



PRS CLUB SERIES
2017 Guidelines

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PRS Club Series Standards and Principles

1. Safety is the first and highest priority before, during, and after all PRS competitions and is everyone's responsibility. Anyone who observes an unsafe act can call a cease fire at any point during the course of an event.
2. PRS competitions are designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly.
3. Each course of fire at a PRS event will be very practical in nature and relative to common aspects of long-range precision rifle engagements.
4. A high level of professionalism and sportsmanship is expected at each PRS Club event. All participants, to include Match Directors, Range Officers, shooters, and spectators will be treated with the utmost respect at all times.
5. Cheating of any kind will not be tolerated at PRS Club events and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from the Club Series.
6. PRS Club courses of fire (COF) are individual events designed to test a shooter's individual skill and ability. Therefore coaching a shooter while they are conducting a stage is generally discouraged, but not forbidden. Club match directors should determine the skill, experience, ability and classification of every shooter attending their matches. Assisting new shooters is highly encouraged in PRS Club Series events to promote an inclusive and welcoming atmosphere. Growing the sport and bringing in new shooters into our community is the first line of effort for the PRS Club Series. Assisting new shooters is a key element to supporting all of our common goals.
7. The PRS Club Series by its nature is inclusive and does not intend to dictate unwanted rules or procedures for affiliated clubs. This "guideline" outlines common procedures and principles that are widely accepted across our discipline for your use. Ultimately, the Club MDs will determine best practices along with their shooters feedback. If topics were admitted from this product, it was done so purposefully to allow Clubs and MDs the freedom to function in line within their Club's best interests and already established methods.

Safety

The following rules are designed to provide a safe shooting environment for all involved in a PRS Competition. It is everyone's individual responsibility to read and fully understand the PRS Safety Standards; ignorance is not an excuse for a safety violation. It is mandatory these rules be read by a Match Official prior to first rounds going down range.

1.1 General Safety Rules

- 1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon. Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.
- 1.1.2 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- 1.1.3 All PRS events will be run on cold ranges. A cold range is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

1.2 Safety SOP for the Conduct of a Match

The following rules apply to all participants of a PRS event. They do not apply to a shooter who is actively shooting a COF.

- 1.2.1 While conducting any movement with a firearm at a PRS, the participant will ensure all of their weapons are pointed in a safe direction at all times.
- 1.2.2 All participants will ensure all of their weapons are cleared with the magazine out at all times.
- 1.2.3 Chamber flags or other Empty Chamber Indicator (ECI) use is strongly encouraged.
- 1.2.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.3 Safety SOP for the Conduct of a COF

The following rules apply to shooters who are actively participating in a COF.

- 1.3.1 ECI's will remain in the rifle until the RO gives the command of "Load and make ready."
- 1.3.2 If there is no movement involved to the first firing point, upon MD's stage design and discretion, rifles may be in a "Hot" status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's and RO's responsibility to fully understand the COF and how to prepare their rifle prior to starting.
- 1.3.3 All transitions and movements during a course of fire must be done with open bolts and an empty chamber. An exception will be made for Semi- Automatic Rifles but only at the discretion and approval of the Match Director. If the MD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.
- 1.3.4 The 180 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction.
- 1.3.5 Negligent Discharges (ND's) are taken very seriously at any PRS event. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.
- 1.3.6 Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order.

1.4 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 these guidelines.

- 1.4.1 First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.
- 1.4.2 Anyone found violating the Cold Range rule will result in an immediate Match DQ.
- 1.4.3 Failure to use an ECI will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.
- 1.4.4 Any shooter deemed to be intoxicated by any substance will receive an immediate Match DQ. The determination of a participant to be intoxicated is left to the judgement of the Match Director. The shooter will not be permitted to drive from the event while still intoxicated.
- 1.4.5 Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being 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. Third offense will result in a

removal of the offending shooter from the competition. Semi- Automatic Rifles are the only exception to policy that will be granted.

- 1.4.6 First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.
- 1.4.7 A ND will result in an immediate Match DQ
- 1.4.8 An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot. If the incident was deemed grossly unsafe, such as an accidentally discharged round impacting outside the range fan, the MD may remove the shooter from the competition and issue a match DQ.

Match Design and Conduct

The following chapter describes the conduct of PRS Club Matches. Some items are strongly suggested to ensure essential match standards are met and others are guidelines which should be followed but may not be possible due to extenuating circumstances.

