

## 4-27-14 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 behind prepped rifle, bolt open.

On the start signal, engage the 500yd popper, 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 - 300yd Hostages

Round count: 5

Start position: Standing behind prepped rifle, bolt open.

On the start signal, engage the hostage target at 300 yards with five rounds.

20 points for shots within the scoring box or 10 points for any other bad guy hit and -20 points for any hostage hit.

100 points possible

60 sec prep, 60 sec shoot time.

### Stage 3 - 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 4 - Time ticking down

Round count: 5

Start position: Standing behind prepped rifle, bolt open.

On the start signal, engage the 3" circle at 200yds with 1 shot.

This stage is fired as 5 separate passes, with descending par times per pass as follows: 17, 14, 11, 8 and finally 5 seconds.

Shots after the par time will cause one hit to be removed during scoring.

20 points per hit

100 points possible

55 second shoot time

### Stage 5 - Transitions

Round count: up to 10

Start position: Standing, port arms, bolt open.

On the start signal, engage the targets from near to far with up to 2 rounds. Proceed to next target after impact or two misses.

Left skinny sammy is at \_\_\_\_\_yds

Right skinny sammy is at \_\_\_\_\_yds

Small IPSC flapper is at \_\_\_\_\_yds

Popper is at 500yds

Large IPSC flapper is at 600yds

20 points per 1<sup>st</sup> round hit or 10points for 2<sup>nd</sup> round hit.

100 points possible

60 second shoot time.

### Stage 6 - 15yd hostages

Round count: 5

Start position: Standing behind prepped rifle, bolt open.

On the start signal, engage the 5 hostage takers.

1 shot per hostage taker

+15 per hostage taker hit

-15 per hostage hit

75 points possible

60 second shoot time

### Stage 7 - 300yd Standard KYL.

Round count: up to 5

Start position: Prone, bolt open.

On the start signal, 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.

Scoring as per points values on target.

105 points possible

60 seconds prep, 60 second shoot time.

### Stage 8 - Poolballs

Round count: 9

Start position: Prone, bolt open.

On the start signal, engage the solid poolballs with 1 shot each. 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

60 seconds shoot time

### Stage 9 - Decisions, Decisions

Round count: 10

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

Choose the 300yd plate you will shoot for the whole stage and call it out to the scorekeeper.

Point values of plates, largest to smallest: 3, 6, 9, 12, 15

On the start signal, engage your 300yd plate from the bench until hit. Engage the 500yd popper with 1 round. Repeat until 10 rounds are expended or time expires.

500yd hits will be worth the same as your chosen 300yd plate.

150 points possible

99 seconds shoot time.

### Stage 10 - Hotbore

Round count: 1

Start position: Prone, bolt open.

On the start signal, engage the 100yd 3/4" square with 1 shot from the prone position.

25 points for a hit

25 points possible

60 seconds prep, 10 second shoot time