

# **February Palo Alto Rimfire Precision Match**

Stage Time: 1:45

## **Stage 1: Walk It Out / 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 each from near to far.

**Target 1 – Soda Can @ 40yds \_\_\_\_\_**

**Target 2 – Soda Can @ 70yds \_\_\_\_\_**

**Target 3 – Soda Can @ 95yds \_\_\_\_\_**

**Target 4 – Soda Can @ 150yds \_\_\_\_\_**

**Target 5 – Soda Can @ 175yds \_\_\_\_\_**

## **Stage 2: Tank Trap Hustle / 10 Rounds / Score\_\_\_\_\_**

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 targets from small to large with one shot each. The shooter will then move to a different tank trap tip and repeat the target engagement. Shooter will repeat from a total of 5 positions, all tank trap tips must be used.

**Target 1 & 2 – 4" & 2.5" @ 94yds \_\_\_\_\_**

## **Stage 3: Hunter / 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. Shooter must move to a new position every 2 shots.

**Target 1 – Bobcat @ 90yds \_\_\_\_\_**

**Target 2 – Coyote @ 90yds \_\_\_\_\_**

**Target 3 – Squirrel @ 90yds \_\_\_\_\_**

**Target 4 – Deer @ 90yds \_\_\_\_\_**

**Target 5 – Hog @ 90yds \_\_\_\_\_**

## **Stage 4: Find Your Limit / Rounds Unlimited (10 points) / Score\_\_\_\_\_**

### **Hit To Move On**

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

On the start signal move to a prone or modified prone position and engage the targets from large to small (hit to move) with one shot each. The shooter will engage the smallest target until 10 impacts are reached or time expires.

**Target 1 – 2", 1.75", 1.5", 1.25", 1", ¾", ½", ¼" @ 60yds \_\_\_\_\_**

## **Stage 5: Over A Barrel / 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 move to a position on a barrel and engage the target with two shots each from large to small. The shooter will then move to the other barrel and repeat the target engagement. The shooter will then move to a position on the first barrel and engage the targets with 1 shot each from large to small.

**Target 1 & 2 – 4" & 5" IPSC @ 95yds \_\_\_\_\_**

## **Stage 6: Pyramid Scheme / 10 Rounds / Score\_\_\_\_\_**

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

On the start signal the shooter will take a position on the pyramid and engage the target with 2 shots from 5 unique positions.

**Target 1 – 6" @ 150yds \_\_\_\_\_**

## **Stage 7: Rooftop Sniper / 8 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 rooftop and engage the targets with 1 shot each from near to far. Repeat the target engagement for a total of 8 shots.

**OG:** The shooter can shoot from the top of a barrel instead of the rooftop.

**Target 1 – 2" @ 60yds \_\_\_\_\_**

**Target 2 – 2.5" @ 76yds \_\_\_\_\_**

**Target 3 – 3" @ 87yds \_\_\_\_\_**

**Target 4 – 4" @ 97yds \_\_\_\_\_**

## **Stage 8: Dinner Bell / 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 the shooter will engage the target with 3 shots from 4 unique positions.

**Target 1 – 10" Square @ 215yds \_\_\_\_\_**

**Stage 9: Ladder Safety / 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 the highest rung they can safely reach and engage the far target with 2 shots from 3 unique positions. The shooter will then move to the lowest rung and engage the near target with 4 shots.

**OG:** The shooter may repeat a ladder rung once and the shooter can engage the near target from a rung of their choice. The shooter must transition to a different rung before engaging the near target.

**Target 1 – 1" @ 50yds \_\_\_\_\_**

**Target 2 – 3" @ 84yds \_\_\_\_\_**

**Stage 10: Hit the Weights / 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 take a position on the rack and engage the target with 3 shots each from 3 unique positions.

**OG:** The shooter may repeat shooting positions but must move after every 3 shots.

**Target 1 – 5" @ 97yds \_\_\_\_\_**