The PRS Club Series does not dictate average distances engaged, round counts, the minimum number of stages, or the minimum number of shooters for a match. As a general guide the Club Series suggests 6-10 stages and 50-100 rounds for a club match course of fire.

Regional Directors and the PRS Club Director are a valuable resource of information and are available to assist newer Clubs/MDs develop match COFs and/or with any other related club matters.

2.1 Match Director's Responsibilities

- 2.1.1 The MD is overall in charge of the PRS Club event.
- 2.1.2 MD's are responsible for obtaining quality RO's to run every stage.
- 2.1.3 MD's are authorized to participate in PRS Club Series matches but must ensure fairness and emplace prudent measures to prevent negative perceptions from fellow club members.

2.2 Range Officer's Responsibilities

- 2.2.1 RO's are responsible for all aspects of the COF they are running. They must have a complete understanding of exactly how the stage is to be executed. Any questions regarding the rules of the stage must be addressed with the MD prior to the start of the first shooter.
- 2.2.2 RO's must ensure the rules are the exact same for each shooter.
- 2.2.3 A Stage Brief will be conducted prior to the start of each squad and all questions must be asked and answered prior to the start of the first shooter from each squad. RO's will point out each target to the shooters except on "blind" stages in which case no shooter will be told the location of any target.
- 2.2.4 RO's will provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute per shooter unless the stage is to be a "blind" stage. It is up to the RO/MD as to whether or not inspecting a firing position is permitted during the walk through.
- 2.2.5 RO's will use the following verbiage to start each shooter:
"Shooter do you understand the course of fire?"
If there are no questions then;
"Load and make ready."
"Shooter ready?"
Once the shooter signifies ready;

“Standby”

At some point within the next 1-3 seconds the RO will start the shooter.

- 2.2.6 If at any point during the COF the RO observes an unsafe act, he must call a cease-fire.
- 2.2.7 It is up to the RO/MD’s discretion as to how procedural faults will be handled but must be the same for every shooter.
- 2.2.8 RO’s who are spotting during a COF are only required to call “Impact.” “Impact” is the only word that shall be used to let the shooter know the target he/she was engaging was struck with a bullet and will be scored as a hit. The word “hit” can be confused with “miss” and often times creates confusion so it shall not be used by the spotting RO.
- 2.2.9 RO’s must show each shooter their score for the stage prior to the squad departing the stage. Every attempt shall be made for the shooter to initial next to his score. When using Practiscore (or any other approved electronic scoring system), the shooter hitting the “approve” button is the same as them signing a score sheet. After the shooter approves their score, it cannot be arbitrated.
- 2.2.10 Any issues that may arise must immediately be brought to the attention of the MD.
- 2.2.11 RO’s are authorized to participate in PRS Club Series Matches. MDs/ROs must emplace and enforce prudent measures to ensure an unfair advantage is not obtained during an event.

2.3 Shooter’s Responsibilities

- 2.3.1 The shooter is solely responsible for ensuring that he/she fully understands the PRS and match rules as well as the COF prior to starting the stage.
- 2.3.2 Shooters are completely responsible for the equipment they are shooting to include their firearms and ammo. A firearm deemed to be unsafe can be grounds for removal from the match.
- 2.3.3 Shooters are solely responsible for their score. This applies to asking the RO for a reshoot if the shooter believes one is warranted, as well as ensuring the proper score was recorded for the stage.

Code of Conduct and Sportsmanship Guidelines

3.1 Code of Conduct and Sportsmanship

- 3.1.1 Unsportsmanlike conduct by any participant of a PRS event will not be tolerated.
- 3.1.2 Unsportsmanlike conduct includes but is not limited to: arguing with other competitors or match officials, throwing of equipment or any other temper tantrum-like behavior most often associated with 3 year olds, heckling other shooters while they are shooting, use of vulgar/offensive language, habitual whining, and any other action that may be outside the norm of what is considered to be professional behavior.
- 3.1.3 Penalties for Unsportsmanlike infractions are left to the discretion of the MD. The general guidelines for MD’s are that first time offenders are given a warning and their second offense will result in a Match DQ and they will be asked to leave the premises. If, however, the MD determines the infraction to be of a serious nature, he/she may have the offender removed immediately.
- 3.1.4 Habitual offenders will receive a full season suspension from all PRS sanctioned events.

3.2 Cheating Definitions and Penalties

- 3.2.1 Cheating is defined as a deliberate attempt to gain an unfair advantage over other competitors in an unscrupulous manner.

