

## 5-25-14 Caprc Match COF

Match rules:

Bolt must be open during any position changes.

Stage 1 - 400yd Cold Bore option

Round Count 1

Start position: Standing port arms, mag in, bolt open.

On the start signal, shooter will drop to prone position and engage the either the large or small steel target with one shot.

Shooter must call out shot before shooting.

Target "A" 20 points for a hit

Target "B" 40 points for a hit

20 seconds shoot time

Stage 2 - Little hostages at 100

Round count 5

Start position: Standing port arms, mag in, bolt open.

On the start signal shooter will drop to prone position and engage little hostage targets making sure to only shoot the black hostage takers. Hostages shot will result in loss of points.

15 points per hostage taker hit

-15 points per hostage hit

45 seconds shoot time

Stage 3 - Kneeling and Seated

Round count 8

Start position: Kneeling position, mag in, bolt open

On the start signal shooter will engage 100yd IPSC paper target from the kneeling position with four rounds, then transition to a seated position for four more rounds.

Only sling, glove, or shemagh may be used for support. Bag under ankle ok.

Targets will be scored for point value on target.

99 seconds shoot time

Stage 4B- TYL Rack 300yd

Round count 8

Start position: Prone behind rifle, mag in, bolt open

On the start signal shooter will shoot 300yd swinging dots from largest to smallest in order. If shooter clears rack, shooter may continue to start rack again for more points. However shots missed or out of order means shooter must start at first plate again, and will lose all accumulated points up to that point. Shooter may stop at any time.

Plates are worth 5,10,15,20,25

60 second shoot time

Stage 5A - Stand and Deliver

Round count 6

Start position: Standing port arms, mag in, bolt open

On the start signal shooter will engage steel target at 200yd from the standing offhand position with no artificial support of any kind. Once shooter hits target once, then target "A" at 600yd may be engaged with remaining rounds from the prone position.

15 points per hit

60 second shoot time

Stage 6A - Defilade

Round count 5

Start position: Standing port arms

On the start signal shooter will engage hidden steel target at 550 with 5 rounds using only "D" indicator sign as a reference point from the prone position. Shooters will be allowed one minute to view reference from bench position before shooting.

15 points per hit

60 second shoot time

Stage 7B - Confirmed Swinger

Round count 6

Start position: Prone behind rifle, mag in, bolt open

On the start signal shooter will engage medium men rack at 300yd from left to right while confirming each hit afterward with a shot at the 600yd "B" target. Targets must be hit to move to next target.

15 points for each correct hit

70 second shoot time

Stage 8B - Holdovers

Round count 6

Start position: standing port arms

On the start signal shooter will drop to prone position and engage targets in the following order without touching their elevation turrets: 400 "B", 200, 500, 300 Middle Medium Man, 600 "B", 400 "B". Shooter may not move on until target is hit.

15 points per hit

90 seconds shoot time

Stage 9A - Barricade Assault

Round count 10

Start position: standing port arms

On the start signal shooter will engage 300 yd popper from barricade with two shots through each port hole. Shooters may not repeat any positions, and bolt must be open on all transitions.

15 points per hit

120 seconds shoot time

Stage 10A - Tactical Bench Rest

Round count 6

Start position behind rifle on shooting bench, mag in, bolt open

On the start signal shooter will engage 400 yd target "A" using only a pack or bag as support with two rounds. Shooter will then transition to opposite side bench to shoot support side with bipod allowed with two round at 400 yd target "A". Shooter may then transition to prone support side for remaining two shots at 600 yd "A" target.

15 points per hit

70 seconds shoot time