

CaPRC 12-12-10 COF

50 Rounds / 1000 Points Possible

- Stage 1**
250yd coldbore
Round count: 1
On the beep, engage the 3" circle at 250yds with 1 shot.
50 points for a hit.
50 points possible
60 seconds prep, 30 seconds shoot time.
- Stage 2**
60yd flies
Round count: 5
On the beep, engage any 5 flies on the paper.
15 points per fly.
75 points possible.
60 seconds prep, 45 seconds shoot time.
- Stage 3**
300yd swinging dots.
Round count: 6
On the beep, engage all 6 circles from largest to smallest.
Points awarded as follows, largest to smallest: 10, 15, 20, 25, 30, 35. You keep all points earned until your first miss, but do not earn any more points after a miss.
135 points possible.
60 seconds prep, 60 second shoot time.
- Stage 4**
300yd Hostage transistions
Round count: 6
On the beep, engage the left 300yd 6" hostage flapper, then the 400yd little man, then the right 300yd 6" hostage flapper. Repeat 2 times.
25 points per hostage flapper hit. 25 points per 400yd little man hit. -25 points per hostage hit.
150 points possible.
60 seconds prep, 10 second shoot time per string. 2 strings of fire.
- Stage 5**
100yd positional
Round count: 8
On the beep, engage the 100yd mini IPSC target with 2 shots center of mass offhand, 2 shots center of mass kneeling, 2 shots center of mass seated and finally 2 head shots from prone.
Shooter may use the bench and the chair for support in kneeling and seated.
Scoring as per the point values on the target.
80 points possible.
90 seconds prep, 60 seconds shoot time.
- Stage 6**
200yd hostage
Round count: 4
On the beep, engage the hostage target at 200 yards from the prone position with two rounds on each side.
25 points for shots within the scoring box or 10 points for any other bad guy hit and -25 points for any hostage hit.
100 points possible
60 sec prep and 60 sec shoot time.
- Stage 7**
Invisible targets.
Round count: 6
On the beep, engage the 6 invisible targets at 100yds from the prone position with one shot each.
You are unable to see the targets, but your spotters can see them and they are giving you the following corrections from an aiming point that you can see.
The 1st target is 1moa right and 2moa up from the aiming point.
The 2nd target is 1.1 mils right and 1.4 mils up from the aiming point.
The 3rd target is 3moa right and 1moa up from the aiming point.
The 4th target is 2.3 mils right and 1.3 mils up from the aiming point.
The 5th target is 2moa right and 4moa up from the aiming point.
The 6th target is 1.7 mils right and 0.8 mils up from the aiming point.
The conversion formula from MOA > MILs is $MOA / 3.438$
The conversion formula from MILs > MOA is $MILs \times 3.438$
25 points for shots inside or touching the scoring rings.
150 points possible
120 sec prep and 60 sec shoot time.
- Stage 8**
How big is the steel
Round count: 0
Using only your scope, calculator and mildot master, figure out the width and height of the specified target. The target distance will be given to you at the time that the target is specified. Do not talk to your neighbor during this stage.
30 points for being within +/- 5% of each correct dimension.
60 points possible.
60 seconds work time allowed.
- Stage 9**
100yd 5 dot drill from behind the yellow line.
Round count: 5
Start with ammo on the back benches & a round in hand, on the beep, move to rifle, engage a dot, open bolt, retrieve another round and engage another dot, repeat until finished.
20 points per dot hit.
100 points possible.
60 seconds prep, 80 second shoot time.
- Stage 10**
100yd Pool balls
Round count: up to 9
On the beep, engage all the solid pool balls. The 8 ball is optional. A hit to the 8 ball without also hitting all other solid balls causes the shooter to lose all points. No rear bag may be used. Only gloves or a wadded up schemagh may be used as rear support.
10 points per ball except the 8 ball is worth 30 or zero points if all solids are not hit.
100 points possible.
60 seconds prep, 70 second shoot time.