

May Palo Alto Rimfire Precision Match

Stage Time: 1:45

Stage 1: Back n' Forth / 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 prone supports position and engage the targets with 1 shot each in the following order:

- KYL Rack (large to small)
- Far Target
- Far Target
- KYL Rack (small to large)

OG: Same starting position and target engagement. The shooter may start in position with mag out and off glass from prone supported position or from an elevated bench.

Target 1 – ¼", ½", ¾", 1" KYL Rack @ 35yds _____

Target 2 – 3" @ 97yds _____

Stage 2: Shoots and Ladders / 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, you will start on the lowest rung and engage the targets from near to far with 1 shot each and then move up to the next rung. Repeat this until all shots are fired. If you can't safely reach the next rung on the ladder, you will move down to the next rung.

OG: Same starting position and target engagement. You will use the two highest rungs you can reach and alternate between them every 2nd shot.

Target 1 – 2" @ 50yds _____

Target 2 – 3" @ 75yds _____

Stage 3: Ready, Set, Shoot! / 9 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 take a position of 1 of 3 tank trap tips and engage the targets from near to far with 1 shot each. The shooter must move after 3 shots. The final 3 shots must be taken from the center of the tank trap. No tank trap tip can be reused.

OG: Same starting position, same target engagement. The shooter will only use the tank trap tips. The shooter may repeat tips but must move after 3 shots.

Restrictions: No dialing, only magnification and parallax may be adjusted.

Target 1 – 3" @ 70yds _____

Target 2 – 5" @ 97yds _____

Target 3 – 6" @ 130yds _____

Stage 4: Going The Distance / 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 position on 1 of 5 barricades and shoot the targets from near to far, large to small with 1 shot each. After 5 shots, you will transition to a different barricade and engage the targets in the same sequence.

OG: Same starting position and target engagement. The shooter will start on the 55-gal barrel and select another prop. That prop may be placed on another 55-gal barrel or a bench.

Restrictions: No part of the bipod can touch the ground.

Target 1 – 1" & 1.5" @ 45yds _____

Target 2 – 2" & 2.5" @ 68yds _____

Target 3 – 5" @ 97yds _____

Stage 5: Seesaw The Sawhorse / 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 each target with 1 shot from large to small in the following order:

OG: Same starting position and target engagement.

- Prone left side of sawhorse
- Top of sawhorse
- Prone right side of sawhorse
- Top of sawhorse
- Prone left side of sawhorse

Target 1 – 2.5" @ 82yds _____

Target 2 – 3" @ 82yds _____

Stage 6: PRS Barricade / 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 engage the targets from 4 marked positions on the PRS barricade with 2 rounds per position. Shooters that can't reach the high position may alternate between the lower positions.

Target 1 – 6" @ 175yds _____