

2025 P.R.O. Series

Sept 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 **2.5” @ 75 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 **lowest right** position point on the prop, and engages T1, then T2 with on shot each. Hit or Miss.

Shooter Transitions to position 2, **lowest 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 with on shot each. Hit or Miss.

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

Finally, shooter transitions to a previously used position, other than the last and engages T1, then T2 with on shot each. Hit or Miss.

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Stage #2 – KYL Marathon

Barricade / Prop	None - Prone
Round Count:	<u>12</u>
Bipod/Bag Allowed:	Yes – Bipod, tripod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	12 pts
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 a prone position and engages KYL #1 large to small (4 shots) hit or miss.

Shooter then engages T2 X 2 shots.

Sequence is then repeated.

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Stage #3 – Taste of 2025 Worlds

Barricade / Prop	Ladder and Tank Trap
Round Count:	12
Bipod/Bag Allowed:	Yes – Bipod/Tripod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	NO
Possible Points	120pts
Par Time	105 Seconds
Target Size / Shape	Target #1 2.0” @ 63 Yards Target #2 2.5” @ 92 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 builds a position on ladder, rung of choice (can be re-used) and engages T1 then T2 with one shot each

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

Shooter repeats the sequence 2 more times (3 total) using a different tank trap tip each time.

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Stage #4 – Elevated Prone

Barricade / Prop	Shooting Table staged sideways to down range; tree stump under table.
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” @ 50 Yards Target #2 1.5” @ 70 Yards Target #3 2.5” @ 108 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 table and engages with 1 shot each, the following order: T1, T2, T3, T2, T1

Shooter then builds position UNDER the table and on top of stump and engages, with 1 shot each in the following order: T1, T2, T3, T2, T1

Lunch Break / Reset Stages for PM

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Stage #5 – NRL Tree Barricade

Barricade / Prop	NRL Tree / Pyramid
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: 1.5” @55 Yards Target #2: 2.5” @88 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 a position anywhere on the barricade and engages T2, then T1 with one shot each.

Repeat 4 more times from different positions as you chose. No position can be used twice.

Centre counts as only 1 position (no side to side)

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Stage #6 – Tire Time

Barricade / Prop	5 tires lined upright, leaning against post
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” @ 77 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 engage command shooter builds position on far left tire and engages T1 X 2 shots.

Shooter transitions to top of next tire to the right and engages T2 x2 shots.

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

Shooter SKIPS tire 4 and transitions to top of tire 5 and engages T1, T2, T1, T2 with one shot each.

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Stage #7 – Sawhorse

Barricade / Prop	Sawhorse places sideways to downrange
Round Count:	10
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: 2.0” @ 80 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 a position on top of left side of sawhorse and engages T1 with TWO shots.

Shooter stands upright and transitions to right side of sawhorse and engages T1 with 2 shots each.

Shooter repeats sequence for total of 10 rounds.

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Stage #8 – Double Barrels

Barricade / Prop	55 Gal Barrel Upright 55 Gal Barrel horizontal facing downrange
Round Count:	12
Bipod/Bag Allowed:	Yes Bipod and/or bag
Scoring	1Pts/Hit
Must Hit to Advance	NO
Possible Points	12pts
Par Time	120 Seconds
Target Size / Shape	Target SET #1: 1.0” & 1.5” @ 50 Yards Target SET #2: 1.5” & 2.0 “ @ 75 Yards Target SET #3: 2.5” & 3.0” @ 109 Yards <i><u>All sets are on a double hanger</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 a position on top of upright barrel and engages Set 1, Set2 and Set 3 from large to small
Shooter transitions to top of horizontal barrel and repeats the same sequence.

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