



PRECISION RIFLE SERIES
2017 Rules &
Standard Operating Procedures

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PRS 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 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 events and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from the Series.
6. PRS 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 prohibited. Assistance before and after a stage is not only authorized but encouraged especially for new shooters.

Safety

The following rules are designed to provide a safe shooting environment for all involved in a PRS Competition and are not subject to discussion or debate. 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) will be utilized at all times.
- 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 and the shooter must give an audible "Safe" before moving; 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.

- 1.4 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 the rule book.

- 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

PRS Divisions and Categories

The PRS is has two major point Series'; the Bolt Gun Series and the Gas Gun Series. Each Series has three Divisions. All shooters must declare the Division in which they will be competing when they register for the PRS. Shooters are permitted to shoot in multiple Divisions in each Series. They will, however, have to register for all Divisions in which they choose to compete. It is imperative for shooters to ensure they are registered in the correct Division for all matches if they plan on competing in multiple Divisions. It is the shooter's responsibility to ensure they are scored in the correct Division. Failure to do so will result in a Match DQ. The following rules govern each of the divisions and classes.

2.1 Bolt Gun - Open Division

- 2.1.1 Bolt Gun Open Division rifles will not exceed a caliber of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (+/- 32 fps for environmental factors and equipment discrepancies).
- 2.1.2 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match DQ.

2.2 Bolt Gun - Tactical Division

Allows competitors the opportunity to compete using traditional military and law enforcement calibers. This allows competitors to compete using similar calibers and promotes active duty military and law enforcement competitors use of their service issued rifles.

- 2.2.1 Tactical Division rifles are restricted to .308 Winchester and 5.56 NATO/.223 Remington calibers only.
 - 2.2.1.1 NATO/.223 Remington has a bullet weight cap of 77 grains and muzzle velocity cannot exceed 3,000 fps.
 - 2.2.1.2 7.62 NATO/.308 Winchester has a bullet weight cap of 178 grains and muzzle velocity cannot exceed 2,800 fps.
- 2.2.2 No modified wildcat rounds such as the .223 Ackley Improved are permitted to shoot in the Tactical Division. Anyone discovered violating this rule will receive an automatic Match DQ.
- 2.2.3 Tactical Division shooters will shoot the exact same COF as Open Division shooters.

2.3 Bolt Gun - Production Division

Provides anyone an opportunity to shoot in a PRS event that wishes to do so that would otherwise not compete due to lack of equipment. The Division is not meant to be gamed by experienced shooters looking to win a trophy by sandbagging.

- 2.3.1 Production Division rifles are not permitted to be altered or improved in any way from the original factory configuration.
- 2.3.2 Production Division combined rifle and scope MSRP as listed on the company's website shall not exceed \$4,000 USD, the rifle shall not exceed \$2,000 USD and the optic not exceed \$2,000 USD.
- 2.3.3 Appendix A-3 provides a list of rifles permitted in the Production Division.
- 2.3.4 Optics must have a way in which a competitor can safely engage long-range targets. This may be a hold-over reticle or adjustable turrets. MD's and RO's reserve the right to disqualify a shooter if the shooter's rounds are impacting in unsafe areas due to the inability to hold-over properly.
- 2.3.5 Production Division shoot will shoot the same COF as Open and Tactical Division Shooters.

2.4 Gas Gun - Open Division

- 2.4.1 Gas Gun Open Division rifles will not exceed a caliber of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (± 32 fps for environmental factors and equipment discrepancies).
- 2.4.2 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match DQ.

- 2.5 Gas Gun - Tactical Light Division
Intended to allow competitors the opportunity to compete using traditional military and law enforcement caliber. This promotes Active Duty military and law enforcement competitors use of their Service and Department issued rifles.
 - 2.5.1 Tactical Light Division rifles are restricted to 5.56 NATO/ .223 Remington calibers only.
 - 2.5.2 Bullet weight cannot exceed 77 grains and muzzle velocity cannot exceed 3,000 fps.

- 2.6 Gas Gun - Tactical Heavy Division
Intended to allow competitors the opportunity to compete using traditional military and law enforcement caliber. This promotes Active Duty military and law enforcement competitors use of their Service and Department issued rifles.
 - 2.6.1 Tactical Heavy Division rifles are restricted to 7.62 NATO/ .308 Winchester calibers only.
 - 2.6.2 Bullet weight cannot exceed 178 grains and muzzle velocity cannot exceed 2,800 fps.

Categories

- 2.7 Military/Law Enforcement Category
 - 2.7.1 Any shooter who is an Active Duty Service Member is eligible to shoot in the Mil/LE Class in addition to their PRS Division.

- 2.8 Ladies Category
 - 2.8.1 All female shooters are eligible to shoot in the Ladies Category in addition to their PRS Division.
 - 2.8.2 As in all physically demanding sports, any male who has had a gender reassignment procedure, is not permitted to shoot in the Ladies Category.

