Caprc 2-26-12 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.

Stage 1
100yd Cold bore
Round count: 1
Start position: Standing at yellow line, rifle on ground, bolt open.
On the beep, engage the 2" dot at 100yds.
55 points for a hit.
55 points possible
60 seconds prep, 30 seconds shoot time.

Stage 2
100yd Hostage
Round count: 8
Start position: Standing at yellow line, rifle on ground, bolt open.
On the beep, engage the hostage target at 100 yards from the prone position with two rounds on each target.
15 points for shots within the scoring box or 5 points for any other bad guy hit and -15 points for each hostage hit.
120 points possible
60 sec prep and 90 sec shoot time.

Stage 3
100yd Positional
Round count: 8
Start position: Standing at port arms, bolt open.
On the beep, engage the 100yd mini IPSC target with 2 shots offhand, 2 shots kneeling, 2 shots seated and finally 2 shots from unsupported prone. Sling support only.
Scoring as per the point values on the target.
80 points possible.
60 seconds prep, 90 seconds shoot time.

Stage 4
150 yard Shooting Ports
Round count: 10
Start position: Standing at barricade, rifle at port arms.
On the start signal, engage yellow 8" steel target with 2 shots per port.
10 points per hit
100 points possible
60 seconds prep, 120 seconds shoot time.

Stage 5
200yd Steel.
Round count: 5
Start position: Prone behind rifle.
On the start signal, engage yellow 10" steel target with 5 rounds.
20 points per hit
100 points possible.
60 seconds prep, 90 seconds shoot time.

Stage 6
50yd weak side dots
Round count: 5
Start position: Prone behind rifle.
On the beep, engage the five 1" dots at 50yds with 1 shot each from the weak side, with weak trigger finger. Bipod support only, no rear bag, shooting glove or shemagh. Bare hand only.
20 points per hit.
100 points possible.
60 seconds prep, 60 seconds shoot time.

Stage 7
50yd Pool balls the hard way.
Round count: 8
Start position: Prone behind rifle.
On the beep, engage all the solid pool balls. 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. Bipod support only, no rear bag, shooting glove or shemagh. Bare hand only.
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, 60 seconds shoot time.

Stage 8
50yd 5 dot drill on 1/2" dots.
Round count: 20
Start position: Standing at yellow line, rifle on ground, bolt open.
On the beep, engage the 1/2" dots at 50yds with 1 shot on each dot from the prone position.
5 points per dot.
100 points possible.
60 seconds prep, 180 seconds shoot time.

Stage 9
50yd Standard KYL.
Round count: up to 5
Start position: Standing at yellow line, rifle on ground, 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.
Points are 10, 15, 20, 30 & 50.
125 points possible.
60 seconds prep, 60 second shoot time.

Stage 10
50yd Kneeling
Round count: 6
Start position: Kneeling with rifle.
On the beep, engage target with 6 rounds.
Scoring as per the point values on the target.
120 points possible.
60 seconds prep, 60 seconds shoot time.