



**PRS Poland RIMFIRE
Series MATCH 2
Matchbook**

Sponsors



Patronat Medialny



EVENT SHEDULE

SATURDAY

7:00 – 8:30 Shooters Registration & Rifle Zeroing (50m)

8:30 – 8:45 Shooter's Welcome

9:00 – 12:00 Shooting Competition

12:00 – 12:30 Lunch

12:30 – 15:30 Shooting Competition

15:30 **RANGES ARE COLD**

SUNDAY

9:00 – 12:00 Shooting Competition

12:00 – 12:30 Lunch

12:30 – 15:30 Shooting Competition

15:30 **RANGES ARE COLD**

15:30-16.30 End of Ardea TAC – PRS Poland Rimfire Series Match 3

GENERAL RULES APPLICABLE TO THE RANGE

- Competitors must start the run at the indicated starting position in front of the firing line, with the magazine attached, the bolt in the rear position, the safety flag in the chamber, face towards the targets. Unless otherwise stated in the course description.
- The starting position on the stage is "High Ready" - barrel pointing at 45 degrees above the line of targets, both hands must touch the rifle, unless otherwise stated in the stage description.
- The competitor in the starting position must keep the weapon pointed towards the target with the barrel at an angle of 45 degrees until the start of the run - referee's signal (unless otherwise stated in the stage description).
- All accessory equipment to be used during the run must be held in such a way that it does not touch the ground (unless otherwise stated in the stage description or starting conditions given by the RO).
- After the starting signal, the shooter moves to the line of fire (LOF), takes the required shooting position, and starts firing at the targets according to the description of the respective stage.
- No assistance may be given to competitors during the run. Failure to comply with this rule will result in a warning for the first offence or subsequent offences will be treated as unsportsmanlike conduct. The PRS Poland Series rules define the system of penalties foreseen for this infraction.
- Penalties given are recorded on the player's card and result in a deduction of 1 point on the stage.
- Competitions are held in the "Impact" or "Miss" format. Competitors are not allowed to reshoot the target unless otherwise stated in the stage description.
- Magazines are loaded with 10 rounds of ammunition. The number of magazines is arbitrary.
- All rifles must be chambered in .22 Long Rifle. A match DQ will result in any rifle that does not meet this qualification. 17 HMR, 22 Magnum, and rimfire cartridges are not allowed. Commercially available **standard velocity** .22LR ammunition only
- The props, elements of the stage, terrain may not be moved or altered in any way by the competitors.
- No piece of equipment (except binoculars/detectors/lunettes) may be used on the stage during the briefing or familiarization of the stand at the time designated by the RO.
- No equipment may be pre-positioned on the stage or barricades before the start of the run (unless otherwise stated in the course description).
- Distances to targets have been given based on laser rangefinder measurements from the line marking the "Line of Fire" - LOF; we suggest that these are confirmed by competitors using their own rangefinders at each stage, as distances may vary due to anticipated wind conditions or measurement error.
- The RO will indicate and describe the targets to be used on the course before the start of the run. If a competitor fires at wrong targets or fires at targets in a different order than required, such targets will be treated as "Miss" and no points will be scored for hitting them.
- Safety rules are described in the shooting range regulations, but special attention should be paid to the following additional rules:
 - The competitor, when entering and leaving the stand, keeps the weapon in the "High Ready" position **with the safety flag in the chamber**. The PRS Poland Series rules define the system of penalties foreseen for this offence.
 - During the COF, the safety angles are assumed to be **45 degrees in the left-right direction and 90 degrees up**. Unless otherwise stated in the course description. When shooting is complete and the rifle is secured, the athlete must adopt a "High Ready" position in order to exit the stance (muzzle up).
 - Under penalty of **stage disqualification**, the competitor may not leave the firing position with the weapon loaded and/or the magazine attached.

- Before leaving the shooting position, the competitor is obliged to show the status of the unloaded weapon to the RO.
- The competitor **may only load a bullet into the chamber when he/she can see the correct target in the scope**. Loss of contact with the weapon or loss of sight of the target will result in the **necessity to unload the weapon**, the PRS Poland Series Rules define a system of penalties foreseen for this offence. Manual operation of the weapon is carried out in the unloaded state or full visual control of the target (e.g. parallax correction).
- In the event of a weapon malfunction, the competitor may not leave the position with a round in the cartridge chamber.
- The failure of a weapon or ammunition is the responsibility of the competitor.
- **It is forbidden** to manipulate the rifle, to fold the rifle, to aim the rifle scope at targets. **Even if the gun is unloaded and the safety flag is in the chamber.**

LIVE SCORES, FOLLOW ON ULTIMATE BALLISTICS

<https://competitions.ultimateballistics.com/>



GUIDEANCES

MAINTAIN CONTROL OF THE RIFLE BARREL AT ALL TIMES. Rifles should be carried with a

barrel pointing up or down and a safety flag in the chamber. Rifles may be carried in their cases; however, removal of the rifle from the case is only permitted with the barrel pointing up or down and a safety flag in the chamber.

Magazines (even if empty) must be **REMOVED** from the rifle when moving or being outside the COF. When moving or handling your rifle, ensure that your barrel is not covering any part of your body or facing another person. Rifles may be put down in marked waiting areas during waiting times.