- 2.9 Seniors Category
 - 2.9.1 Anyone over the age of 50 is eligible to shoot in the Seniors Category in addition to their PRS Division.

- 2.10 Junior Category
 - 2.10.1 Anyone 18 years old or younger at the start of the season is eligible to shoot in the Juniors Category in addition to their PRS Division.

- 2.11 International Competitor Class
 - 2.11.1 International growth of the sport is highly encouraged and the PRS has several international events on the schedule for 2017. As such and in order to promote an international finale, finale slots will be given to qualified shooters from the international qualifying events.

PRS Classifications

- Pro Placed in the top 50 overall in any previous PRS.
- Semi-Pro Placed between 51st and 250th overall in 2016.
- Amateur Finished below 251st or higher overall in 2016.

- 2.12 Any shooter who has finished in the Top 50 in any PRS Season is classified as a PRS Pro. Once a shooter has achieved a Pro Classification, he/she will retain that Classification for life.
- 2.13 Any shooter who finished 51st to 250th in 2016 is classified as a PRS Semi-Pro. The Semi-Pro Classification shall always be determined by the previous year's placement.
- 2.14 Any shooter who finished below 250th in 2016 or any new shooter will be classified as a PRS Amateur. The Amateur Classification shall always be determined by the previous year's placement.

Match Conduct

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

3.1 Match Director's Responsibilities

- 3.1.1 The MD is overall in charge of the PRS event.
- 3.1.2 MD's must provide a Match Book which accurately describes each COF.
- 3.1.3 MD's are responsible for obtaining quality RO's to run every stage. Whenever possible, there should be a minimum of three personnel running a stage; the head RO with the shooter and two assistant RO's observing targets.
- 3.1.4 MD's must use an approved scoring system. No shot shall be worth more than two times the value of any other shot.
- 3.1.5 MD's will ensure targetry is in good working order. Any target past 600 yards must be reactive and should have two spotters observing the target if possible. Additionally, any target past 800 yards should have a supplemental hit indicator such as a flash or a camera system.
- 3.1.6 MD's will use a primary and secondary method of scoring. Shooters must have an opportunity to see the score they received on all stages prior to departing the stage.
- 3.1.7 MD's must be a PRS member.
- 3.1.8 MD's will provide a 15 minute arbitration period once scores have been posted to settle in scoring disputes. If an issue arises after the 15 minutes has elapsed, it will not be entertained.

3.2 Range Officer's Responsibilities

- 3.2.1 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.
- 3.2.2 RO's must have a full understanding of the official PRS Rules and SOP's.
- 3.2.3 RO's must ensure the rules are the exact same for each shooter.
- 3.2.4 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.
- 3.2.5 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.
- 3.2.6 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 with the beep of a reliable shot-timer.
- 3.2.7 If at any point during the COF the RO observes an unsafe act, he must call a cease-fire.
- 3.2.8 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.

- 3.2.9 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.
- 3.2.10 RO's are not permitted to signify in any way to a shooter where their rounds are impacting during the COF. Telling them after they have finished shooting is encouraged.
- 3.2.11 For all timed courses of fire, the RO will make every effort to ensure the shot timer registers the shooter's final shot. Shooters will be automatically granted a buffer time of .3 seconds, meaning that if a shot was fired in 90.3 of 90 second stage and was an impact, the shooter will receive points for that impact.
- 3.2.12 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.
- 3.2.13 Any issues that may arise must immediately be brought to the attention of the MD.
- 3.3 Shooter's Responsibilities.
- 3.3.1 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.
- 3.3.2 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.
- 3.3.3 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. If the shooter does not sign for their score, they will not be permitted to petition the MD for a score change during the arbitration period.
- 3.4 Scoring in a PRS Bolt Gun Series Match
- 3.4.1 Scoring in Bolt Gun Divisions
- 3.4.1.1 There are two authorized scoring systems for PRS Bolt Gun Competitions - 1 or 2 points per hit or 10 or 20 points per hit on steel targets and no steel target shall be worth more than 2 times the point value of any other target. Paper targets with scoring rings may be used to score on a 10 point target.
- 3.4.1.2 Know Your Limits/Test Your Limits Stages are exempted from this rule with one caveat; the total number of points available on the stage cannot exceed the maximum target value (2 or 20) multiplied by the number of targets. For example; a four target KYL stage can only be worth a max of 8 or 80 points depending on what scoring method is used. It is left up to the MD as to how a shooter is able to attain max points. For the four target example the stage cannot be worth more than 8 points so a scoring scheme of 1, 1.5, 2, 3.5 would be acceptable.
- 3.4.2 Scoring in a PRS Gas Gun Series Match
- 3.4.2.1 PRS Gas Gun Series scoring will be time based. All times will be kept on a reliable shot timer. The shooter's time will start with an audible beep from the shot timer and will stop once the last round is fired for the COF or the par time has been reached. Penalty time will be assessed and added to the overall stage time. Overall fastest times, including penalties, will determine the finishing order.
- 3.4.2.2 Penalties will be assessed for the following:

