

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 _____