- 3.2.2 Examples of cheating include but aren't limited to: exceeding the velocity or caliber rule, changing anything on a fellow competitor's equipment, altering or falsifying score sheets or data in electronic scoring devices or deliberately altering targets or props prior to the target being scored or engaged to gain advantage.
- 3.2.3 Any person discovered cheating will receive an immediate Match DQ. A second offense or a severe first offense will result in an expulsion from the PRS for the remaining season and he/she will not be permitted to participate in any PRS event.

PRS Club Series Scoring

4.1 PRS Club Series Scoring

- 4.1.1 PRS Points for the Club Series Regional Standings are attained by shooting in affiliated PRS Club Series matches.
- 4.1.2 Because the PRS is a nationwide shooting sport which prefers to allow the MD's to score their matches in a manner that is best for them, the PRS points system is based on a placement system where the first place shooter always receives 100 points.
- 4.1.3 Match directors will score affiliated PRS Club matches in the following manner:
Individuals match points / match winner's match points X 100pts = PRS Club Score.
For example: Consider a match where the 1st place shooter scored 150 points and 14th place scored 98 points.
Applying the formula $(98/150) \times 100 = 63.33$ PRS Club points.
The 14th shooter will earn 63.33 points toward his or her ranking.
The 1st place shooter will earn 100 points.

PRS Club Series Classifications

In order for shooters to be able to compete with their peers, PRS Club Series competitors are divided into classifications based upon their skill level and performance. The PRS has an efficient and easy method of classifying our shooters. Only PRS affiliated clubs' scores will count toward classifications.

The reason for the PRS Classification System is to have the ability to rank competitors and allow shooters to have true peer-to-peer recognition. This minimizes the need for equipment divisions and allows all competitors to compete within their performance/experience level and equipment capabilities.

The PRS Club Series classification is a dynamic system. Classifications may move up or down based on a competitor's performance and will remain variable until the last affiliated regional match of the year. Once all scheduled club matches are complete, competitors will then be "qualified" in their final classifications for their regional finale. Shooters may then compete in their qualified class during the season finale for final regional series results. Classifications will be reset after each season.

Competitors can achieve a classification of either Pro, Semi-Pro, Expert, Sharpshooter, Marksman or Amateur. Each class consists of a percentage of the total number of regional PRS Club affiliated shooters, based on the most current standings.

Pro shooters, for example, will be classified as the top 10% of competitors according to the most current regional standings. Competitors within the top 80-89.9% of shooters, based on current standings will be classified as Semi-Pro and so on.

Classification Bracket Percentages

Professional - First 10%

Semi-Professional - Next 10%

Expert - Next 10%

Sharpshooter - Next 15%

Marksman - Next 15%

Amateur - Remaining shooters (approx 40%)

Percentages broken down from the total number of regional shooters, based on standings.

The number of shooters included in each class will be rounded up or down to the nearest whole number.

Tied shooters who fall into 2 separate classes based on the percentages will be classed up into the higher class. The "classed up shooters" former positions will remain unfilled in the lower class.