- 3.4.2.2.1 Rifle target not hit will incur a 30 second penalty per target.
- 3.4.2.2.2 Pistol target not hit will incur a 15 second penalty per target.
- 3.4.2.2.3 Hitting a “No Shoot” target will incur a 15 second penalty per target. “No Shoot” Targets will be a different color than all other “Threat” targets and will be clearly articulated by the Match Staff.
- 3.4.2.3 Procedural violations will incur a 15 second penalty. Procedural violations include but are not limited to shooting targets out of order, shooting from the wrong position, line faults and failure to follow stage rules. Match Directors and RO’s should make every effort to ensure any potential procedural error is known to the shooters during the stage brief.

3.5 Reshoots

- 3.5.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, called cease fires for any reason not caused by the shooter, a broken prop or shooting support, or any other deemed reasonable by the RO. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a “house gun”. Nor shall they be permitted for shooters who claim to have not understood the stage rules.
- 3.5.2 The RO can give a shooter the option for a reshoot without having been asked by the shooter if the RO observes an incident which hindered the shooter.
- 3.5.3 The shooter can request a reshoot if he/she believes one is warranted. The shooter will have a period of two minutes to explain his grievance to an RO. The RO has the option to make the decision on his own but the shooter can appeal to the Match Director if he/she receives an unfavorable ruling. If the shooter loses the appeal, he/she will not have the option of a second appeal during the rest of the match.
- 3.5.4 There are two types of reshoots in PRS Competitions.
 - 3.5.4.1 A Full Reshoot means the shooter will run the entire COF over from start to finish.
 - 3.5.4.2 A Partial Reshoot means the shooter is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time placed back on the clock which was remaining at the time of the stoppage. If either the position or the time remaining cannot be determined, the shooter must take a full reshoot.
- 3.5.5 Once a shooter reshoots a stage, they must take the reshoot score.

3.6 Tie Breakers

- 3.6.1 Every PRS Competition will have one PRS Skills Stage that will be run the same way at all matches. The best scores/times of the stage will determine which of the tied shooters receives the higher placing. If tied shooters receive the same combined score, the combined time to the nearest 100th of a second will be used to determine which shooter receives the higher score. If two shooters in the top 10 are still tied, the stage will be reshot until the tie is broken. Tied shooters outside the top 10 will be scored as tied and all shooters tied for that position will receive the average of the groups placement to determine PRS Points
- 3.6.2 PRS Skills Stage detailed descriptions are located in Appendix A-4

Code of Conduct and Sportsmanship

4.1 Code of Conduct and Sportsmanship

- 4.1.1 Unsportsmanlike conduct by any participant of a PRS event will not be tolerated.
- 4.1.2 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.
- 4.1.3 Penalties for Unsportsmanlike infractions is left to the discretion of the MD. The general guidelines for MD's are 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.
- 4.1.4 Habitual offenders will receive a full season suspension from all PRS events.

4.2 Cheating Definitions and Penalties

- 4.2.1 Cheating is defined as deliberating attempting to gain an unfair advantage over other competitors in an unscrupulous manner.
- 4.2.2 Examples of cheating include but aren't limited to: shooting a PRS stage for score the shooter had a hand in setting up in any way, 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.
- 4.2.3 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 will not be permitted to participate in any PRS event.

PRS Scoring

5.1 PRS Scoring

5.1.1 PRS Points for the season standings are attained by shooting in PRS Points Series matches.

5.1.2 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 performance system where the first place shooter always receives 100 points and all other shooter's scores are determined by dividing their score by the winner's score and multiplying that number by 100.

5.1.3 Bolt Gun Divisions Scoring

5.1.3.1 The PRS points for the remainder of the field is figured using the following formula:

Shooters score / winners score x 100, rounded to 3 decimal places.

Example:

You received 89 match points.

The winner received 105 match points.

Therefore; $(89 / 105) * 100 = 84.7619$ rounded to 84.762 PRS points

5.1.3.2 Total PRS points for the season will be the sum of the shooter's three best matches. Shooters can shoot as many matches as they like but only the best three scores will be counted.

5.1.3.3 Two of the three scores may come from the same state. The third score, however, must come from a separate state.

5.1.3.4 The PRS Finale will be worth 40% of the Season total.

5.1.4 Gas Gun Divisions Scoring

5.1.4.1 The PRS points for the remainder of the field is figured using the following formula:

Winners score / shooters score, rounded to 1 decimal place.

Example:

Winners score is 900 seconds.

Second place score is 915 seconds.

Third place score is 930 seconds.

