

10-9-11 Course of Fire

Match rules:

Bolts open when moving.

5 rounds maximum in the gun at any time.

Stage 1 (Steel)

400yd coldbore

Start position: port arms, loaded magazine with the bolt back.

On the start signal, engage the 8" yellow plate with the green X with 1 shot from the prone position.

Round count: 1

50 points possible

20 second shoot time.

Stage 2 (paper)

10yd 5 dot drill

Start position: standing behind the prepped rifle, loaded magazine with the bolt back.

On the start signal, engage the 5 dots with 1 round each.

Round count: 5

15 points per hit

75 points possible

60 seconds prep, 40 second shoot time

Stage 3 (Paper)

300yd Pack support

Start position: standing behind the prepped rifle, loaded magazine with the bolt back.

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.

Round count: 6

Scoring per the target

90 points possible

60 seconds prep, 50 second shoot time.

Stage 4 (Steel)

Random callouts

Start position: standing behind prepped rifle.

On the start signal, engage the specified yellow targets with 2 shots from the prone position as they are called out. No artificial rear support may be used, bare hand only.

The targets are the following: half-size ISPC at 600, 10" dot at 500, 8" dot at 400 and 6" dot at 300

Round count: 8

20 points per hit

160 points possible

60 seconds prep, 80 second shoot time.

Stage 5 (Steel)

600 yard MOA target

Start position: prone, bolt closed, on target.

On the start signal, engage the 6" green plate with 1 shot from the prone position. Retrieve a round from the bench. Repeat until finished.

Round count: 4

25 points per hit

100 points possible

60 seconds prep, 60 second shoot time.

Stage 6 (paper)

100yd Standard KYL.

Start Position: standing behind yellow line, rifle prepped.

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.

Round count: up to 5

Points are 10, 15, 20, 30 & 50.

125 points possible.

60 seconds prep, 60 second shoot time.

Stage 7 (paper)

200yd hostage

Start position: standing behind yellow line, rifle prepped.

On the beep, engage the hostage target at 200 yards from the prone position with two rounds on each side.

Round count: 4

25 points for shots within the scoring box or 10 points for any other bad guy hit and -25 points for any hostage hit.

100 points possible

60 sec prep and 60 sec shoot time.

Stage 8 (Paper)

100yd poolballs

Start position: prone, bolt closed on target.

On the start signal, engage the poolballs with 1 shot each from the support side (support side trigger finger) prone position. 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.

Round count: 8

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 second shoot time.

Stage 9 (Steel)

300yd swinging dots

Start position: standing behind prepped rifle.

On the beep, engage the circles from largest to smallest. You keep all points earned until your first miss, but do not earn any more points after a miss.

Round count: 4

Points awarded as follows, largest to smallest: 10, 15, 25, 50.

100 points possible.

60 seconds prep, 60 second shoot time.

Stage 10 (Paper)

100yd Support-side option. (unsupported standing, kneeling or seated)

Start position: in position, on target, bolt closed.

On the start signal, engage the specified 100yd ipsc target with 5 shots from your chosen position. No packs or funny stuff, NRA Style shooting.

Round count: 5

Scoring per the target

100 points possible

60 seconds prep, 70 second shoot time.