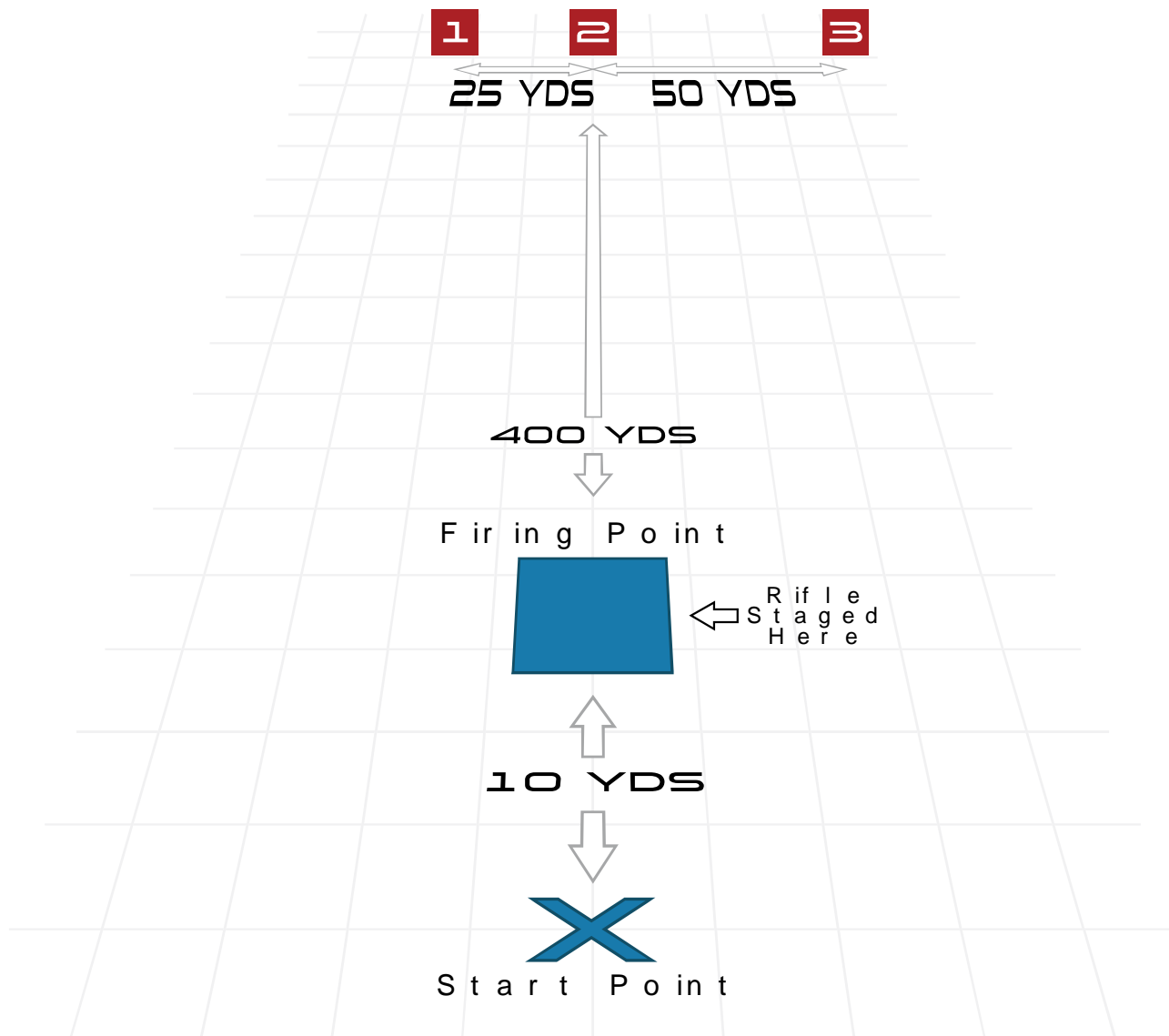
Appendix 1: PRS Skills Stages

The following pages will layout the PRS Skills Stages in detail. The stages are meant to serve as a training tool for shooters and as a published means to break ties. The PRS Clubs Series does not require MDs to break ties or implement the PRS Skill stages in their matches, but it is encouraged and offered as a valuable resource to MDs.

PRS Skills Stage 1

PRS Skills Stage 1 consists of three targets, 12" x 12" placed at a distance of 400 yards and will have a spacing of 25 yards between targets 1 and 2 and 50 yards of spacing between targets 2 and 3. Start position is 10 yards behind the shooter's box on level terrain with the rifle staged on the firing line. At the sound of the beep the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.