Second place would receive $900 / 915 = 98.3606$, rounded to 98.361 points.

Third place would receive $900 / 920 = 97.8261$, rounded to 97.826 points.

5.1.4.2 Total PRS points for the season will be the sum of the shooter's two best matches. Shooters can shoot as many matches as they like but only the best two will be counted for score.

5.1.4.3 The two scores must come from separate states.

5.1.4.4 The PRS Finale will be worth 40% of the Season total.

5.2 PRS Designated Point Match Criteria.

5.2.1 Major PRS points matches are 2 day matches.

5.2.2 Minimum number of stages is 12.

5.2.3 Minimum round count is 120 rounds.

5.2.4 Minimum number of shooters is 60 for Bolt Gun Matches and 50 for Gas Gun Matches. This based on registration two weeks prior to the match.

5.3 PRS Finale

5.3.1 The top 75 Shooters after the final regular season match of the season will receive a slot to the Finale.

5.3.2 There will be 21 additional slots to the Finale based upon the results from the PRS Club Series Regional Finale (Top 3 from each Region).

5.3.3 The top three shooters in each of the PRS Categories will also receive an invitation to the Finale. If they have already made it into the Finale based on either of the other two qualifying requirements, that slot will not transfer to the next shooter in that category.

- 5.3.4 The Tactical Division and Production Division will have a separate Finale. At a minimum, the top 25 Tactical Division shooters and the top 10 Production Division shooters will receive an Invitation for their Finale.
- 5.3.5 The Finale will count for 40% of the overall score in all Series and Divisions.

These Rules shall only be amended by a unanimous vote by the full PRS Board of Directors and an amendment will only be considered in the most serious of circumstances.

Appendix 1: PRS Safety Brief

The following Safety Points should be included in every PRS competition briefing, and Competition booklet.

General Safety Rules

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.

Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

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.

Safety SOP: Conduct of a Match.

The following rules apply to all participants of a PRS event, while not actively shooting a COF.

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.

All participants will ensure all of their weapons are cleared with the magazine out at all times.

Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

No person shall consume or be under the influence of alcohol or drugs 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.

Safety SOP: Conduct of a COF.

The following rules apply to shooters who are actively participating in a COF. ECI’s will remain in the rifle until the RO gives the command of “Load and make ready.”

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.

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 and the shooter must give an audible “Safe” before moving; NO EXCEPTIONS.

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. 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.

Match Directors shall at a minimum read this page to all shooters as a part of their Safety Brief.

Penalties for Safety Infractions.

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.

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

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.

Any shooter deemed to be intoxicated will receive an immediate Match DQ but the shooter will not be permitted to drive from the event while still intoxicated.

Movement or transition during a COF with a round in the chamber or a bolt closed 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.

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.

A ND will result in an immediate Match DQ

Appendix 2: Guidelines for Match Directors

The Precision Rifle Series strongly believes there should be as few restrictions and constraints placed on Match Directors as possible so that they may run their individual matches in a manner that best fits their vision and needs. The PRS Rules and Standard Operating Procedures are meant to ensure a basic standard is maintained with regards to safety and match conduct which are two essential elements of a National level shooting series. MD's will always have the freedom to plan and execute courses of fire they feel best captures the core principles of PRS competitions. The PRS, with the exception of one PRS Skills Stage, will not dictate to MD's the way in which they run their COF's. It is the PRS's belief that the competitors should make the determination of the quality of a match and should provide appropriate feedback to the MD as well as the PRS when necessary. The following guidelines, therefore, are meant to aid MD's, especially new ones, in ensuring their matches are as successful as possible at all levels.

Pre-match

Provide the shooters with as much information as possible. Accurate start times, solid directions, round count by weapon and general expectations should be conveyed to the shooters at least two weeks prior to the match. Also include what amenities and facilities will be available and what the participants should plan to bring; i.e. food, water, toilet items, etc.

Stage design

All stages should be validated for safety, practicality and level of difficulty. Any COF that is thought to be unsafe in any way, should not be used. The PRS prides itself on being the most practical of all the action shooting sports, therefore; designing stages that are highly practical COF's such as short to mid-range unknown distance stages, blind stages with no preparation granted to the shooter, and the use of realistic props is highly encouraged. Unrealistic and impractical stages should be avoided. The majority of PRS stages should be challenging to even the most seasoned competitors. As a general guideline, the top score for most stages (and therefore the match) should be between 75-90% of the total available points. Matches in which the winner attains less than 50% of the points possible are not providing the shooters, especially newer ones, an opportunity to enjoy themselves.

Match Books should include all the information a shooter needs to shoot a stage. At a minimum, the general stage scheme, starting point, shooting locations, target descriptions, direction of fire, round count, stage restrictions and par time should be included. Blind stages are exceptions to this guideline.

