

ASC BWS May 13, 2017 Match COF/Score Sheet

All Shooters will start ALL STAGES Port Arms inside the ORANGE start Box.

All 200 yard stages are 90 second par time



1 - 200 yd. – 6 Rounds - **Barrels** - Engage the 3"x5" & 2"x3" targets with 6 rounds, alternating targets between shots hit or miss, from the top of the barrel. Shooter is only allowed 1 support bag. 1 point per impact. 6 total stage points possible.

Stage #1 SCORE: _____ / 6

2 - 200 yd. – 6 Rounds – **Stand, kneel, Prone** - Engage the 12" Square from the Standing, Kneeling and prone position with 2 rounds from each position. No Bags, no slings, no bi-pod. 1 point per impact. 6 total stage points possible.

Stage #2 SCORE: _____ / 6

3 - 200 yd. – 6 Rounds – **Square** - Engage the 6" square target with 6 rounds from 3 positions (2 shots each position) using the 2x4 barricade for support. Shooter is allowed 1 support bag. 1 point per impact. 6 total stage points possible.

Stage #3 SCORE: _____ / 6

4 - 200 yd. – 8 Rounds - **V-Tac** – Engage the 4" plates with 2 shots (1 shot at each target) from 4 locations using the V-tac barricade as support. Shooter is only allowed 1 support bag. 1 point per impact. 8 total stage points possible.

Stage #4 SCORE: _____ / 8

-----All 600 yard stages are 2 min par time-----

5 - 600 – 10 Rounds - **KYL Rack** – From the prone position engage the KYL rack at 400 yards with a maximum of 10 rounds. Hit to advance. Remaining rounds will earn the shooter 1 additional point per round. Target points as follows: .5, 1.0, 1.5, 2.0, 3.0. 8 total points possible. No glassing or using spotting scopes while other shooters are engaging the rack. No wind calls from spotters or other shooters is permitted. 1 point per impact. 10 possible stage points.

Stage #5 SCORE: _____ / 13

6 - 600 – 10 Rounds – **Poppers Delight** – From the prone position on the elevated platform engage the poppers at 300 & 400 yards with 1 round each. Then engage the Full size and 50% size IPSC targets with 1 round each out to 600 yards. There are 8 total targets. Shooter will have 10 rounds to score 8 hits. Shooter may skip targets but may not come back. (Exact target distances provide the day of the match). 1 point per impact. 8 possible stage points.

Stage #6 SCORE: _____ / 8

All Shooters will start ALL STAGES Port Arms inside the ORANGE start Box.

-----All 600 yard stages are 2 min par time-----

7 - 600 – 10 Rounds - **Rooftop** - Engage the 50% IPSC targets at roughly 300, 400, 500 & 600 yards with 2 rounds each. Shooter must be completely on the roof top when engaging targets. Shooter may use a maximum of 3 support bags. 1 point per impact. Shooter will have 10 rounds to score 8 hits. Shooter may skip targets but may not come back. 8 possible stage points.

Stage #7 SCORE: _____ / 8

8 - 600 – 10 Rounds – **Coyotes** – Alternate fire between the coyote target and 8” square from the prone position. Shooter is not allowed to touch their elevation dial after the start signal. (Exact target distances provide the day of the match). 1 point per impact. 10 possible stage points.

Stage #8 SCORE: _____ / 10

9 - 600 – 10 Rounds – Vertical **Tires** – Shooter will engage the 50% IPSC targets at roughly 400, 500 & 600 with 1 round each from 3 positions on the vertical tire barricade. Rifle barrel must extend through each of the 3 tires. Prone is allowed on the lowest tire. No bipods. Bags allowed. Shooter will have 10 rounds to score 9 impacts. (Exact distance provide the day of the match). 1 point per impact. 9 possible stage points.

Stage #9 SCORE: _____ / 9

10 - 600 – 10 Rounds – **Walk out and back again** – Engage the 50% IPSC targets at roughly 200, 300, 400, 500 & 600 yards with 1 rounds each from the prone position on the elevated platform. The shooter will engage the 600 yard target twice and then work backwards engaging each target with 1 round each. 1 point per impact. 10 possible stage points.

Stage #10 SCORE: _____ / 10

TOTAL MATCH SCORE: _____ / 84 pts