

# CaPRC 6-12-11 Course of Fire

## Match rules:

All stages start standing behind the rifle, ammo in rifle, bolt open unless otherwise specified.

Do not close the bolt until you are on-target and ready to engage.

Bolt must be open during any position changes.

5 rounds maximum in the gun at any time.

## Stage 1

200yd Coldbore

On the start signal, engage the left square of the 200yd hostage target with one shot.

Round count: 1

55 points for a hit completely inside the scoring square (not touching the line), -20 for any hostage hit

55 points possible

30 second prep time 20 second shoot time

## Stage 2

Barricade

On the start signal, engage the 350yd 10" green plate with 2 shots from each of the following positions: standing, kneeling, seated & prone, using the barricade for support.

Round count: 8

15 points per hit

120 points possible

100 second shoot time

## Stage 3

Timed exposures

On the start signal, engage the 400yd spring loaded red ipsc plate with 2 shots. Each time the target becomes visible again, engage with 2 more shots.

Round count: 6

15 points per hit

90 points possible

1st string shoot time is 16 seconds, then 2 more random 6 second intervals

## Stage 4

Positional KYL

On the start signal, engage the 250yd 8" yellow/blue circle with 1 shot from each of the following positions: prone, seated, kneeling then standing. You may stop at any time. A miss causes the target to be zeroed.

Round count: 4

hit point values as follows: 10, 30, 40, 50

130 points possible

120 seconds shoot time

## Stage 5

Little hostages

On the start signal, engage the 5 hostage takers at 25yds with 1 shot each.

Rounds striking 2 scoring areas will be scored as only one hit.

Rounds striking a hostage and a hostage taker will be scored as hostage hits.

Round count: 5

20 points per hostage taker hit or -20 per hostage hit

100 points possible

40 seconds shoot time

## Stage 6

Speed drill

On the start signal, engage the target with as many shots as you can. A shot after the par time will cause one hit to be removed during scoring. This stage starts with shooter on target, bolt closed.

Round count: 5

20 points per scoring hit

100 points possible

10 seconds shoot time

## Stage 7

200yd hostages

On the start signal, engage the right square of the 200yd hostage target with 5 shots.

Round count: 5

20 points per scoring square hit, 10 points for any other hostage taker hit, -20 for any hostage hit

100 points possible

20 seconds shoot time

## Stage 8

300yd KYL

On the start signal, engage the green swinging dots from largest to smallest with 1 shot each. You may stop at any time if you are not sure you can make the shot. A miss causes all stage points to be lost.

Round count: up to 6

Plates values as follows, largest to smallest: 5, 10, 15, 20, 25, 30

105 points possible

60 seconds shoot time

## Stage 9

Time ticking down

On the start signal, engage the 6" red circle at 300yds with 1 shot.

This stage is fired as 5 separate passes, with descending par times per pass as follows: 17, 14, 11, 8 and finally 5 seconds. Shots after the par time will cause one hit to be removed during scoring.

Round count: 5

20 points per hit

100 points possible

40 second shoot time

## Stage 10

Man on men

On the start signal, engage the 200yd yellow little men with 1 shot each from outside to inside and then the 300yd stop plate. You must hit each plate before you proceed to the next. Only the first shooter to hit the stop plate will earn points for their stop plate.

Round count: 5

20 points per hit

100 points possible

40 seconds shoot time