

## 12/23/12 Caprc Match course of fire

### Match rules:

Bolt must be open during any position changes.  
5 rounds maximum in the gun at any time.  
Support side means support side eye and trigger finger.  
Unsupported positional stages use NRA legal positions only.

### Stage 1

300yd coldbore  
Round count: 1  
On the start signal, engage your playing card with 1 shot from the prone position. Start position is standing behind the prepped rifle, loaded magazine with the bolt back.  
50 points for a hit on the spade  
30 points for a hit on the card outside of the spade  
50 points possible  
60 seconds prep, 15 second shoot time.

### Stage 2

100yd support side poolballs  
Round count: 9  
On the start signal, engage the poolballs with 1 shot each from the support side (support side trigger finger) prone position. 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.  
10 points per solid ball except the 8 ball is worth 30 or zero points if all solids are not hit.  
100 points possible.  
60 seconds prep, 60 second shoot time.

### Stage 3

400yd Call your limit  
Round count: 5  
On the start signal, engage the 400yd swinging dots from largest to smallest with 1 shot each. You may stop your scoring at any time by calling "done" if you are not sure you can make the shot. After calling "done" you may proceed with the remaining targets. A miss during scoring causes all stage points to be lost.  
Plates values as follows, largest to smallest: 10, 15, 20, 25, 30  
100 points possible  
60 seconds prep, 60 second shoot time.

### Stage 4

Positional not-so-little men  
Round count: 9  
On the start signal, engage the specified 200 yd mini ispc targets with 1 shot each, left to right, from three of the following unsupported positions: standing, seated, prone or kneeling  
Round count: 9  
15 points per hit  
135 points possible  
60 seconds prep, 80 second shoot time.

### Stage 5

200yd Hostage  
Round count: 8  
Start position: Standing at yellow line, rifle on ground, bolt open.  
On the beep, engage the hostage target at 200 yards from the prone position with four rounds on each side of the target.  
10 points for shots within the scoring box or 5 points for any other bad guy hit and -10 points for each hostage hit.  
80 points possible  
60 sec prep and 60 sec shoot time.

### Stage 6

Transitions  
Round count: up to 10  
On the start signal, engage the yellow circles from the prone position in the following order: 250-325-450, 600, 450, 325, 250.  
You may not engage the next target until you hit the last target engaged.  
10 points per hit  
70 points possible  
60 seconds prep, 70 second shoot time.

### Stage 7

Ray's Revenge  
Round count: 10  
Start position: Standing at barricade, rifle at port arms.  
On the start signal, engage your 200yd paper IPSC target with 2 shots per port. Rifle must be above the rope in any port with a rope.  
Scoring per targets.  
100 points possible  
60 seconds prep, 70 seconds shoot time.

### Stage 8

UKD  
Round count: 1  
On the start signal, engage the white circle next to the cardboard IPSC with 1 shot from the prone position. The cardboard IPSC is 30" tall.  
Start position: Standing at yellow line, rifle on ground, bolt open.  
50 points for a hit  
50 points possible  
No prep, 60 second shoot time