

2025 P.R.O. Series

April 6, 2025



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Match Overview:

We are presenting this month a mix of “easy” stages, combined with some more complex ones and finally a couple of fun ones to round out the day. 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.

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 – TIMED BARRICADE STAGE

Barricade / Prop	PRS Barricade
Round Count:	10
Bipod/Bag Allowed:	Yes – Bag only
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	10pts
Par Time	120 Seconds (maximum)

TIMED STAGE – RECORD TIME ELAPSED TO THE 1/10th of a second

Target Size / Shape Target #1 **1.5” @ 50 Yards**
 Target #2 **3.0” @ 100 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 the engage command, shooter moves to Barricade and builds a position starting the **lower left** position point on the prop, and engages T1, then T2 with on shot each. Hit or Miss.

Shooter Transitions to position 2, **upper left** position, and engages T1, then T2, then T1 with on shot each. Hit or Miss.

Shooter Transitions to **upper right** position of barricade and engages T1, then T2 then T1 again with on shot each. Hit or Miss.

Finally, shooter transitions to the **lower right** position and engages T1, then T2 with on shot each. Hit or Miss.

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Stage #2 – KYL Marathon

Barricade / Prop	Chair facing sideways / milk crate
Round Count:	<u>14</u>
Bipod/Bag Allowed:	Yes – Bipod, tripod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	14pts
Par Time	120 Seconds
Target Size / Shape	KYL #1 @ 110 Yards KYL #2 @ 75 Yards KYL #3 @ 50 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 position on chair seat and engages KYL #1 large to small

Shooter transitions to top of milk crate and engages KYL #2 large to small

Shooter transitions to prone and engages KYL #3 large to small

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Stage #3 – Crooked Sawhorse

Barricade / Prop	Sawhorse @ 45° to downrange
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	Target #1 1.0” @ 55 Yards Target #2 1.5” @ 65 Yards Target #3 2.0” @ 100 Yards Target #4 3.0” @ 117 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 a WEAK SIDE position on top of sawhorse and engages targets **near to far** with 1 shot each

Shooter grounds rifle and changes position of sawhorse to opposite 45 degrees and then builds a strong hand position and engages the targets in the following order: T1 X 1, T2 X 2, T3 X 1 and T4 X 2

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Stage #4 – Position, Shoot, Repeat

Barricade / Prop	55 Gallon Barrel (upright)
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	75 Seconds
Target Size / Shape	Target #1 2.5” @ 88 Yards Target #2 2.0” @ 88 Yards <i><u>10 yards width distance between</u></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 top of barrel and Engages T1 then T2 with one shot each

Shooter then steps back, then re-engages with same position X 4 more times (total 5 position builds)

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Stage #5 – Boats are Fun

Barricade / Prop	Upside Down Boat facing straight downrange.
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	120 Seconds
Target Size / Shape	Target #1: 2.5” @105 Yards Target #2: 3.0” @125 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 provides 2 boater laws, or sing a boat/fish themed shanty, their favorite fish recipe, or the color of fresh water ling cod when filleted. Shooter then proceeds to boat and builds a position on right side of boat and engages T1 X 2

Shooter then transitions to left side of boat and engages T2 X 2

Shooter then transitions to under the boat and engages T1, T2 then T1 with one shot each

Shooter transitions to top of boat centre and engages T2, T1 then T2 with one shot each

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Lunch Break

Helpers welcome to
assist in resetting
stages

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Stage #6 – Trapped with Barricade

Barricade / Prop	PRS Barricade and Tank Trap
Round Count:	10
Bipod/Bag Allowed:	Yes Bipod and/or bag
Scoring	1Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	Target #1: 2.0” @ 75 Yards Target #2: 2.5” @ 95 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 position on any tank trap tip and engages T1, then T2 with one shot each

Shooter transitions to either upper position on barricade engages T2, T1 , x1 shot each.

Shooter then transitions to different tip and engages T1, T2 with one shot each.

Shooter transitions to different upper position on barricade and engages T2, then T1 with one shot each.

Shooter then transitions to unused tip and engages T1 then T2 with one shot each.

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Stage #7 – Oh the tires....again...

Barricade / Prop Left – 1 tire horizontal with upright tire facing downrange. Right – 2 tires horizontal with an upright tire on top facing open to downrange.

Round Count: 12

Bipod/Bag Allowed: Yes - Bipod / Bag / Tripod

Scoring 1Pts/Hit

Must Hit to Advance **NO**

Possible Points 12pts

Par Time **120** Seconds

Target Size / Shape Target #1: **1.5” @ 60 Yards**
Target #2: **3.0” @ 120 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 position on top of upright left tire and engages T2, T1, T2 , with one shot each

Shooter transitions thru upper right tire and engages T1, T2 , T1 with one shot each.

Shooter transitions to top of upper right tire and engages T2, T1, T2 with one shot each.

Shooter transitions either side wall of left horizontal tire and engages T1, T2, T1, with one shot each.

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Stage #8 – Hang on for this ride...

Barricade / Prop	Wiggle Platform
Round Count:	10
Bipod/Bag Allowed:	Yes Bipod and/or bag
Scoring	1Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	Target #1: 1.0” @ 50 Yards Target #2: 1.5” @ 70 Yards Target #3: 1.5” @ 90 Yards Target #4: 2.0” @ 100 Yards Target #5: 2.5” @ 125 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 position prone on prop and engages targets Near to Far , 1 shot ea, then repeats near to far all with one 1 shot ea.

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Stage #9 – Gateway to Hell

Barricade / Prop

Round Count:	10
Bipod/Bag Allowed:	Yes – bipod / bag
Scoring	1Pts/Hit
Must Hit to Advance	No
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	Target #1 Ranged on site Target #2 Ranged on Site

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 on position #1 engages T1 x 2

Shooter transitions to position #2 and engages T2 x 2 with 1 shot ea

Shooter transitions to position 3 and engages T1 , T2 , with 1 shot ea

Shooter transitions to position 4 and engages T2, T1 , with 1 shot ea

Shooter transitions to position 5 and engages T1, T2 , with 1 shot ea

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Stage #10 – Advance with hits

Barricade / Prop	Dangle hanging cable mover
Round Count:	10
Bipod/Bag Allowed:	Yes – bipod and bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	12
Par Time	120 Seconds
Target Size / Shape	Cable mover @ 69 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 position on prop

Shooter then engages left target x1, then engages right target x1 ,

Mandatory mag change after 8 rounds no impacts count until mag change completed

Shooter repeats 5 x ,

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Notes:

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