

Challenger Game Rules

1. Two shooters are playing with the help of the CRO or Game Master.
2. In the times between start and stop command
 - a. the spectators are not allowed to shout, make any noise,
 - b. They are not allowed disturb the competitors physically. (No disturbance by light or any kind of waves.)
 - c. The CRO has the right to stop the shooting time and ask for silence
 - d. The announcer has right to make comments and encourage the spectators to express their feeling out of the commanded shooting time.
 - e. But his/her "mood making" actions should be balanced and fair.
3. **The essence of the game: shoot a better shot than the opponent.**
4. The CRO calls the athletes to the range.
 - a. Toss a coin decide the firing lines.
 - b. The lucky one decides to stay in the A (left) or B (right) position.
 - c. The left positioned athlete will fire the first competition shot.
5. The CRO calls the competitors: athletes take your positions.
6. After 2 minutes "5 Minutes preparation and sighting time" command comes.
7. After the preparation time is over, the athletes will shoot single shots, one person shooting at a time on the command of the CRO.
 - a. Every shot has a 1-point value. (But who will get it depends on the challenge written below)
 - b. First load command calls athlete A.
 - c. CRO announces the shot value.
8. Then shooter B will decide (in 5 second time), if he/she will challenge the previous shot (try to shoot a same or better value shot) or let the opponent have the point and go for a base shot.
 - a. in case of leaving the point: the CRO announces 1 point to shooter A.
9. If shooter B decides to challenge and the challenge is successful the Challenger can get 2 points, if there is no further challenge.
10. But the overshot shooter has a right to call for further challenge, now for 3 points.
11. The challenge row should be continued until one shooter gives up, or the challenge if failed. (In one challenge row the number of shots decide how much points will be given to the last successful challenger).
12. The shooter who first gets to 11(15, 21) points is the winner. Goal can be changed as the organizer decides.
13. If the match goes for more than one set, the 11th point is the end of the set.

CRO	Chief Range Officer
GM	Game master or announcer
Base Shot	First shot or first shot after a closed Challenge Row.
Challenge shot	When the shooter tries to shoot a bigger (or same) value shot than the opponents last shot. Same value shots count as a successful challenge.
Challenge Row	Continued challenges until the challenge fails or is given up.
Point value	Every fired shot counts one point, the points are accumulated during the challenge row until the challenge fails or is given up

Example how the game is running:

1. The CRO calls the Athletes to the range. The announcer introduces the shooters, The CRO tosses a coin, the lucky one decides to stay on the left or right position.
2. The CRO gives "Athletes to the line" command
3. 2 minutes later 5 preparation and sighting time command comes.

szucsak@hotmail.com