

April Palo Alto Rimfire Precision Match

Stage Time: 1:45

Stage 1: Sigma / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal the shooter will move to a prone or modified prone position and engage the targets with 2 shots in the following order:

- Near – Right to Left
- Middle
- Far – Left to Right

Target 1 & 2 – Soda Can @ 75yds _____

Target 3 – Soda Can @ 100yds _____

Target 4 & 5 – Soda Can @ 125yds _____

Stage 2: The Hydra / 9 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal the shooter will move to a tank trap tip and engage the target with 3 shots from each tank trap tip.

Target 1 – Snake Charmer @ 66yds _____

Stage 3: Who Needs A Permit / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal the shooter will move to a position on the tree and engage the targets with 2 shots each from 5 unique positions near to far in order listed below.

Target 1 & 2 – Squirrel - Bobcat @ 60yds _____

Target 3 & 4 – Coyote - Hog @ 80yds _____

Target 5 – Deer @ 97yds _____

Stage 4: Barrels Of Fun / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal move to a position on the right barrel and engage the targets with 1 shot each large to small, then repeat the target engagement from the left barrel.

Target 1 – ½", ¾", 1", 1¼", 1½" KYL @ 50yds _____

Stage 5: Inflation Is On The Rise / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the far target with 1 shot from each left outside position starting at the bottom and moving up. Then engage the near target with 1 shot from each outside right position starting at the bottom and moving up. If the shooter can't reach the high positions safely, they can move back down the shooting positions.

Target 1 – 1.5" @ 77yds _____

Target 2 – 3" @ 97yds _____

Stage 6: Wack A Mole / 12 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the target with 2 shots from 6 positions on the cattle gate.

Target 1 – 8" @ 175yds _____

Stage 7: Pony Show / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the target with 2 shots each from the sawhorse in the following order:

- Far Left, Far Right, Near, Far Left, Far Right

Target 1 – 1.5" @ 75yds _____

Target 2 – 2.5" (LEFT) @ 97yds _____

Target 3 – 2" (RIGHT) @ 97yds _____

Stage 8: Get Your Steps In / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the targets with 1 shot each big to small from each step.

Target 1 – 4" & 5" IPSC @ 88yds _____

Stage 9: Rooftop's Revenge / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the targets with 1 shot alternating near to far for a total of 10 shots.

Target 1 – ½" @ 55yds _____

Target 2 – 2.5" @ 90yds _____

Stage 10: Totem Mayhem / 10 Rounds / Score _____

Hit Or Miss Move On

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal engage the target with 2 shots from the top of each post.

Target 1 – 1" @ 80yds _____