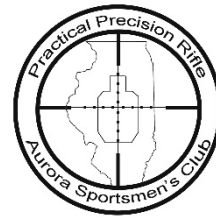


ASC BWS April 8, 2017 Match COF/Score Sheet

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, Sit** - Engage the 12" Square from the Standing, Kneeling and sitting position with 2 rounds from each position. No Bags, no slings. 1 point per impact. 6 total stage points possible.

Stage #2 SCORE: _____ / 6

3 - 200 yd. – 6 Rounds – **Hostage** - Engage the hostage 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 penalty for engaging the no shoot target. 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 500 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 - **Tank Trap** - Engage the poppers with 2 rounds each, hit or miss, out to 600 yards using the tank trap for support. The shooter must fire at least 1 round from 3 different support locations. Failure to do so will result in a zero for the stage. (Exact target distances provide the day of the match). 1 point per impact. 10 possible stage points.

Stage #6 SCORE: _____ / 10



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 200, 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. 10 possible stage points.

Stage #7 SCORE: _____ / 10

8 - 600 – 10 Rounds – **Cattle Gate** – Alternate fire between the coyote target and 8” square from the cattle gate. Shooter must fire at least 1 round from each of the 4 predesignated locations on the gate. (Exact target distances provide the day of the match). 1 point per impact. 10 possible stage points.

Stage #8 SCORE: _____ / 10

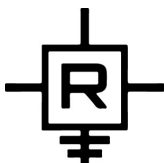
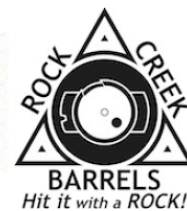
9 - 600 – 10 Rounds – **Tires** – Shooter will take up a prone position on the right side of the tire barricade and alternate fire between the 50% IPSC and 10” square with 1 round each. Next the shooter will move to the tire barricade and engage the 50% IPSC using the vertical tire for support. The shooter will then drop down and engage the 10” square using the horizontal tire as support. Shooter will alternate this sequence for the next 6 rounds. Finally the shooter will take up a prone position on the left side of the tires and alternate fire between the two targets with 1 round each. Shooters are only allowed 1 support bag. No bi-pods on the tires (legs up) (Exact distance provide the day of the match). 1 point per impact. 10 possible stage points.

Stage #9 SCORE: _____ / 10

10 - 600 – 10 Rounds – **The STOOL** – Engage the 50% IPSC targets at roughly 200, 300, 400, 500 & 600 yards with 2 rounds each using the wooden stool for support. No support bags are allowed Bi-pods are okay. The stool must remain in a sitting condition (Legs down). 1 point per impact. 10 possible stage points.

Stage #10 SCORE: _____ / 10

TOTAL MATCH SCORE: _____ / 89 pts



Muller Works
artist • artisan