**Caprc 4-15-12 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 position changes.

**Stage 1**  
75yd Cold bore

Round count: 1

Start position: Standing at yellow line, rifle on ground, bolt open.

On the beep, engage the 2" dot at 75yds.

60 points for a hit.

60 points possible

60 seconds prep, 30 seconds shoot time.  
  
**Stage 2**

75yd Keypad

Round count: 10

Start position: Standing at yellow line, rifle on ground, bolt open.

On the beep, engage the target at 75 yards from the prone position with two rounds on each of your numbers. Odd shooters shoot odd numbers (1,3,5,7,9), even shooters shoot even numbers (0,2,4,6,8)

10 points for each shot within the number box

100 points possible

60 sec prep and 90 sec shoot time.

**Stage 3**

75yd diamond.  
Round count: 8

Start position: Standing at yellow line, rifle on ground, bolt open.  
Start with 2 loaded magazines with 4 rounds each on the back benches & unloaded rifle on the ground. On the beep, retrieve magazine, load rifle, engage target with 4 rounds, retrieve second magazine from bench, reload, and fire 4 rounds.   
Target scored as indicated .  
160 points possible.  
60 seconds prep, 90 second shoot time.

**Stage 4**

75yd 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.

100 points possible.

60 seconds prep, 60 seconds shoot time.

**Stage 5**

200yd Steel option.

Round count: 5

Start position: Prone behind rifle.

On the start signal, engage either the yellow 10" or 6” steel target with 5 rounds.

You must call out what target you are shooting.

15 points per hit on the 10” target, 30 points per hit on 6” target.

150 points possible.

60 seconds prep, 90 seconds shoot time.

**Stage 6**

125yd Barricade

Round count: 8

Start position: Standing at barricade, rifle at port arms.  
On the beep, engage yellow 8” steel target with 2 shots from each level of the barricade.  
Round count: 8  
15 points per hit  
120 points possible.  
60 seconds prep, 90 second shoot time.

**Stage 7**

35yd hostage  
Round count: 8

Start position: Standing at yellow line, rifle on ground, bolt open.  
On the beep, engage the hostage targets from the prone position with two rounds on each bad guy.  
10 points for each bad guy hit or and -10 points for each hostage hit.  
-80 to 80 points possible  
60 sec prep and 60 sec shoot time.

**Stage 8**

35yd 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.

Bipod support only, no rear bag, shooting glove or shemagh. Bare hand only.

5 points per dot.

100 points possible.

60 seconds prep, 180 seconds shoot time.

**Stage 9**

35yd 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 & 40.

115 points possible.

60 seconds prep, 60 second shoot time.

**Stage 10**

35yd Shapes

Round count: 6

Start position: Standing at yellow line, rifle on ground, bolt open.

On the beep, engage your targets with 1 round each.

10 points per target, 25 for bonus target

75 points possible.

60 seconds prep, 60 seconds shoot time.