Match Flow

Matches should be designed to be as efficient as possible in order to minimize the amount of time shooters spend waiting to shoot. Having a nearly uniform par time for most stages, using efficient methods like staging several shooters at one time and utilizing experienced RO's who fully understand their COF are simple things that can be done to make the match flow smooth and efficient.

Post-Match.

Scoring should be completed as quickly as possible at the end of every match. Scores should be complete within thirty minutes after the last shooter finishes his or her last stage. For the 2017 PRS Season, the use of a digital scoring system on digital devices will be strongly encouraged. Once the match scores and PRS points are tabulated, they should be distributed to the shooters as quickly as possible; either posted on a large screen monitor or several paper copies made available. This is so any shooter that might have a legitimate issue with their score is able to meet the 15 minute arbitration deadline. Send the scores to the PRS Director, shawn@precisionrifleseries.com and the PRS Web Manager, travis@precisionrifleseries.com as soon as possible so they can be posted to the PRS website in a timely manner.

For the 2017 Season, the PRS Director is asking all MD's to do a very short write-up on their matches. Please provide an electronic copy of the Match Book, and a list of highlights which should include any major issues, problems with any competitors or RO's, and any other information that may be of value to the PRS. The whole product, minus the Match Book, should be a page or less in length and sent out within a week of the match.

Production Division

The purpose of the Production Division is to provide new shooters an opportunity to experience a PRS competition without being intimidated by highly customized rifles and the highly skilled shooters that shoot them. This division is meant to give a newcomer to the PRS a chance to test his/her skills against competitors of a similar skill level and weapons of similar quality. Whenever possible, all efforts should be made to ensure the Production Division shooters equipment is within the rules of that Division.

Appendix 3: Production Division Approved Equipment List

The following rifles and optics have been approved for the PRS Production Division.

If there are rifles or optics that you feel meet all PRS requirements but are not listed, please contact us at info@precisionrifleseries.com so we can make a determination and either add it to the list or inform you that it does not meet the requirements

These lists are in no way an endorsement for any of the companies or their products listed below.

Authorized Rifle List for the PRS Production Division

The following is a compilation of rifles that meet the \$2,000 threshold required in the Production Division. There can be no modifications to a factory rifle with two exceptions; a trigger may be adjusted if it comes with an adjustable trigger and a muzzle brake may be installed only if the rifle came from the factory with a threaded barrel. Bipods, slings, bases, rings and other mounting devices are not considered modifications nor are their prices figured into the \$2,000 threshold.

Here are a few recommendations the PRS makes to new shooters.

- Select a caliber that has as little recoil as possible. High recoiling cartridges make it very difficult to spot impacts which will seriously impede your ability to perform well.
- Cartridges that have a very short barrel life are not recommended.
- Rifles that either come with brakes or threaded for them are highly recommended.
- Rifles with larger contour barrels will be far better than sporter contoured barrels.
- Adjustable length of pull and comb are recommended features on stocks.
- A detachable box style magazine is highly recommended.

Production Division Approved Rifles:

Browning

- X Bolt
- A Bolt

- Talon
- Varminter
- Hogue

Christensen Arms

- Classic Steel
- Rebel

Kimber

- Varmint
- Classic
- Classic Select
- Montana
- Adirondack
- 84
- LPT

CZ

- 527
- 550 (with the exception of the Western Series)
- 557

Mossberg

- MVP Series
- Patriot Series

FN

- SPR A1

Remington

- Model 7
- Model 770

Howa

- Axiom

- Model 783
- Model 700 (with the exception of the Target Tactical and the Target Chassis models)

Ruger

- American Rifle
- Hawkeye
- Ruger Precision Rifle
- Scout

Savage

All with the exception of the Palma 12

Steyr

- Pro Hunter
- Pro Varmint
- Scout

- SM 12 SX
- CL II SX

Tikka

- T3

Thompson Center

- Venture
- Dimension

Weatherby

- Vanguard models
- Mark V Weathermark
- Mark V Sporter

Winchester

- Model 70
- XPR

Authorized Optics List for the PRS Production Division

The following is a compilation of optics that meet the \$2,000 threshold required in the Production Division. Some of the scopes listed may not come with an easily dialed elevation turret. Check with the manufacturer to ensure they can provide either BDC turrets or turrets graduated in tenths of mils or minutes of angle. If this is not possible, the scope must have a reticle that is capable of accurately holding over. Here are a few recommendations the PRS does make to new shooters.

Here are a few recommendations the PRS makes to new shooters.

- A first focal plane scope is more advantageous than a second focal plane scope.
- Avoid scopes that have complicated (and sometimes gimmicky) reticles. Simple works much better.
- A scope that has a side mounted parallax adjustment is highly recommended.
- Make sure the scope turrets will track accurately. Some scopes are better than others and we recommend you use online resources and reviews to determine the optic that is best for you.

