

Caprc 5-7-11 Course of Fire

Stage 1

100yd coldbore

Round count: 1

On the start signal, engage the 1" dot with 1 shot from the prone position. Start position is prone behind the prepped rifle, loaded magazine with the bolt back.

50 points for a hit

50 points possible

60 seconds prep, 15 second shoot time

Stage 2

Man on Man Barricade transitions

Round count: 6

On the start signal, engage the 4" dot with 2 rounds from the top barricade position, transition to the middle position and engage the 4" dot with 2 rounds then transition to the lower position and engage the 4" dot with 2 rounds. Start position is port arms behind the barricade, loaded magazine with the bolt back. Winner determined by number of hits and ties broken by finish time. Winner gets full points earned; loser gets half of points earned.

20 points per hit

120 points possible

no prep, 90 second shoot time

Stage 3

Step back

Round count: 5

On each start signal, engage one of the 5 dots with 1 round from the prone position. Start position is standing behind the prepped rifle, loaded magazine with the bolt back. Only 1 hit per dot will be scored. Firing positions will be at 40, 55, 70, 85 & 100 yards.

20 points per hit

100 points possible

30 seconds prep, 15 second shoot time per firing position.

Stage 4

25yd mini flies

Round count: 5

On the start signal, engage any 5 flies with 1 round each from the prone position. Start position is prone behind the prepped rifle, loaded magazine with the bolt back.

15 points per hit

75 points possible

60 seconds prep, 45 second shoot time

Stage 5

Move Move Move

Round count: 9

On the start signal, engage the 4" diamond with 2 rounds from the first barrel, move to the rooftop and engage the 4" diamond with 2 rounds then move to the 2nd barrel and engage the 4" diamond with 2 rounds then move to the barricade and engage the 4" diamond with 1 round from each of the 3 barricade positions. Start position is port arms behind the starting line, loaded magazine with the bolt back.

Scoring per the target.

180 points possible

no prep, 100 second shoot time

Stage 6

Running 5 dot drill

Round count: 5

On the start signal, run to your rifle and engage a dot. Run back to your ammo, grab 1 round and then return to your rifle and engage another dot. Repeat until 5 rounds have been fired. Start position is behind the start line, unloaded rifle prepped on the line.

20 points per hit

100 points possible

60 seconds prep, 120 second shoot time

Stage 7

10yd 5 dot drill

On the start signal, engage the 5 dots with 1 round each. Start position is prone behind the prepped rifle, loaded magazine with the bolt back.

15 points per hit

75 points possible

60 seconds prep, 45 second shoot time

Stage 8

Somali Pirates

Round count: 5

On the start signal, engage the 4" dot with 5 rounds from the rocker table. Start position is prone behind the prepped rifle, loaded magazine with the bolt back.

20 points per hit

100 points possible

20 seconds prep, 40 second shoot time

Stage 9

KYL walking back

Round count: 8

On each start signal at each shooting position, engage the target with up to 2 rounds. No single dot will be scored for more than 2 hits. Firing positions will be at 25-50-75 and 100yds. Start position is port arms at each position, loaded magazine with the bolt back. You may stop at any time. Any misses will cause the stage to be zeroed.

Scoring per the target.

150 points possible

no prep, 30 second shoot time at each shooting position.

Stage 10

100yd hotbore

Round count: 1

On the start signal, engage the 1" square with 1 shot from the prone position. Start position is prone behind the prepped rifle, loaded magazine with the bolt back.

50 points for a center hit

25 points for a perimeter hit

50 points possible

60 seconds prep, 15 second shoot time