**Caprc 8-26-12 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.

**No bipods except for stage 10!**

**Stage 1**
100yd Cold bore

Round count: 1

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

On the beep, engage the 2.5" dot from prone.

60 points for a hit.

60 points possible

60 seconds prep, 20 seconds shoot time.

**Stage 2**

25 meter Appleseed standing

Round count: 10

Start position: Standing, rifle low ready position.

On the beep, engage the target with 10 rounds from the standing position.

Scoring as per points values on target.

50 points possible

60 sec prep and 120 sec shoot time.

**Stage 3**

25 meter Appleseed kneeling/sitting
Round count: 10

Start position: Standing, rifle port arms.

On the beep, drop to the kneeling or seated position. Engage left target with 5 rounds, perform a mandatory reload, then engage right target with 5 rounds.

Scoring as per points values on target.
50 points possible.
60 seconds prep, 55 second shoot time.

**Stage 4**

25 meter Appleseed prone

Round count: 10

Start position: Standing, rifle port arms.

At the beep, drop to the unsupported prone position. Engage left target with 3 rounds, center target with 3 rounds, and right target with 4 rounds. You must perform one mandatory reload sometime before engaging the last target.

Scoring as per points values on target.

50 points possible

60 second prep, 55 second shoot time.

**Stage 5**

25 meter Appleseed prone slowfire

Round count: 10

Start position: Prone behind rifle.

On the beep, engage first target with 2 rounds, second target with 2 rounds, third target with 3 rounds, and fourth target with 3 rounds.

Scoring as per points values on target x2.

100 points possible

60 sec prep and 180 sec shoot time.

**Stage 6**

50 yd 20 dot drill

Round count: 20

Start position: Standing, rifle on ground or port arms, bolt open.

On the beep, engage each dot with one round.

5 points per dot.

100 points possible

60 seconds prep, 180 second shoot time.

**Stage 7**

50yd Standard KYL.

Round count: up to 5

Start position: Prone, bolt open.

On the beep, engage the diamonds 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, 20, 30 & 40

100 points possible

60 seconds prep, 60 second shoot time.

**Stage 8**

60 yd Huntin’ wabbits

Round count: 5

Start position: Standing, rifle port arms, bolt up or safety on.

On command, begin walking parallel to target. When RO sounds the start buzzer, you have 5 seconds to stop and engage the target with one round. This will be repeated 4 more times.

Points are 20 per hit on the rabbit.

100 points possible.

60 second prep, 5 seconds per engagement

**Stage 9**

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 10**

50 yd Natural Point of Aim
Round count: 5
Shooter will get in the prone position and aim at his target. Shooter will signify when ready and a blind fold will be placed over the scope. After 3 seconds, the beep will sound and the shooter has 60 seconds to engage the target with 5 rounds. Semi auto shooters must rack one round out between each shot.
Target scored as indicated
100 points possible
60 sec prep and 60 sec shoot.