Production Division Approved Optics:

Burriss

- All

Bushnell

- Banner
- Trophy
- Elite
- LRHS
- LRTS
- Elite 6500
- Elite Tactical
 - 10 x 40
 - 5-15 x 40
 - 2.5-16 x 42
 - 6-24 x 50
 - 3-12 x 44
 - 3.5 x 21 DMR
 - 4.5-30 x 50

Cabelas

- All

Leica

- All 50mm and below Objective Scopes

Leupold

- VX Lines of Scopes (with the exception of the 7-42 x 56)
- Competition
- Mark 4 MR/T, LR/T and ER/T 4.5-14 x 50

Meopta

- All

Nightforce

- SHV
- NXS 2.5-10 x 32/42, 3.5-15 x 50

Nikon

- All

Redfield

- All

Steiner

- GS3
- Military
- T5XI (with the exception of the 5-25 x 56)

Swarovski

- Z3
- Z5

Trijicon

- ACOG
- AccuPoint
- AccuPower

Vortex

- Viper Line
- Diamondback

- Crossfire
- Gen 1 Razor

- Conquest
- Terra

Zeiss



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Appendix 4: PRS Skills Stages

PRS Skills Stages are intended to serve several purposes. The first purpose is to provide a standardized way in which to deal with ties. If two shooters are tied for the same position, the sum of the two scores will be used to determine the winner. If the shooters have the same combined score, the shooter with the fastest combined time will receive the higher (better) placement.

The stages are also meant to serve as a training tool for shooters.

Stage 1 is meant to stress the skill of transitioning from target to target and rapidly engaging targets. It has an unlimited round count which allows the shooter to push the speed envelope without having to worry about being penalized for a miss.

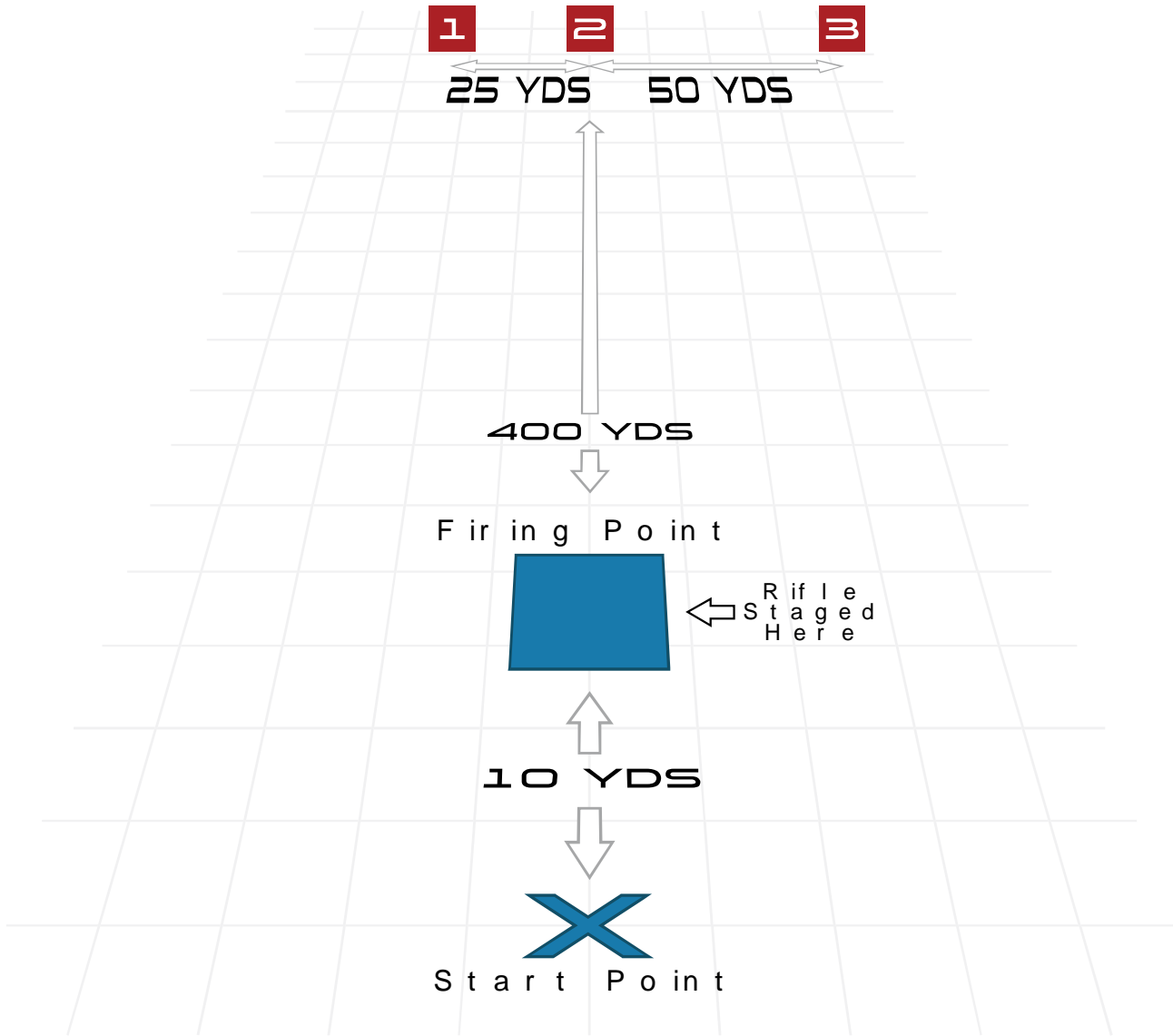
Stage 2 is meant to stress the skill of transitioning from position to position as well as shooting from alternate positions. Because there is a limit to the number of rounds that can be shot from each position, the shooter will need to take more time with each shot than was necessary on Stage 1.

