

**2010 Long Range Tactical Rifle Match Course of Fire #1  
HARD CORE COMPETITORS COF**

**No rear bags or artificial rear support shall be used from 200 to 600 yards. Slings and shooting gloves are OK. - Rear support is permitted only at 800, 900, 1000 yards, and on the Barricades. Except for the CBS, all scoring is actual ring value, including head shots.**

**Stage 1 – Cold Bore Shot**

Round Count: 1 Maximum

Range: 200 yards

Point Value: 40pts for a hit and -20 points for a Hostage hit

Time Limit: 1 minute prep, 30 seconds.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire their Cold Bore Shot. Once targets appear shooters will have 30 seconds to fire 1 round maximum at the red zone of the CBS target. A hit on the hostage is any shot that touches, or is inside the black head line of the hostage. After 30 seconds has elapsed the targets will be lowered and scored and during this time the line will prep for the next course of fire.

**Stage 2 – 200 yard Transition Unsupported**

Round Count: 6

Point Value: 60

Time Limit: 1 minute prep, 90 seconds firing time

**COF Description**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once the targets appear shooters will have 90 seconds to fire 2 rounds from the standing off hand position, transition to the kneeling position and fire 2 rounds, transition to the prone position and fire 2 rounds – all at COM of the PC-27 target. Bolts must remain open during transition between positions. Use of sling is OK.

**Stage 3 – 300 yard Sitting Unsupported**

Round Count: 3

Range: 300 yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Competitors will be positioned on the 300 yard firing line. Once targets appear shooters will have 1 minute to fire 3 rounds to COM of the PC-27 target. NO artificial front support is allowed. (NO shooting sticks, bipods, tripods, packs, no packs on lap, etc) Use of sling is OK.

**Stage 4 – 300 yard MOA Target**

Round Count: 3

Range: 300 yards

Point Value: 30pts possible / 10 points per hit

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to a MOA size target. Scoring will be hit or miss.

**Stage 5 – 300 yard Prone on Back Slope Unsupported**

Round Count: 3

Range: 300yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to COM of the PC-27 target. Competitors will be positioned on the back side of the 300 yard firing line slope. (No artificial support is allowed - NO bipods, tripods, packs, mounds of gravel, etc. Magazines may not touch the ground) Arms and elbows may be on the top of the firing line but competitor's waist must be below the top of the firing line. Use of sling is OK.

**Stage 6 – 425 yard Barricade Head Shots - Weak Side or Position of the Day**

Round Count: 4

Range: 425 yards

Point Value: 40pts possible

Time Limit: 1 minute prep, 90 seconds firing time

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 90 seconds to fire 4 rounds to HEAD ZONE of the PC-27 target. Any kind of front or rear support is allowed when shooting from the barricades, EXCEPT tripods. Hits will be scored actual point value of head zone scoring rings.

### **Stage 7 – 500 yard Head Shots Prone**

Round Count: 3

Range: 500yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

#### **COF Description:**

Shooters will engage the head portion of the PC-27 target only. Hits will be scored actual point value of head zone scoring rings.

### **Stage 8 – 600 yards Prone**

Round Count: 3

Range: 600yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

#### **COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to COM of the PC-27 target.

### **Stage 9 – 600 yard Head Shots Prone**

Round Count: 3

Range: 600yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

#### **COF Description:**

Shooters will engage the head portion of their PC-27 target only. Hits will be scored actual point value of head zone scoring rings.

### **Stage 10 – 800 yard Prone – Rear Support OK**

Round Count: 6 (2 strings of 3)

Range: 800yards

Point Value: 60pts possible

Time Limit: 1 minute prep, 60 seconds firing time per string.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

### **Stage 11 – 900 yard Prone – Rear Support OK**

Round Count: 6 (2 strings of 3 rounds)

Range: 900yards

Point Value: 60pts possible

Time Limit: 1 minute prep, 60 seconds firing time per string.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

### **Stage 12 – 1000 yard Prone – Rear Support OK**

Round Count: 9 (3 strings of 3 rounds)

Range: 1000yards

Point Value: 90pts possible

Time Limit: 1 minute prep, 60 seconds firing time per string.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

**Total rounds fired: 50 Total possible score: 530 points Ties are broken by X count.**

**During prep time magazines may be loaded but chambers must remain empty.**

**When there are multiple strings of fire at each distance the prep time between strings of fire commences when the targets go down to be cleaned. When all targets are brought back to half mast competitors should be prepared to chamber and fire.**

