

1-11-15 Caprc Match COF

Match rules:

Bolt must be open during any position changes.

No more than 5 rounds in gun at any time.

Support side includes shoulder, eye and trigger finger.

Stage 1 - Coldbore

Round count: up to 3

Start Position: Standing Port Arms

On the start signal, engage the 500yd lollipop until target is hit or time expires.

40 points for a 1st round hit

20 points for a 2nd round hit

10 points for a 3rd round hit

40 points possible

30 second shoot time

Stage 2 – Pack support

Round count: 6

Start position: Standing behind pack, rifle at port arms.

On the start signal, engage the 300yd ipsc with 6 shots from the prone position off a pack. You may not use a bipod or rear bag.

The rifle must only be supported over a pack.

15 points per hit

90 points possible

40 second shoot time

Stage 3 – Ports

Round count: 10

Start position: Standing at ports, rifle at port arms.

On the start signal, engage the 400yd IPSC with 2 shots from each port.

15 points per hit

200 points possible

90 second shoot time

Stage 4 - Stressfire

Round count: 6

Start position: Standing at start position.

On the start signal, run to your rifle and engage the 500yd

lollipop with 6 rounds. Shooter starts with 1 round in his hand

and must retrieve each additional round from the bench behind the firing line.

15 points per hit

90 points possible

90 second shoot time

Stage 5 – Kneeling

Round count: 5

Start position: Standing, rifle at port arms.

On the start signal, engage the 400yd IPSC with 5 shots from kneeling.

15 points per hit

75 points possible

60 second shoot time

Stage 6 – Weakside Holdover

Round count: 8

Start position: Standing , rifle on ground, bolt open.

On the start signal, hit the 300yd ipsc from the support side prone position. Alternate between 300yd and 600yd targets after each hit. Shooter must hit target before moving to next target. Shooter may not turn scope knobs after the first shot.

15 points per hit

120 points possible

90 second shoot time

Stage 7 – Barricade

Round count: 9

Start position: Standing at barricade, rifle at port arms.

On the beep, engage the 400yd IPSC target with 3 shots from each level of the barricade.

10 points per hit

90 points possible.

90 second shoot time

Stage 8 - Hotbore

Round count: 1

Start position: Standing , rifle on ground, bolt open.

On the start signal, engage the 600yd IPSC with 1 shot from the prone position.

31 points for a hit

31 points possible

60 seconds prep, 8 second shoot time