Finally, the Skills Stages are meant to serve as a barometer for shooters. All the scores for the Skills Stages will be kept and posted on the PRS website. This will provide the shooters with solid metrics by which they can judge themselves against other shooters they would not have otherwise had an opportunity to compete against. It will also allow them to see how they stack-up against the best shooters in the world.

The following pages layout the PRS Skills Stages in detail.

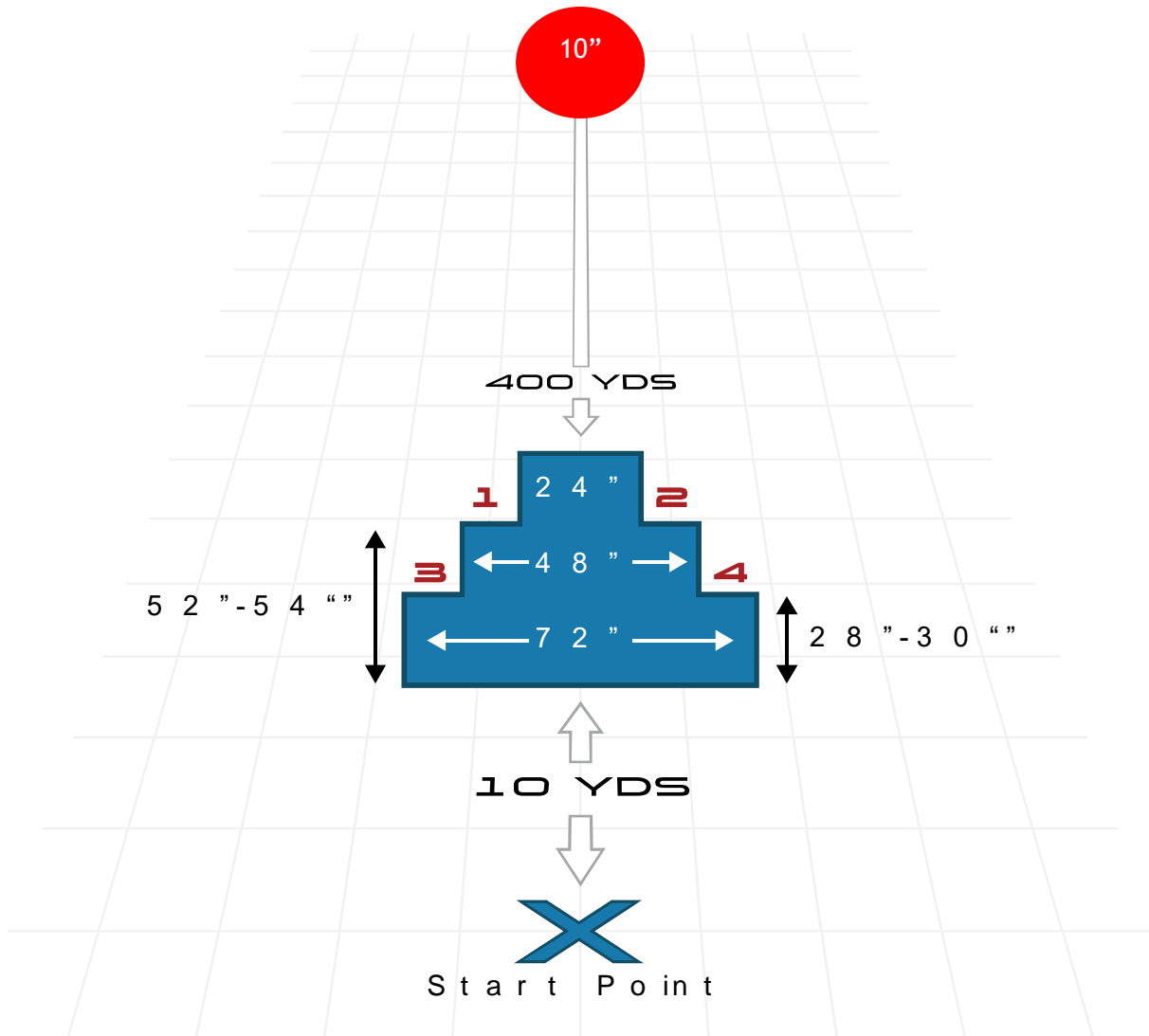
PRS Skills Stage 1

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

