm, 200mm, 175mm @ 500 M

## STAGE BRIEF

Shooter will start port arms, magazine inserted and back in the starting position.

On the start signal the shooter will move to marked position and engage the targets in the following order:

Big targets near to far

Middle targets near to far

Small targets near to far

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 12

HITS MADE



# STAGE 7 - SKILLS 1

RANGE 2-3

**TIME:** 90

**ROUNDS:** UNLIMITED

**EQUIPMENT:**  
UNLIMITED

**TARGETS;**  
300 mm SQUARE @ 360 m x 3

## STAGE BRIEF

Shooter will start 9 m behind the firing line with rifle in position and mag in hand.

On the start signal the shooter will move to their rifle, insert the mag and engage the targets left to right with 1 round each, hit to move. Shooter then engages the targets right to left with 1 round each, hit to move.

HIT TO MOVE & TIEBREAKER STAGE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 6

HITS MADE

# STAGE 8 - SHOW US YOUR KRAFT

RANGE 3

**TIME:** 120

**ROUNDS:** 10

**EQUIPMENT:**

1 BAG & BIPOD ONLY

**TARGETS;**

200 mm DIAMOND @ 300 M

250 mm DIAMOND @ 385 M

## STAGE BRIEF

Shooter will start port arms, magazine inserted and back in the starting position

On the start signal the shooter will move to tank trap and engage the targets with 1 round each near to far from each position, there are 5 positions and they must be shot in order.

P1 - LHS prone from leg

P2 - Middle of the lower leg

P3 - Knuckle

P4 - Tip of tank trap

P5 - Prone from bipod under the tank trap

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

# STAGE 9 - TRIPOD CITY

RANGE 3

**TIME:** 120

**ROUNDS:** 9

**EQUIPMENT:**

1 TRIPOD ONLY - FRONT  
SUPPORT

**TARGETS;**

KYL @ 300 M  
200 mm ROUND @ 200 M  
250 mm ROUND @ 300 M  
275 mm ROUND @ 385 M  
290 mm ROUND @ 500 M

## STAGE BRIEF

Shooter will start port arms, magazine inserted and back in the starting position. Tripod can be deployed but not attached to the rifle.

On the start signal the shooter will move into position and engage the targets with 1 round each in the following order:

300 KYL1 - 200 m - 300 KYL2 - 300 m - 300 KYL3 - 385 m - 300 KYL4 - 500 m - 300 KYL 5

KYL shot big to small

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 9

HITS MADE

# STAGE 10 - FOX IN THE HEN HOUSE

RANGE 3

<b>TIME:</b> 120	<b>ROUNDS:</b> 12
<b>EQUIPMENT:</b> UNLIMITED	<b>TARGETS;</b> Near 285 m Pig 300 m Chicken 300 m Pig Far 370 m Chicken 385 m Pig 470 m Pig

## STAGE BRIEF

Engage twelve (12) rounds from four of the five barricade positions.

Shooter to start behind the marked line, port arms, magazine in, bolt back.

On the signal, the shooter will choose any position and engage each target with one (1) round in the following order:

Position one: Near targets left to right, with one round each

Position two: Far targets right to left, with one round each

Position three: Near and far chickens with one (1) round each.

Position four: Near pigs left to right with one (1) round each, followed by the far pigs left to right with one (1) round each

No position can be used twice.

**SHOOT TO MOVE**

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 12

HITS MADE

STAGE	MAX SCORE	HITS MADE
1	12	
2	8	
3	10	
4	6	
5	10	
6	12	
7	6	
8	10	
9	9	
10	12	

MATCH SCORE	MAX 95	
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