

Request for Quote (RFQ) for Delivery of the Shooting League of India (SLI) VR Championship

No: SLI/10/2025

Date of Issue: 18 December 2025

1. Introduction

The Shooting League of India (SLI) invites quotations from qualified vendors for delivery of the SLI VR Championship across 12 Indian cities, culminating in a Grand Finale at the SLI event in Delhi/Bhopal (February 2026).

The SLI is India's first professional, franchise-based shooting league. To ensure a world-class experience for athletes, fans, broadcast audiences, and partners, the SLI seeks a professional event management partner to handle all aspects of venue branding, match-day coordination, hospitality and fan-facing experiences.

2. Above the SLI VR Championship

The SLI VR Championship is a public-engagement tournament introducing Olympic-style 10m Air Pistol and 10m Air Rifle through a realistic VR simulation, run as a 3-day city event, approximately 4–5 weeks before SLI 2026. Each city will feature multi-station VR ranges with real-time leaderboards and fan-facing presentation. City Champions qualify for the Grand Finale during the SLI event.

3. Objectives

Create nationwide excitement for SLI; expand the shooting fan base by providing safe and clean sports experience in a VR environment similar to the shooting range at the Shooting League of India:

- Deliver a safe, reliable, and repeatable format that scales.
- Provide measurable sponsor value and integrated storytelling.
- Generate high-quality data/analytics and content outputs.

4. The RFQ

This RFQ is issued in two components:

- Component A – Event Management: On-ground planning and execution (venue ops, branding, staffing, safety, fan experience, logistics).
- Component B – VR Technology: End-to-end VR competition system (hardware, software, scoring, calibration, networking, data/leaderboards, tech ops, training/safety).

Vendors may bid for Component A, Component B, or both. SLI may award components separately to different vendors.

5. Scope of Work

The selected agency/ies will be responsible for the delivery of all logistical and operations components of the Championship, including but not limited to:

- **Cities (12):** Indicative list of cities below, final list of cities tbc; bidders may propose a city plan with venue archetypes (e.g., malls, campuses).
 - Delhi
 - Mumbai
 - Pune
 - Bangalore
 - Chennai
 - Noida
 - Bhopal
 - Patna
 - + four more pan India
- **Per City Footprint:** Indoor area ~25 ft × 20 ft (minimum) for the competition zone + spectator/queueing, registration, social content area, back-of-house, and power.
- **Event:** 3 days per city, public hours ~10:00–20:00; 1 setup/calibration day prior.
- **Stations: 6 VR competition stations** (target split: 3 Pistol, 3 Rifle) with live leaderboard on central screen.
- **Categories & Flow:** Recommended: 30 shots, Olympic scoring; finals on Day 3.
- **Grand Finale:** Top city winners (pistol & rifle) travel to the SLI 2026 hosting city/venue.

5.1 Component A – Event Management Services

A1. Planning & Permissions

- City & venue scouting; venue contracting support; permissions (venue, mall, local authorities) in vendor's scope; SLI will provide letters of support as needed.
- Detailed event plan, risk assessment, crowd flow, queueing, emergency & first-aid plan; public liability insurance.

A2. Production & Branding

- Design, fabrication, and installation of SLI/partner branding; entry arch, backdrops, station fascia, wayfinding, informational signage.
- Central LED wall with seamless feed from VR leaderboard.

A3. Operations & Staffing

- Registration desk, tokens/QR workflow, queue management, and crowd engagement.
- Trained staff for ushering, helpdesk, basic tech coordination (paired with VR partner), housekeeping, and queue safety.
- Coordination with local security;

A4. Fan Experience & Content Support

- Spectator viewing zone; selfie/photo-op; basic sponsor booths (if required).
- Social Media capture point; liaison with SLI's digital team for content plan and releases.
- Daily city finals presentation and awardees backdrop; media interactions as advised.

A5. Power & Infrastructure

- Clean power distribution; UPS/conditioning per VR tech specs; silent genset backup (city-by-city); cable management, anti-trip measures.
- Network (LAN + controlled Wi-Fi as per VR partner specs).

A6. Deliverables

- City-by-city plan; risk & safety dossier; production drawings; branding layouts; staffing matrix and post-event report per city.

5.2 Component B – VR Technology Services

B1. Hardware

- Competition-ready VR headsets & controllers tracking base stations/cameras as applicable.
- 6 operational stations (per city) to ensure 100% uptime targets
- Compute units, networking switches, cabling, mounting rigs; flight cases for transport.

B2. Software & Competition Layer

- Olympic-style 10m AP/AR simulation with scoring
- Competition management: heat scheduling, player registration integration (QR), real-time scoring
- Live Leaderboard: publish to central LED (HDMI/NDI/Web), with city branding and sponsor placements; cloud sync to national leaderboard.
- Data & Analytics: player profiles, session logs, shot maps, timing; export APIs/CSV for SLI; privacy-compliant storage.
- SLI branded look and feel with sponsors integration into the VR environment

B3. Operations & Support

- On-site VR tech crew per city

B4. Safety & Compliance

- Hygiene protocols
- Content & privacy compliance

B5. Deliverables

- Tech architecture; station layout & cabling plan; LED integration guide; operator handbook; daily uptime & session KPIs; end-of-city data pack to SLI.

6. Vendor Qualifications

The agency/ies must fulfil the following:

Component A

1. 5+ years EM experience, with demonstrable credentials.
2. Successful execution of at least 3 multi-day sports or tech fan events.
3. In-house or affiliated capability for production, branding, AV, and logistics.
4. Proven track record in handling roadshows and sponsor activations.
5. Ability to deliver end-to-end event services under tight timelines.

Component B

1. Established VR Shooting technology environment include sports specific handsets.
2. Demonstrable scoring accuracy & leaderboard integrity setup.
3. In-house resources for upgrades and SLI integration and event support

7. Submission Requirements

Your submission must include the following:

7.1 Technical Proposal:

- Company profile and credentials.
- Experience in relevant sports/league events including examples of successful execution.
- Proposed approach, team structure and execution timelines.

7.2 Financial Proposal:

- Detailed item-wise quote as per Scope of work (excluding GST), covering all deliverables to be provided on a per city cost or total fixed fee
- All quotes must be valid until 31 March 2026.
- Rates must be quoted per unit where applicable.

7.2.1 Component A - Event Management

- Venue production (lights, audio)
- Branding fabrication & install
- Central LED wall (size/spec)
- Staffing
- Power (UPS/genset)
- Insurance & permissions

- Logistics
- Management fee

7.2.2 Component B - VR Technology

- VR stations
- Full software integration
- Logistics

8. Timeline & Process

RFQ Issue: 18 December 2025

Submission Deadline: 26 December 15:00 IST

Evaluation & Vendor Finalization: 30 December 2025

Event Delivery: Between January - February 2026 (Exact dates to be mutually agreed)

9. Disclaimer

SLI reserves the sole and absolute discretion to schedule, modify, postpone, or cancel any part of the SLI VR Championship (including city list, dates, format, and the Finale) without liability or obligation. Award of this RFQ does not guarantee minimum volumes or exclusivity.

This RFQ (and any subsequent appointment/contract) is strictly limited to the delivery of the SLI VR Championship for the Shooting League of India (SLI) only, and does not extend for any other entity or other VR programme or promotion of shooting sport in India beyond the SLI VR Championship.

10. Submission Format

All submissions must be emailed to:

Shootingleagueofindia@gmail.com