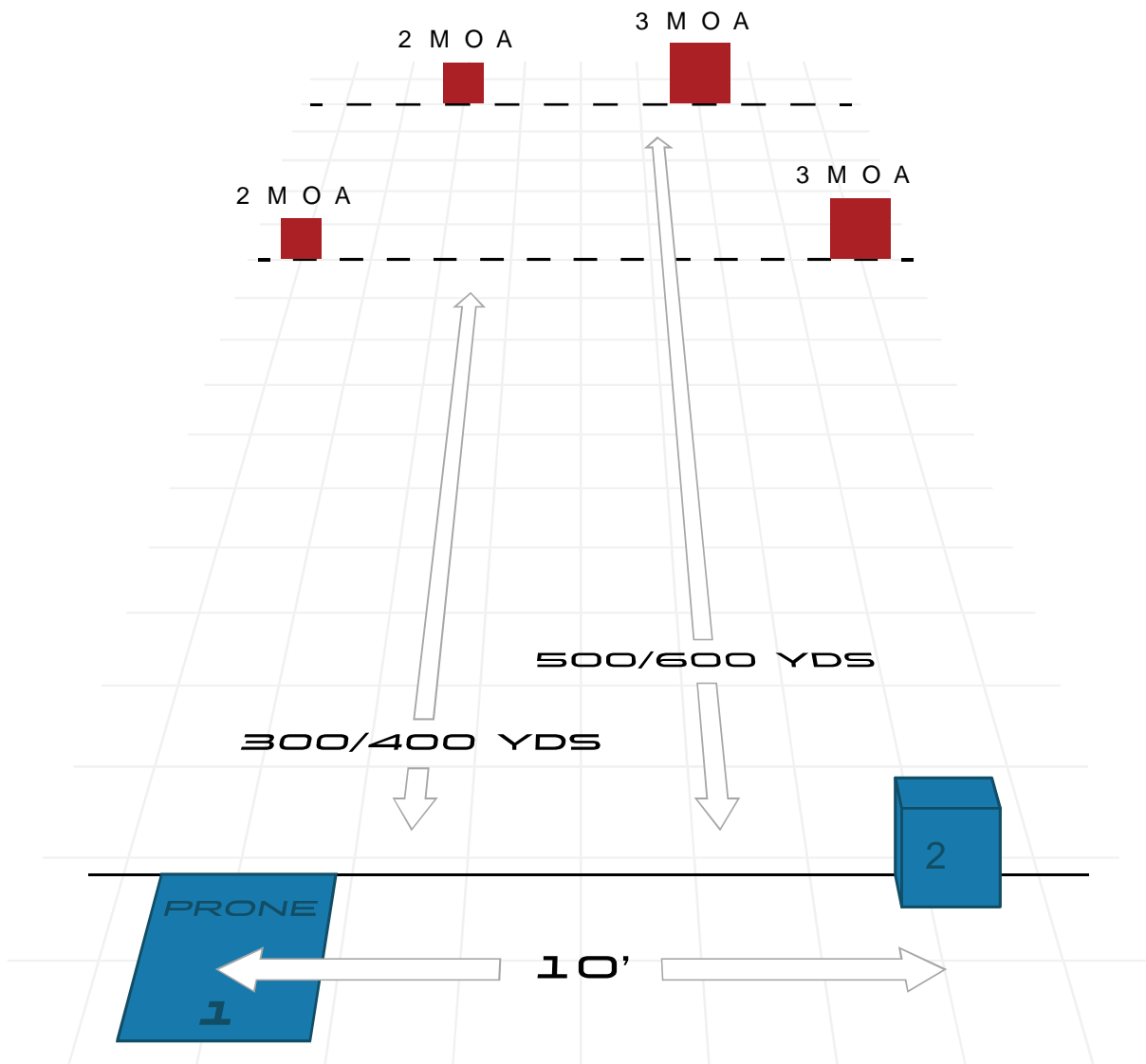
PRS Skills Stage 3 will consist of 2 targets at 300 or 400 yards (2MOA target left and 3MOA target right) and 2 targets at 500 yards or 600 yards (2MOA target left and 3MOA target right). Start position-rifle in hand, mag in, bolt back. (Target distances must be either 300 and 500 yards or 400 and 600 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 (18" tall x 6" wide) 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 400, 500, and 600 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 3 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

