

## May Palo Alto Rimfire PRS Match

Stage Time: 1:30

97 Total Rounds

### **Stage 1: CK Stole My Kills! / 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 build a position on the bench and engage the targets near to far with 2 rounds each, and then one shot near.

**Target 1 – Head @ 75yds \_\_\_\_\_**      **Target 2 – Head @ 100yds \_\_\_\_\_**

**Target 3 – Head @ 125yds \_\_\_\_\_**      **Target 4 – Head @ 150yds \_\_\_\_\_**

### **Stage 2: Return of the Hydra / 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 3 rounds from each tank trap tip. (LEFT / CENTER / RIGHT)

**Target 1 – Snake Charmer @ 66yds \_\_\_\_\_**

### **Stage 3: Paddle Battle / 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 sawhorse and engage the KYL targets from large to small with 1 round each, alternating shots from KYL to the Confirmation Target.

**Target 1 – KYL @ 50yds \_\_\_\_\_**

**Target 1 – 3" @ 100yds \_\_\_\_\_**

### **Stage 4: Bonsai / 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 unique positions on the shooting tree.

**Target 1 – 12" @ 280yds \_\_\_\_\_**

### **Stage 5: Geaux Fast / 10 Rounds / Score \_\_\_\_\_**

#### **Tie-Breaker Stage**

#### **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 1 shot from 10 unique positions on the pyramid. (middle counts as two positions divided by center of pyramid)

**Target 1 – 4" @ 125yds \_\_\_\_\_**

### **Stage 6: Fossil Fuels / 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 in the following order:

1<sup>st</sup> Barrel – Near, Middle, Far,      2<sup>nd</sup> Barrel – Middle, Far, Near

Repeat 1<sup>st</sup> Barrel – Far, Near, Middle

**Target 1 – Triceratops @ 88yds \_\_\_\_\_**

**Target 2 – Stegosaurus @ 118yds \_\_\_\_\_**      **Target 3 – T-Rex @ 135yds \_\_\_\_\_**

### **Stage 7: Cowboy 2 Step / 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 targets large to small from 5 unique positions on the cattle gate.

**Target 1 – 2.5" & 1.5" @ 90yds \_\_\_\_\_**

### **Stage 8: Atlas / 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 shots from a position on the stairs then move. Shooter must move every 2 shots for a total of 5 positions.

**Target 1 – 8" @ 200yds \_\_\_\_\_**

### **Stage 9: Drinks at Shawshank / 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 build a position on the completely on the rooftop and engage the targets from near to far with 2 rounds each.

**Target 1 – Can @ 97yds \_\_\_\_\_**      **Target 2 – Can @ 136yds \_\_\_\_\_**

**Target 3 – Can @ 145yds \_\_\_\_\_**      **Target 4 – Can @ 154yds \_\_\_\_\_**

**Target 5 – Can @ 163yds \_\_\_\_\_**

### **Stage 10: Step By Step / 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 near to far, large to small with 1 shot each.

Transition to a different rung every 2 shots. (Must hit to move on regardless of movement)

**Target 1 – 1" & 1.5" @ 50yds \_\_\_\_\_**      **Target 2 – 1.5" & 2" @ 70yds \_\_\_\_\_**

**Target 3 – 2" & 2.5" @ 82yds \_\_\_\_\_**      **Target 4 – 4" & 5" IPSC @ 93yds \_\_\_\_\_**

**Target 5 – 3" @ 97yds \_\_\_\_\_**