

COMBAT MATCH COURSE OF FIRE

600 or 500 yds 10 minute sight in

Stage 1: 600 or 500 yd slow fire. 10 shots in 10 minutes. Prone supported. Pull and mark each shot. All hits worth 5 pts Max score 50 pts

Stage 2: 300 yd rapid fire. Standing to prone. 10 shots in 70 seconds. Max score 50 pts.

Stage 3: 300 yd sustained fire. Sitting position. 5 rounds fired in 1 minute. Begin time in position. Max score 25 pts.

Stage 4: 200 yd rapid fire. Standing to kneeling, 5 rds fired in 60 sec's

Stage 5: 200 yds. Fire 5 rds from standing position. Targets will be exposed for 2 30 sec exposures. Fire 2X during 1st exposure, Fire 3X during 2nd exposure. Targets will again be exposed for 2- 30 sec exposures, but targets will be engaged from the sitting or kneeling position from standing.

Stage 6: 200 yds moving targets. With 5 rds engage only your numbered target with 5 shots from the standing position. Targets will remain in numerical order. Targets will traverse approx 75 ft at a slow pace (walking speed).

Stage 7: 200 yds moving. . Sitting or kneeling. Targets will reverse and travel at a faster pace (fast walk, slow run). Engage your target with 5 shots while it traverses approx 75 ft.

PISTOL PHASE: Total of 22 shots. Both hands may be used. Start from ready position. 25 yds. 5rds fired from standing or crouch position. Reload and fire 5 rds from kneeling or sitting position. Time limit 70 secs.

Zombie drill (Failure to stop): On command, load a mag of 6 rds and move in-line to 10 yd line. On signal, fire 2+1 . On signal fire 2+1 . On command, reload a mag of 6, move forward, and on command fire 2 + 1. On command move forward, and on command fire final 2 +1. Unload, show clear.

Double action pistols will fire first shot double action. Safeties will be on until "fire" command is given.

COF subject to change. There will be a pit change at completion of rifle phase. Weapons may NOT be handled in the pits. No alibis.