

## DUELING TREE CHALLENGE COMPETITION

Specially designed for ESPN's Great Outdoor Games and unveiled at the inaugural 2000 event, this competition features two competitors shooting simultaneously, side by side in an elimination type event. The winner of each relay will compete against winners of other relays until only one competitor remains. In our competition, each competitor will have a bank of 6 half size (large) chicken targets and a dueling post of 4 targets in front of them. The competition will be fired at 40 yards. In the ESPN competition, shooters are allowed to have at least 8 ten round magazines loaded at the start of each relay. Few of us have more than two magazines and some of the magazines may hold only five rounds. So in our competition, each shooter will have 2 magazines loaded with a maximum of five rounds each and an unlimited amount of loose cartridges on the bench to be loaded as necessary. In the ESPN competition, guns must be on the bench and not loaded until the fire command is given. We will allow the first magazine to be loaded in the rifle and be holding the rifle when the fire command is given. As with our regular rapid fire competition, the rifle must be touching the bench when the fire command is given.

Competitors will begin by firing at his\her chicken targets. All six of the chicken targets must be knocked down before beginning to shoot at the dueling post targets. Due to the possibility of turning a target making it impossible to knock down, a second bank of four backup targets will be set up. If a shooter turns a target, he\she may choose to shoot at one of the backup targets. Once they completely knock down six chicken targets in his/her bank of targets, the fun really starts. That's because they can then turn their sites on his/her dueling post targets or his/her opponent's dueling post targets.

Competitors may hit their opponent's dueling post targets, moving the targets back to the "live" position and thus requiring their opponent to reshoot those targets. The first shooter to knock down six chicken targets and move all four dueling post targets to the "dead" position will be the winner of the relay and advance to the next level. There will be no time limit or ammunition limit since most relays will be completed in about 30 seconds. The top three winners will have fired 5 or 6 relays so bring plenty of ammunition. (100 rounds should do.)

When the nerves build under the pressure of head-to-head competition of the event, the breathing gets shaky and so does the accuracy. Even if you're accurate on your targets your opponent still has the opportunity to render your good performance a waste. A steady hand and even steadier nerves will determine the champion.