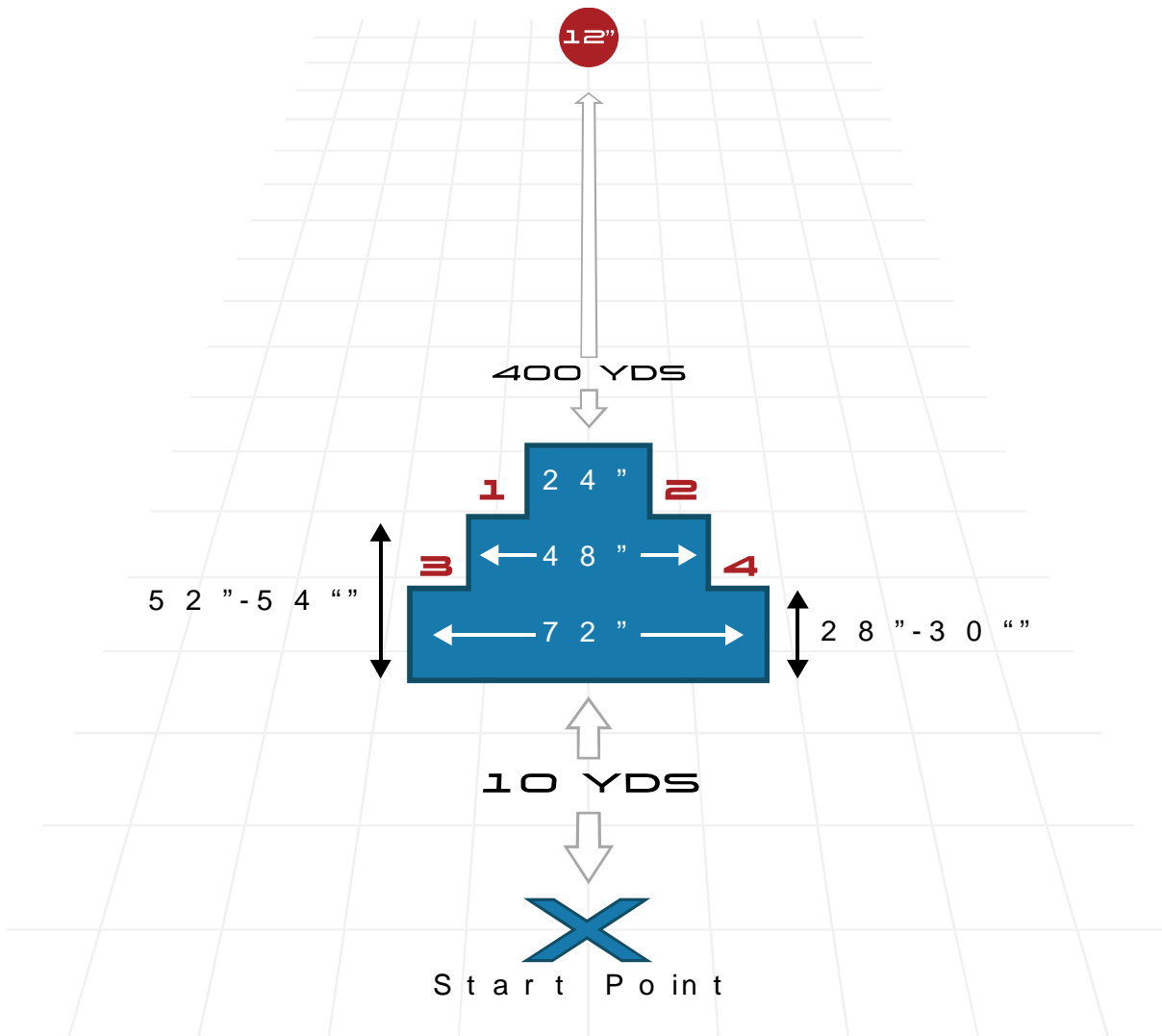
Par time is 90 seconds and round count is unlimited.



PRS Skills Stage 2

PRS Skills Stage 2 will consist of one target, 10" in diameter placed at a distance of 400 yards. Start position is 10 yards behind the firing position which is a barricade marked with 4 firing points. At the sound of the beep the shooter will move to the barricade to a firing point of his/her choice and engage the target with 2 rounds only. Shooter will then move to the remaining firing positions in any order and engage the target with two rounds from each position.

Par time is 90 seconds and round count is 8.



Barricade Dimensions

- Positions 1 and 2 are 52"-54" tall x 48" wide x 4"-5" thick.
- Positions 3 and 4 are 28"-30" tall x 72" wide x 4"-5" thick.

