

9/28/14 Caprc Match course of fire

Match rules:

Bolt must be open during any position changes.
Unsupported positional stages use NRA legal positions only.

Stage 1

200yd coldbore
Round count: 1
Start position: standing behind the prepped rifle, loaded magazine with the bolt back.
On the start signal, engage your circle with 1 shot from the prone position.
30 points for a hit
30 points possible
10 second shoot time

Stage 2

100yd KIMS
Round count: 5
Start position: standing behind the prepped rifle, loaded magazine with the bolt back.
On the start signal, engage your memorized shapes with 1 shot each from the prone position.
10 points per hit
50 points possible
60 seconds shoot time

Stage 3

Near & Far
Round count: 10
Start position: standing behind the prepped rifle, loaded magazine with the bolt back.
On the start signal, engage your first 25yd dot with 1 shot and then transition to the 500yd target. Repeat until all rounds fired.
10 points per hit
100 points possible
60 second shoot time

Stage 4

50yd Flies
Round count: 10
Start position: standing behind the prepped rifle, loaded magazine with the bolt back.
On the start signal, engage your flies with 1 shot each.
10 points per fly hit
100 points possible
60 second shoot time

Stage 5

Timed Exposure
Round count: 8
Start position: Standing behind prepped rifle on bench, bolt open.
At each 10 second opportunity, engage the IPSC targets in the following order: 400X2, 500x2, 600x2 & 400x2.
10 points per hit
80 points possible
40 seconds shoot time

Stage 6

Tripod
Round count: 10
Start position: Behind loaded rifle on tripod.
On the start signal, engage a the 1st 200yd medium man, then the largest 300yd KYL plate, then the last 200yd medium man, then the 2nd KYL plate, then the 1st medium man and continue alternating targets until time or all rounds are expired.
10 points per hit
100 points possible
90 seconds shoot time

Stage 7

The loudest Click
Round count: 8 + 2 empties
Start position: Standing at yellow line, rifle on ground, bolt open. The line officer will load your rifle for you.
On the beep, engage the targets in the following sequence: 200#1, 300#1, 200#2, 300#2 and continue sequence until all rounds are fired and all malfunctions are cleared.
10 points per hit
80 points possible
120 sec shoot time

Stage 8

Hotbore
Round count: 2
Start position: Sling prone, bolt open.
On the start signal, engage the 400yd IPSC from the unsupported prone position until target is hit or time expires.
30 points for a 1st round hit
15 points for a 2nd round hit
30 points possible
20 second shoot time