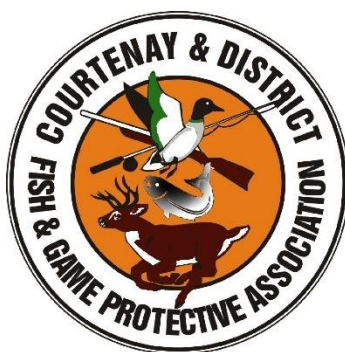


2026 P.R.O. Series

May 3 2026



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2025 Sponsors

We are grateful for the support in 2025 of the following sponsors.

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Match Overview:

We are presenting this month collection of alternating positions and targets. Expect to have some fun, challenge and humility all mixed into one day with the aim of making all of us better shooters. ALL stages were designed by Rik Sharples. Please review the following information prior to attending the match to ensure that we all have a clear understanding of how to have a safe, and incident-free day. **We have added a new “Adaptive” division for new shooters. Same COF, but with bigger targets.**

Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to kill or destroy.
2. Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.
3. Keep your finger out of the trigger guard until you are ready to fire.
4. Know your target and what is beyond.
5. Always wear proper eye and ear protection and ensure others have the same before firing.
6. Never use alcohol or drugs while shooting.
7. Individual Range safety rules always supersede PRS Rimfire rules.

Penalties for Safety Infractions

The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

First offense flagging will result in a warning. Second offense will result in the removal of the offending shooter from the competition (Match DQ).

Anyone found violating the Cold Range rule will result in an immediate Match DQ.

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The first offense of violating the degree rule will result in a stage DQ. Second offense will result in the removal of the offending shooter from the competition (Match DQ).

Any shooter that fails to maintain positive control of a firearm during a stage (loaded or unloaded) will receive a match DQ if the firearm breaks the degree rule.

If the failure of positive control does not result in a violation of the degree rule, the first offense will result in a stage DQ and the second offense in match DQ.

This safety rule does not prohibit the intentional grounding of a rifle during a stage where the match directors COF requires or allows it.

All AD/NDs will result in an immediate Match DQ.

Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being stopped, forced to clear their chamber and made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. A third offense will result in a removal of the offending shooter from the match.

Anyone can call a ceasefire at any time during the match if they see any unsafe behavior or notice an anomaly downrange (target down, wildlife on range, etc.).

Safety is our utmost concern, and we want everyone to leave the match happy and without injury!

If you have any issues with the safety rules as outlined in this COF, bring them up with the MD. The starting position for each stage is “all gear in hand, port arms”. This means that when it is your turn to shoot, you must have your bolt to the rear, magazine in and chamber flag removed such that the gun is ready to go hot once you have closed the bolt on the stage time.

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All gear in hand means that everything that you wish to use on that stage in terms of rifle support must be in your two hands. Anything that is obviously not a practical shooting tool (ie: support bag, bipod, tripod, etc.) will be considered gaming and you will receive at least a stage DQ.

Match Flow – In order to maintain a reasonable flow to the match, all shooters should be clearly aware of where they are in the shooting order and get ready when the shooter before begins their stage. Once they have cleared the stage, the next shooter should be standing at the ready line. Whomever is scorekeeping, please ensure that the upcoming shooters are announced with every rotation of shooters from the line.

We thank you immensely for your participation and support and are always looking for more folks to step up into roles of responsibility with running our league. MD's in training, equipment mgmt., statisticians (computer geek stuff) are all areas that need additional growth. Marketing / graphic design again would be appreciated.

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Stage #1 – Snake Barrels and Ladders

Barricade / Prop	2 Barrels / Ladder
Round Count:	10
Bipod/Bag Allowed:	Yes – Bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	10pts
Par Time	120 Seconds (maximum)
Target Size / Shape	T1 2.0” @ 84 Yards (<i>Adaptive 2.0”</i>) T2 2.5” @ 103 Yards (<i>Adaptive 3.0”</i>) T3 3.0” @ 115 Yards (<i>Adaptive 4.0”</i>)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on left barrel and engages T1 x 1 shot and T2 x 1 shot

If shooter misses either shot, they must move to ladder, using their position of choice and engages T3 x 1 until impact.

Once either above is complete, shooter then moves to right Barrel and engages T1 then T2 with 1 shot each.

IF either of shots miss then transition back to ladder and engage T3 until impact.

Shooter repeats sequence for 10 rounds total.

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Stage #2 – Barricade Tic Tac Toe

Barricade / Prop	PRS Barricade
Round Count:	12
Bipod/Bag Allowed:	Yes
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	12 pts
Par Time	120 Seconds (times)
Target Size / Shape	T1 – 1.0” @ 59 Yards T2 – 1.5” @ 65 Yards T3 – 2.5” @ 91 Yards

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds any position on barricade and engages T1, T2, T3, with 1 shot each

Shooter transfers to different position and engages T1, T2, T3, with one shot each.

Shooter transitions to different, UNUSED position and engages T1, T2, T3 with x1 shot each.

Shooter repeats all 3 positions, in the same original order

1st Pos T1

2nd Pos T2

3rd Pos T3 with one shot each 1ea

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Stage #3 – Tanks for the Laughs

Barricade / Prop	Tank Trap; Basketball; tire; cooler;
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod/Tripod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	10 pts
Par Time	120 Seconds
Target Size / Shape	T1 1.5” @ 55 Yards (Adaptive 3.0”) T2 2.5” @ 81 Yards (Adaptive 4.0”)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on the tire and engages T1 then T2 with 1 shot each.

Shooter transitions to cooler and engages T2 then T1 with 1 shot each.

Shooter transitions to tank trap tip and engages T1, T2, T1, with one shot each.

Shooter transitions to basketball and engages T2, T1, T2, with one shot each.

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Stage #4 – Choose Your Flavour

Barricade / Prop	Bucket / Chair / Stumps / Sawhorse
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	T1 2.0” @ 79 Yards (<i>Adaptive 3.0”</i>) T2 2.5” @ 110 Yards (<i>Adaptive 4.0”</i>)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on prop of choice and engages T1 then T2 then T1 with 1 shot each.

Shooter transitions different prop, and engages T2 then T1 then T2, with 1 shot each.

Shooter transitions to sitting, kneeling, OR STANDING (for bragging rights) and engages T2 x 1

Shooter then repeats first sequence from any prop (T1, T2, T1)

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Stage #5 – Hanging Boxes Chaos

Barricade / Prop	Ya, hanging boxes. Thanks Rik
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod / Tripod and/or bag.
Scoring	1 Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	130 Seconds (2.25 mins)
Target Size / Shape	T1 2.5” @ 80Y T2 2.0” @ 62Y

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

Shooter stands not ready with chamber flag in, scope not dialed, magazines in pocket, support bag on bench, no written dope.

On engage command shooter grabs support bag and builds position in box #1 and safely removes chamber flag, loads magazine, dials scope

Shooter then engages T1 then T2 with 1 shot each

Shooter transitions to boxes 3, 5, 2, 4, engaging T1 then T2 with one shot each

Mag change with each move.;

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