

## April Palo Alto Rimfire Precision Match

Stage Time: 2:00

### **Stage 1: I'm All Ears / 10 Rounds / Score \_\_\_\_\_**

**10 points per impact, 100 points possible**

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

On the start signal, the shooter will engage the targets with 3 shots each from **near to far** from the 55-gal barrel. The shooter will then move to the 5-gal bucket and engage the targets with 2 shots each from **far to near**.

**OG:** The 5-gal bucket can be placed on another 55-gal barrel or bench.

**Target 1 – 2" @ 55yds \_\_\_\_\_**

**Target 2 – 4" @ 90yds \_\_\_\_\_**

### **Stage 2: Let's Get Hoppin' / 12 Rounds / Score \_\_\_\_\_**

**10 points per impact plus 0.1 bonus points per second remaining**

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 each tank trap tip and 3 shots from the center of the tank trap. The shooter may select the position order.

**OG:** Same starting position and target engagement. The shooter may only use the tank trap tips but must change tip after 3 shots.

**Target 1 – 6" @ 175yds \_\_\_\_\_**

### **Stage 3: Pay The Taxman / 10 Rounds / Score \_\_\_\_\_**

**10 points per impact, 100 points possible**

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

On the start signal, the shooter will take a supported prone position and engage the KYL rack with 1 shot each, hit or miss move on, in the following order:

- Large to Small
- Large to Small
- 1" Target
- ¼" Target

**OG:** Same starting position, same target engagement. The shooter can start in position with mag out not on glass in supported prone or from elevated table.

**Target 1 – 1", ¾", ½", ¼" @ 50yds \_\_\_\_\_**

### **Stage 4: Easter Egg Hunt / 10 Rounds / Score \_\_\_\_\_**

**10 points per impact, 100 points possible**

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

On the start signal, the shooter will engage the targets with 1 shot each from near to far, small to large from these 3 positions:

- Bottom of Sawhorse
- Top of Sawhorse
- Cinderblocks

**OG:** Same starting position and target engagement. The cinderblock may be placed on a 55-gal barrel.

**Target 1 – 1.5" & 2" @ 60yds \_\_\_\_\_**

**Target 2 – 2.5" & 3" @ 97yds \_\_\_\_\_**

### **Stage 5: PRS Barricade / 9 Rounds / Score \_\_\_\_\_**

**10 points per impact, 90 points possible**

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

On the start signal, the shooter will engage the target from 3 positions with 3 rounds from each position.

**Target 1 – 3" @ 125yds \_\_\_\_\_**

### **Stage 6: Rung The Bell / 8 Rounds / Score \_\_\_\_\_**

**10 points per impact, 80 points possible**

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 a ladder rung of their choice and engage the targets with 2 shots from near to far. The shooter will then move either up or down one rung and engage the targets with 2 shots from near to far. Targets are hit or miss move on.

**Target 1 – 10" @ 225yds \_\_\_\_\_**

**Target 2 – 12" @ 265yds \_\_\_\_\_**