**2010 Long Range Tactical Rifle Match Course of Fire #2**  
**LONG RANGE - ALL PRONE – SUPPORTED – REAR BAG SUPPORT OK**

**Stage 1 - Cold Bore Shot @ 500 Yards**

Round: Count: 1 Maximum

Range: 500 yards

Point Value: 40pts Maximum

Time Limit: 1 minute prep time, 30 second firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire their Cold Bore Shot. The target is the head zone of the PC-27 target. Once targets appear shooters will have 30 seconds to fire 1 round maximum at the CBS target. Scoring will be 4X (four times) the actual ring value. Shooters will be given 40 pts for a ten ring, 32 pts for an eight ring, 24 pts for a 6 ring and 16 pts for a four ring hit", for the mathematically challenged.

**Stage 2 - 500 yards – HEAD SHOT**

Round Count: 4

Range: 500 yards

Point Value: 40pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 4 rounds to the HEAD zone of the PC-27 target. Scoring will be actual ring value.

**Stage 3 – 500 yard Timed Exposure - COM**

Round Count: 6

Range: 600yards

Point Value: 60pts possible

Time Limit: 1 minute prep, 5 minute firing time.

**COF Description:**

Shooters will have 5 minutes of live fire time. Shooters will be told to “make hot” when the prep period is over and the 5 minute firing window begins. During the 5 minute live fire time the targets will be raised and lowered three times at random intervals. Targets will only be exposed for 6 second intervals each time. Shooters may fire **ONLY 2 ROUNDS** at COM per 6 second interval. Targets will not be marked between exposures. A maximum of 5 rounds may be loaded in the rifle/magazine. A reload / top off is required during this COF.

**Stage 4 - 600 yards – HEAD SHOT**

Round Count: 3

Range: 600yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description:**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to the HEAD zone of the PC-27 target. Scoring will be actual ring value

**Stage 5 – 600 yard Timed Exposure**

Round Count: 6

Range: 600yards

Point Value: 60pts possible

Time Limit: 1 minute prep, 5 minute firing time.

**COF Description:**

Shooters will have 5 minutes of live fire time. Shooters will be told to “make hot” when the prep period is over and the 5 minute firing window begins. During the 5 minute live fire time the targets will be raised and lowered three times at random intervals. Targets will only be exposed for 6 second intervals each time. Shooters may fire **ONLY 2 ROUNDS** at COM per 6 second interval. Targets will not be marked between exposures. A maximum of 5 rounds may be loaded in the rifle/magazine. A reload / top off is required during this COF.

### **Stage 6 - 800 yards**

Round Count: 9 (3 strings of 3)

Range: 800yards

Point Value: 90pts possible

Time Limit: 1 minute prep, 60 seconds firing time.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

### **Stage 7 - 900 yards**

Round Count: 9 (3 strings of 3)

Range: 900yards

Point Value: 90pts possible

Time Limit: 1 minute prep, 60 seconds firing time.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

### **Stage 8 - 1000 yards**

Round Count: 9 (3 strings of 3)

Range: 1000 yards

Point Value: 90pts possible

Time Limit: 1 minute prep, 60 seconds firing time.

#### **COF Description:**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target.

### **Stage 9 – 200 yards – Hostage Target**

Round Count: 3

Range: 200 yards

Point Value: 30pts possible

Time Limit: 1 minute prep, 60 seconds firing time

#### **COF Description:**

Competitors will walk back to the 200 yard line. Shooters will have 1 minute to ready their rifles. Magazines may be loaded but chambers must be empty. Once targets appear shooters will have 1 minute to engage the Hostage Target with 3 rounds to the red scoring area. The shooter will be given 10 points for every shot in the red scoring area except if the Hostage is hit. If the Hostage is hit, the shooter will be given a -20 points for the stage and no points will be given for any shots in the red scoring area. The shooter may choose not to shoot at any time.

**Total rounds fired: 50**

**Total possible score: 530**

**Ties are broken by X count.**

**During prep time magazines may be loaded but chambers must remain empty.**

**When there are multiple strings of fire at each distance the prep time between strings of fire commences when the targets go down to be cleaned. When all targets are brought back to half mast competitors should be prepared to chamber and fire.**

**2010 Long Range Tactical Rifle Match Course of Fire #3**  
**NO SHOOTER LEFT BEHIND COF**  
**ALL PRONE (ex Barricades) – SUPPORTED – REAR BAG SUPPORT OK**

**Stage 1 – 200 yards Cold Bore Shot**

Round: Count: 1 Maximum

Point Value: 40

Time Limit: 1 minute and 30 second firing time.

