**Caprc 6-24-12 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 any position changes and movement.

**Stage 1**  
100yd Cold bore

Round count: 1

Start position: Standing , port arms, bolt open.

On the beep, engage the square.

60 points for a hit.

60 points possible

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

25yd Faces

Round count: 6

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

On the beep, engage the target from the prone position with two rounds on each of your badguys.

10 points for each shot within the number box

100 points possible

60 sec prep and 60 sec shoot time.

**Stage 3**

25yd Flies  
Round count: 20

Start position: Standing, rifle port arms.

On the beep, engage each fly with one round from the NRA seated position, sling support only.  
5 points per fly.  
100 points possible.  
60 seconds prep, 120 second shoot time.

**Stage 4**

50yd Hostage

Round count: 8

Start position: Prone behind rifle.

On the beep, engage the hostage target from the unsupported prone position with two rounds on each bad guy.

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

-120 to 120 points possible

60 sec prep and 90 sec shoot time.

**Stage 5**

50yd Invisible targets.

Round count: 6

Start position: Prone behind rifle.

On the beep, engage the 6 invisible targets at 50yds from the prone position with one shot each.

You are unable to see the targets, but your spotters can see them and they are giving you the following corrections from an aiming point that you can see.

The 1st target is 2moa right and 4moa up from the aiming point.

The 2nd target is 2.2 mils right and 2.8 mils up from the aiming point.

The 3rd target is 6moa right and 2moa up from the aiming point.

The 4th target is 4.8 mils right and 2.4 mils up from the aiming point.

The 5th target is 4moa right and 12moa up from the aiming point.

The 6th target is 3.4 mils right and 1.6 mils up from the aiming point.

The conversion formula from MOA > MILs is MOA / 3.438

The conversion formula from MILs > MOA is MILs X 3.438

25 points for shots inside or touching the scoring rings.

150 points possible

120 sec prep and 120 sec shoot time.

**Stage 6**

75yd Standard KYL.

Round count: up to 13

Start position: Standing, 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. No rear bag allowed, shooting glove or shemagh only.

10 points per circle

130 points possible.

60 seconds prep, 90 second shoot time.

**Stage 7**

75yd Pool balls the hard way.

Round count: 8

Start position: Prone behind rifle.

On the beep, engage all the solid pool balls. The 8 ball is optional. A hit to the 8 ball without also hitting all other solid balls causes the shooter to lose all points. Bipod support only, no rear bag, shooting glove or shemagh. Bare hand only.

10 points per ball except the 8 ball is worth 30 or zero points if all solids are not hit.

100 points possible.

60 seconds prep, 60 seconds shoot time.

**Stage 8**

90yd Barricades

Round count: 10

Start position: Standing at barricade, rifle at port arms, only 5 rounds loaded.  
On the beep, engage the IPSC target with 1 shot from each barricade port.

Move to the spools and fire one shot from each spool.

Move to the second barricade and engage the IPSC target with 1 shot from each level.  
Scoring as per points values on target.  
150 points possible.  
60 seconds prep, 120 second shoot time.

**Stage 9**

100 yd Mad Half Minute

Round count: Unlimited

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

On the beep, engage target with as many rounds as you desire in 30 seconds.

Any shots after 30.5 seconds will be scored -10 points each.

Scoring as per points values on target

Top bolt gun and top semi shooter earn additional 50 points.

60 seconds prep, 30 second shoot time.

**Stage 10**

Battlefield pickup

Round count: 12

Start position: low ready position.

On the beep, engage cardboard IDPA target with 5 rounds. Set pistol down, proceed to rifle.

Load rifle and engage cardboard IDPA target with 5 rounds. Set weapon down, proceed to your rifle.

Engage cardboard IDPA target head with 2 rounds.

Scoring: A zone = 10 pts, B zone =5 pts, C zone = 2 pts, D zone = 1 pts.

120 points possible

60 seconds prep, 60 seconds shoot time.