

March Palo Alto Rimfire PRS Match

Stage Time: 1:30

100 Total Rounds

Stage 1: Pot-O-Gold / 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 modified prone position and engage the head targets with 1 round each near to far, alternating shots between the head targets and the confirm target

Target 1 – Head @ 60yds _____

Target 2 – Head @ 82yds _____

Target 3 – Head @ 108yds _____

Target 4 – Head @ 115yds _____

Target 5 – Head @ 138yds _____

Target 6 – Confirm @ 100yds _____

Stage 2: It's a Wee Little Target / 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 engage the target with 8 rounds from a position on the barrel

Target 1 – 1/4" @ 50yds _____

Stage 3: Irish Drinking Game / 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 engage the targets near to far with 1 round from each tank trap tip (Left, Center, Right)

Target 1 – Can @ 45yds _____

Target 2 – Can @ 66yds _____

Target 3 – Can @ 78yds _____

Target 4 – Can @ 92yds _____

Stage 4: Be Fast in Belfast / 10 Rounds / Score_____

Hit or Miss Move On

Tie-Breaker Stage

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

On the start signal engage the targets from large to small with 1 round each from 5 unique positions on the tree.

Target 1 – 5" & 3" Round @ 97yds _____

Stage 5: Donnybrook / 10 Rounds / Score_____

Hit to Move on

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

On the start signal engage the targets with 2 shots each alternating large to small, shooter is to change shooting positions every 2 impacts. Shooter must use 5 unique positions (middle of pyramid counts as 1 position)

Target 1 – 5" & 4" IPSC @ 80yds _____

Stage 6: Banshee's Wail / 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 targets with 1 round each large to small from strong side, then repeat the engagement from support side, and repeat the engage from the strong side

Target 1 – 2", 1-3/4", 1-1/2" KYL @ 68yds _____

Stage 7: Long-range Leprechaun / 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 engage the target with 2 rounds from 5 positions on the ladder

Target 1 – 8" @ 250yds _____

Stage 8: Out to Pasture / 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 engage the targets with 1 round near to far from 4 unique positions

Target 1 – Triceratops @ 70yds _____

Target 2 – Stegosaurus @ 110yds _____

Target 3 – T-Rex @ 140yds _____

Stage 9: Bareknuckle Boxing / 10 Rounds / Score_____

Hit To Move On

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

On the start signal engage the targets with 2 rounds from the top of each post

Target 1 – Snake Charmer @ 66yds _____

Stage 10: March Madness / 9 Rounds / Score_____

Hit or Miss Move On

Shooter will start in the prone or modified prone position, mag in action open.

On the start signal engage the targets with 1 round each from near to far. Shooters must perform a mag change before the 7th round is fired. If a mag change is not performed, then rounds 7-10 will not be scored.

Target 1 – 1" @ 48yds _____

Target 2 – 1.5" @ 62yds _____

Target 3 – 1.5" @ 70yds _____

Target 4 – 2" @ 76yds _____

Target 5 – 2" @ 81yds _____

Target 6 – 2.5" @ 88yds _____

Target 7 – 2.5" @ 93yds _____

Target 8 – 3" @ 97yds _____

Target 9 – 4" @ 110yds _____