

2-8-15 Caprc Match COF

Match rules:

Bolt must be open during any position changes.

Stage 1 - 500yd Cold bore

Round count: up to 3

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

On the start signal, engage the 500yd lollipop, re-engage only if you miss. Bare hand only, no rear bag or glove.

40 points for first round a hit, 20 points for a second round hit

10 points for a third round hit

40 points possible

30 seconds shoot time.

Stage 2 – Ports

Round count: 10

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

On the start signal, engage the 450yd IPSC with 2 shots from each port.

10 points per hit

100 points possible

99 second shoot time

Stage 3 - Risk vs. Reward

Round count: up to 6

Start position: Prone, bolt open.

On the start signal, engage the 300 swinging dot target of your choice with one shot. The plate # you choose (plates numbered largest to smallest) determines how many shots you get at the 500yd lollipop.

20 points per 500yd hit

100 points possible

99 second shoot time.

Stage 4 – 200yd Hostages

Round count: 6

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

On the start signal, engage the hostage target at 200 yards with three rounds on the left side from your left shoulder. On the secondary start signal, engage the hostage target with three rounds on the right side from the right shoulder.

15 points for shots within the scoring box or 5 points for any other bad guy hit and -15 points for any hostage hit.

90 points possible

60 sec prep, 25 sec shoot time, twice.

Stage 5 – Know Your Limits

Round count: up to 5

Start position: Prone, on target, bolt closed.

On the start signal, engage the 300yd 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.

Plates values as follows, largest to smallest: 10, 15, 20, 25, 30

100 points possible

60 seconds shoot time

Stage 6 – Barricade

Round count: 9

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

On the beep, engage the 450yd IPSC target with 3 shots from each level of the barricade.

10 points per hit

90 points possible.

90 second shoot time

Stage 7 - Stressfire

Round count: 6

Start position: Standing at start position.

On the start signal, run to your rifle and engage the 600yd IPSC 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

99 second shoot time.

Stage 8 - Can't miss fast enough

Round count: 5

Start position: Prone, on target, bolt closed.

On the start signal, engage the 300yd swinging dots from largest to smallest..

Plates values as follows, largest to smallest: 10, 15, 20, 25, 30

100 points possible

20 seconds shoot time

Stage 9 - 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 weak side prone position.

31 points for a hit

31 points possible

60 seconds prep, 12 second shoot time