

September Palo Alto Rimfire Precision Match

Stage Time: 1:45

Stage 1: Soda Pop / 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 @ 50yds _____

Target 2 – Soda Can @ 97yds _____

Target 3 – Soda Can @ 150yds _____

Target 4 – Soda Can @ 200yds _____

Target 5 – Soda Can @ 225yds _____

Stage 2: Boo-rific / 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 engage the targets from near to far, large to small alternating KYL and 12" with 1 shot each from 4 positions on the tank trap.

Shooter will move every time after engaging 12".

Target 1 – 1", ¾", ½", ¼" KYL @ 40yds _____

Target 2 – 12" Circle @ 250yds _____

Stage 3: Cattle Gate / 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 cattle gate and engage the targets with 1 shot in the following order:

- Far, KYL 1" -> Move
- Far, KYL ¾" -> Move
- Far, KYL ½" -> Move
- Far, KYL ¼" -> Move
- Far, KYL ¼" -> Move

The shooter will engage the targets from 5 unique positions.

Target 1 – 1", ¾", ½", ¼" @ 55yds _____

Target 2 – 3" @ 97yds _____

Stage 4: Countdown / 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 ladder and engage the target in the following order:

- Near Large – 4 Shots
- Near Small – 3 Shots
- Far Large – 2 Shots
- For Small – 1 Shot

Between target transitions shooter must move to a different ladder rung.

Target 1 – 1.5" & 2" @ 70yds _____

Target 2 – 2.5" & 3" @ 97yds _____

Stage 5: Shooting From 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 will move to a position on the barrel and engage the targets from near to far with 2 shots each.

Restriction: No dialing, only parallax and magnification can be adjusted.

Target 1 – Squirrel @ 57yds _____

Target 2 – Bobcat @ 64yds _____

Target 3 – Coyote @ 79yds _____

Target 4 – Deer @ 88yds _____

Target 5 – Hog @ 97yds _____

Stage 6: PRS Barricade / 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 engage the target with two shots from each of the marked positions on the PRS Barricade. Then repeat the position sequence and engage the target with 1 shot from each position.

Target 1 – Diamond @ 68yds _____

Stage 7: Palo Alto Shuffle / 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 in the following order, 10", Snake Charmer, 10" with 1 shot each from top of barrel, top of sawhorse, Top of Chair, and Seat of chair.

Target 1 – Snake Charmer @ 66yds _____

Target 2 – 10" Circle @ 150yds _____