

2/13/11 Caprc Match course of fire

Match rules:

Only 5 rounds can be loaded into the gun at any time.
Bolts must be open during any movement with a loaded gun.
You may load during your prep time.
On the steel stages, loading the chamber and closing your bolt will designate to the range officer that you are ready to begin.

Stage 1

500yd coldbore
Round count: 1
On the beep, engage the RED circle at 500yds with 1 shot. No rear support may be used other than your bare hand. Start position is standing behind the rifle, loaded magazine in rifle.
50 points possible
60 seconds prep, 15 seconds shoot time.

Stage 2

200yd KYL.
Round count: up to 6
On the beep, engage the circles from largest to smallest, stopping if you do not believe you can make a sure hit. A miss causes shooter to zero the whole target.
Scoring per the values on the target.
105 points possible.
60 seconds prep, 70 second shoot time.

Stage 3

100yd 5 dot option 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.
Points awarded per the target: 20pts for ea 3/8" dot, 10pts for ea 5/8" dot, and 5pts for ea 1" dot.
100 points possible.
60 seconds prep, 80 second shoot time.

Stage 4

Holdovers, back and forth.
Round count: 7
On the beep, engage the green plates in the following order: 150 little man, 300 circle, 150 little man, 400 circle, 150 little man, 300 circle, 150 little man. Shooter may not turn elevation knob during the string of fire.
20 points per hit.
140 points possible.
60 seconds prep, 60 seconds shoot time.

Stage 5

300yd unsupported prone
Round count: 5
On the beep engage the orange 10" round plate with 5 rounds from the unsupported prone position. Only the shooters elbows may touch the ground.
20 points per hit.
100 points possible.
60 sec prep and 60 sec shoot time.

Stage 6

200yd Little Man Vs. Man
Round count: 6
On the beep, engage the 4 swinging men from outside to inside and then your 300yd 6" flapper. Each target must be activated in order to advance to the next target.
Points awarded as follows: 20pts for each little man hit and 30pts to the first shooter to hit their 6" popper.
110 points possible for winner and 80 points possible for the loser.
60 seconds prep, 40 second shoot time.
(in the case of a close call on the 6" poppers it will be up to the range officer and spotters to determine the winner)

Stage 7

100yd Pool balls weak side
Round count: 8
On the beep, engage all the solid pool balls from your weak-side shoulder. 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 ball except the 8 ball is worth 30 or zero points if all solids are not hit.
100 points possible.
60 seconds prep, 80 second shoot time.

Stage 8

100yd positional
Round count: 6
On the beep, engage the 100yd mini IPSC target center of mass with 2 shots from standing, 2 shots kneeling, and 2 shots sitting.
Scoring as per the point values on the target.
150 points possible.
60 seconds prep, 70 seconds shoot time.

Stage 9

100 yard spelling bee
Round count: 5
On the beep, spell out the assigned 5 letter word by shooting the letters on the target.
100 points for spelling the word or 0 points if a letter is missed.
30 seconds prep, 60 seconds shoot time.

Stage 10

150yd Side prone little man
Round count: 1
On the beep engage the little man with 1 round from the port-up side prone position.
45pts for a hit
Shooter will begin prepping at the time the person in front of them shoot time starts. 10 second prep time from the time the shooter before them is finished.
30 seconds shoot time