PRS Skills Stage 3

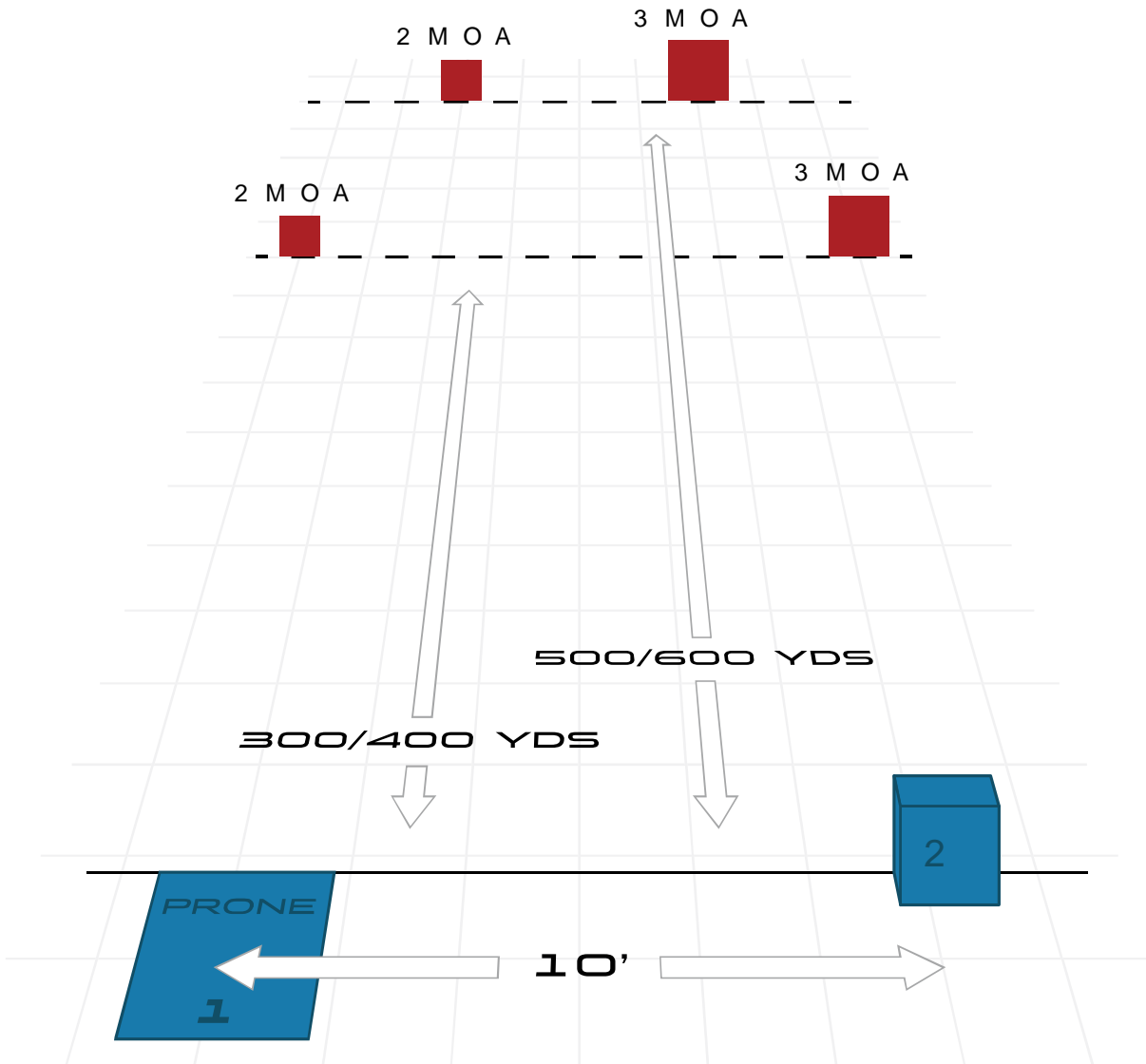
PRS Skills Stage 3 will consist of 2 targets at 300 or 400 yards (2MOA target left and 3MOA target right) and 2 targets at 500 yards or 600 yards (2MOA target left and 3MOA target right). Start position-rifle in hand, mag in, bolt back. (Target distances must be either 300 and 500 yards or 400 and 600 yards and is up to the Match Director).

Sound of the buzzer shooter drops into a prone position and engages the near left target and the far left target with one round each. Shooter then conducts a mandatory mag change and reengages far left and near left targets in that order. Shooter then moves to a prop 18" x 18" x 6" box and engages near right and far right targets with one round each. Mandatory mag change and then reengage far right and near right with one round each.

Round count of 12 total rounds (8 rounds total if shot clean).

3 magazines required (2 minimum if start mag is reused for second mag change).

Par time 90 seconds.



PRS Skills Stage 4

PRS Skills Stage 4 will consist of 1.5 moa targets at 200, 300, 400, and 500 yards. Start position 10 yards behind firing line, mag in, bolt back. Sound of the buzzer, the shooter moves to the firing line, assumes a prone position and engages all 4 targets with one round each from near to far without dialing any dope on their scopes. After the 500 yard target is successfully engaged the shooter must drop their magazine, move back to the start point to retrieve their second magazine and return to the firing line. Shooter will then reengage all targets from near to far shooting from the prone support side position.

Round count unlimited 2 magazine minimum Par time 90 seconds