**COF Description**

Shooters will have 1 minute to ready their rifles to fire their Cold Bore Shot. The target is the orange 2” dot placed in the 10 ring of the head of the PC-27 target. Once targets appear shooters will have 30 seconds to fire 1 round maximum at the orange CBS target dot. A hit is a shot that breaks any part of the orange dot.

**Stage 2 - 200 yards**

Round Count: 3

Point Value: 30pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to COM of the PC-27 target.

**Stage 3 – 300 yards**

Round Count: 4

Point Value: 40pts possible

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 4 rounds to COM of the PC-27 target.

**Stage 4 425 yards Barricades**

Round Count: 3

Point Value: 30

Time Limit: 1 minute prep, 1 minute firing time.

**COF Description**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to 4 rounds to COM of the PC-27 target.

**Stage 4 - 500 yards**

Round Count: 6 (2 strings of 3 shots)

Point Value: 60pts possible

Time Limit: 1 minute prep for first string of fire, 1 minute firing time.

**COF Description**

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3 rounds to COM of the PC-27 target. Targets will be marked with spotters so that shooters can see their hits and make adjustments if needed.

Targets will then be cleaned and scored by the pit crew and made to show half mast. During this time shooters will prep to fire 3 more rounds as soon as the targets appear, for a total of 2 strings and 6 rounds fired.

**Stage 5 – 600 yards**

Round Count: 6 (2 strings of 3 shots)

Point Value: 60pts possible

Time Limit: 1 minute prep for first string of fire, 1 minute firing time.

Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 1 minute to fire 3

rounds to COM of the PC-27 target. Targets will be marked with spotters so that shooters can see their hits and make adjustments if needed.

Targets will then be cleaned and scored by the pit crew and made to show half mast. During this time shooters will prep to fire 3 more rounds as soon as the targets appear, for a total of 2 strings and 6 rounds fired

### **Stage 6 - 800 yards**

Round Count: 9 (3 strings of 3 shots)

Point Value: 90pts possible

Time Limit: 1 minute prep for first string of fire, 60 seconds firing time.

### **COF Description**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Targets will then be cleaned and scored by the pit crew and made to show half mast. During this time shooters will prep to fire 3 more rounds as soon as the targets appear.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target with NO spotter shot. For a total of 3 strings and 9 rounds fired.

### **Stage 7 - 900 yards**

Round Count: 9 (3 strings of 3 shots)

Point Value: 90pts possible

Time Limit: 1 minute prep for first string of fire, 60 seconds firing time.

### **COF Description**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Targets will then be cleaned and scored by the pit crew and made to show half mast. During this time shooters will prep to fire 3 more rounds as soon as the targets appear.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target with NO spotter shot. For a total of 3 strings and 9 rounds fired.

### **Stage 8 - 1000 yards**

Round Count: 9 (3 strings of 3 shots)

Point Value: 90pts possible

Time Limit: 1 minute prep for first string of fire, 60 seconds firing time.

### **COF Description**

1<sup>st</sup> string of fire: Shooters will have 1 minute to ready their rifles to fire the course of fire. Once targets appear shooters will have 20 seconds to fire 1 round to the X ring of their PC-27 target. After 20 seconds ALL the targets will be pulled and marked. Targets will come back up with a spotter, for 40 seconds, so the competitor can make needed corrections for the remaining 2 shots.

Targets will then be cleaned and scored by the pit crew and made to show half mast. During this time shooters will prep to fire 3 more rounds as soon as the targets appear.

Remaining strings of fire: Once targets appear shooters will have 60 seconds to fire 3 CONSECUTIVE rounds to the X ring of the PC-27 target with NO spotter shot. For a total of 4 strings and 12 rounds fired.

**Total rounds fired: 50  
Total possible score: 530  
Ties are broken by X count.**

**During prep time magazines may be loaded but chambers must remain empty.**

**When there are multiple strings of fire at each distance the prep time between strings of fire commences when the targets go down to be cleaned. When all targets are brought back to half mast competitors should be prepared to chamber and fire.**