

# **9-22-13 Caprc Match COF**

## **Match rules:**

Bolt must be open during any position changes.

Support side means support side eye and trigger finger.

### **Stage 1**

400yd Cold bore

Round count: up to 3

Start position: Standing , rifle on ground, 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**

200yd Hostages

Round count: 6

Start position is standing behind the prepped rifle, loaded magazine with the bolt back.

On the start signal, engage the hostage target at 200 yards with three rounds on the left side from your left shoulder. On the secondary start signal, engage the hostage target with three rounds on the right side from the right shoulder.

25 points for shots within the scoring box or 10 points for any other bad guy hit and -25 points for any hostage hit.

150 points possible

60 sec prep, 25 sec shoot time, twice.

### **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**

25 meters Appleseed standing

Round count: 10

Start position: Standing, rifle low ready position.

On the start signal, 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 5**

Transistions

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**

25 meter Appleseed kneeling/sitting

Round count: 10

Start position: Standing, rifle port arms.

On the start signal, 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 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**

25 meter Appleseed prone rapid

Round count: 10

Start position: Standing, rifle port arms.

At the start signal, 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 9**

25 meter Appleseed prone slowfire

Round count: 10

Start position: On Target.

On the start signal, engage first target with 2 rounds, second target with 2 rounds, third target with 3 rounds, and fourth target with 3 rounds from the unsupported prone position.

Scoring is double the point values on target.

100 points possible

60 sec prep and 180 sec 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.

30 points for a hit

30 points possible

60 seconds prep, 10 second shoot time