

12/14/14 Caprc Match course of fire

Match rules:

Bolt must be open during any position changes.
No more than 5 rounds in a magazine
No elevation adjustments after first shot of each stage.
No prep between stages.

Stage 1 - Coldbore

Round count: up to 3
Start Position: Standing Port Arms
On the start signal, engage the 400yd 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 - 100yd Know Your Limits

Round Count: up to 5
Start position: Prone, bolt open.
On the start signal, engage your circles. A miss causes all points on the target to be lost.
Point values on target are 10,15, 20, 30, and 50.
125 points possible
60 second shoot time

Stage 3 - Near & Far

Round count: up to 10
Start Position: Standing Port Arms
On the start signal, drop to bench and engage your first medium man until hit and then engage the 600yd IPSC target until hit. Repeat sequence on 2nd and 3rd medium men until all rounds fired or time expires.
15 points per hit
90 points possible
90 second shoot time

Stage 4 – Stand & Deliver

Round Count 6
Start Position: Standing Port Arms
Only sling and shooting glove allowed for standing. Bipod and rear bag are allowed in prone.
On the start signal shooters will engage popper at 300yds from an unsupported standing position until target is hit. Once shooter successfully hits the target, they will then proceed to engage the 400yd lollipop target with remaining rounds from the prone position.
15 points per hit
90 points possible
90 seconds shoot time

Stage 5 – Seated

Round count 10
Start Position: Standing Port Arms
Upon start signal, shooter will engage 200 paper IPSC with ten rounds from the seated position.
10 points per hit
100 points possible
90 seconds shoot time

Stage 6 - Ports

Round count 10
Start Position: Standing Port Arms
Upon start signal, shooter will engage 300 popper with two rounds from each port.
10 points per hit
100 points possible
90 seconds shoot time

Stage 7 – Grab a Round

Round count: 6
Start position: Standing at rear bench.
On the start signal, advance to grounded rifle and engage the medium men rack from left to right. Shooter must retrieve each round from rear bench.
15 points per hit.
90 points possible
90 seconds shoot time

Stage 8 - Support Side Poolballs

Round count: 9
Start position: Prone, bolt open.
On the start signal, engage the solid poolballs with 1 shot each from the support side. An 8 ball hit without also hitting all other solid balls causes all earned points to be lost.
10 points per solid poolball hit and 30 points for the 8 ball.
100 points possible
90 seconds shoot time

Stage 9 – 5 dot drill

Round count: 5
Start Position: Standing Port Arms
On the start signal, engage the 100yd dots from the prone position with one shot each.
20 points per hit
100 points possible
90 second shoot time

Stage 10 – Optional Shots