

Caprc 11-2-14 Rimfire Course of Fire

Match Rules:

Only 10 rounds in the gun at any time.
You may load during prep.
Bolt open or safety engaged during any position changes.
No bipods or support on Appleseed stages, sling only.

Stage 1

100yd Cold bore
Round count: 1
Start position: Standing , rifle on ground, bolt open.
On the beep, engage the 2.5" dot from prone.
50 points for a hit.
50 points possible
60 seconds prep, 30 seconds shoot time.

Stage 2

100yd Barricades/Spools
Round count: 10
Start position: Standing at barricade, rifle at port arms, only 5 rounds loaded.
On the beep, engage the IPSC target with 1 shot from each barricade port.
Move to the first spool and fire 3 rounds.
Move to the second spool and fire 2 rounds.
Scoring as per points values on target.
100 points possible.
60 seconds prep, 150 second shoot time.

Stage 3

25 meters Appleseed standing
Round count: 10
Start position: Standing, rifle port arms.
On the beep, engage the target with 10 rounds from the standing position.
Scoring as per points values on target.
50 points possible
60 sec prep and 120 sec shoot time.

Stage 4

25 meter Appleseed kneeling/sitting
Round count: 10
Start position: Standing, rifle port arms.
On the beep, drop to the kneeling or seated position. Engage left target with 5 rounds, perform a mandatory reload, then engage right target with 5 rounds.
Scoring as per points values on target.
50 points possible.
60 seconds prep, 55 second shoot time.

Stage 5

25 meter Appleseed prone
Round count: 10
Start position: Standing, rifle port arms.
At the beep, drop to the unsupported prone position. Engage left target with 3 rounds, center target with 3 rounds, and right target with 4 rounds. You must perform one mandatory reload sometime before engaging the last target.
Scoring as per points values on target.
50 points possible
60 second prep, 55 second shoot time.

Stage 6

25 meter Appleseed prone slowfire
Round count: 10
Start position: Prone behind rifle.
On the beep, engage first target with 2 rounds, second target with 2 rounds, third target with 3 rounds, and fourth target with 3 rounds.
Scoring as per points values on target x2.
100 points possible
60 sec prep and 180 sec shoot time.

Stage 7

50yd Standard KYL.
Round count: up to 13
Start position: Prone, bolt open.
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.
5 points per circle
65 points possible
60 seconds prep, 60 second shoot time.

Stage 8

50 yd 20 dot drill
Round count: 20
Start position: Standing, rifle on ground or port arms, bolt open.
On the beep, engage each circle with one round each.
5 points per dot
100 points possible
60 seconds prep, 180 second shoot time.

Stage 8

50 yd Natural Point of Aim
Round count: 5
Shooter will get in the prone position and aim at his target.
Shooter will signify when ready and a blind fold will be placed over the scope. After 3 seconds, the beep will sound and the shooter has 60 seconds to engage the target with 5 rounds. Semi auto shooters must rack one round out between each shot.
Target scored as indicated
50 points possible
60 sec prep and 60 sec shoot.

Stage 10

Battlefield Pickup
Round count: 12
Shooter will fire 3 rounds from each rifle and 3 rounds with the revolver.
9 points black zone, 3 points dark grey zone, 1 point grey zone.
108 points possible
180 sec shoot.