- The cascade warning system defined in the general PRS rules will be used in this respect even outside the firing positions. It shall apply:
 - A warning entered in the competitor's logbook.
 - Stage DQ – the result for the completed run will be reset to zero.
 - Match DQ.
- Flags and safety indicators **MUST** be correctly inserted when the competitor is not on the firing line. Flags must remain in the chamber until the RO instructs you about the possibility of removing it. The flag must be placed in the chamber at the end of shooting and **BEFORE** the competitor has left the firing line.

BE READY TO RUN. The SO / RO will make every effort to maintain the order of shooting but will also be busy completing runs on the STAGE. It is the competitor's responsibility to check the list of shooters and the order of shooting.

Note: If the competitor is not ready for the run according to the established order, you may lose the opportunity to complete the run. In such a case, the competitor will receive 0 points for the run on which he/she did not declare his/her presence or readiness for the shooting task. Competitors prepare during the runs of other competitors. Only the first competitor on the list is entitled to a 2-minute preparation time, during which he loads the magazines and configures the required equipment.

Competitors are expected to rotate the order of shooting in their line-up from STAGE to STAGE so that all competitors have an equal opportunity.

DO NOT TOUCH THE EQUIPMENT OR WEAPONS OF OTHER PLAYERS. No one may touch another competitor's rifle or accessories without their permission. If anyone is caught tampering with someone else's equipment, they will be disqualified from the competition and asked to leave the range immediately.

NO ADVICE TO SHOOTERS. We absolutely do not comment, advise, or assist competitors during the shooting. COF discussions between competitors may take place before or after shooting.

DO NOT INTERFERE WITH THE COURSE OR OBSTACLES. If you modify the stage by moving props, flattening plants, removing rocks, etc., you will receive a DQ on the specified STAGE and 0 points for the run.

DO NOT DISTRACT / ARGUE WITH SPOTTERS OR SHOOTERS. If you have a question about scoring, please contact the RO or Match Director.

DO NOT CLOSE THE BOLT UNTIL YOU ARE ON TARGET. All transitions during the COF must be made with the cartridge chamber open, the lock in the rear position or the rifle secured (safe position) for the Semi-Auto (Hot rifle) class. Failure to comply with this rule will result in warnings in accordance with the general PRS rules. The lock may only be closed when the shooter has his eye behind the scope - ready to fire. In case of non-compliance with this rule, the judge may order the weapon to be unloaded.

WITHOUT CHEATING OR WHINING. Violation of any of these rules may result in a 0 on a specific STAGE or removal from the competition. The final says on this matter rests with the Match Director.

LOADING THE AMMO: The amount of ammunition loaded in the magazines must not exceed the number of shots according to the STAGE description. In the case of the "Hit to move on" rule, magazines are loaded with 10 rounds each. The number of magazines is arbitrary. It is permitted to have "Match savers" strapped to the competitor's weapon or other equipment. Which are plugged on after the judge's command to load/prepare and must be unloaded after the run.

Stage Name: **SZPULE**

Stage No: **1**



TIME

120s



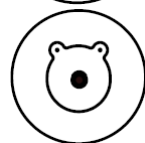
EQUIPEMENT

Not limited



ROUND COUNT

12

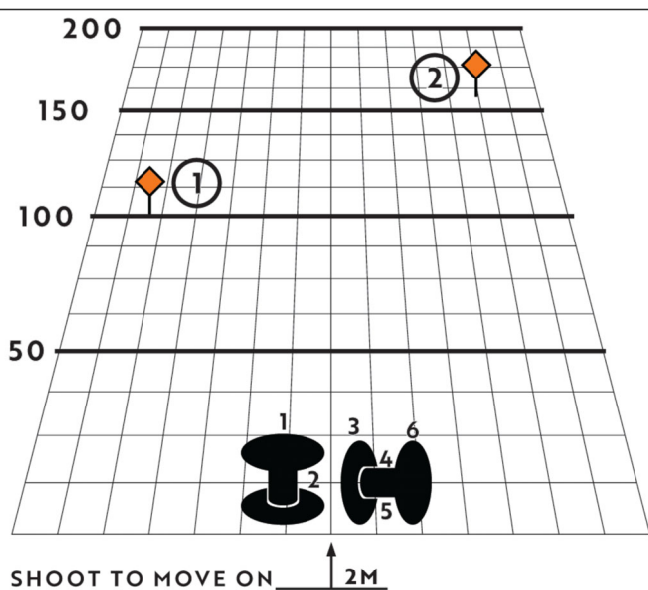


TARGETS

1 10 cm 120m

2 15 cm 170m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "High ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition

STAGE BRIEF

At the sound of the beep, the shooter proceeds to the LOF and begins firing at each target ones from the six available positions. The shooting sequence:

SP1: 1->2 | SP2: 1->2 | SP3: 1->2 | SP4: 1 → 2 | SP5: 1->2 | SP6: 1->2

Limitations: No gear limitations.

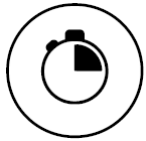
COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
1	120m	10 cm	0,8			
2	170m	15 cm	0.9			

Stage Name: **TIE BREAKER**

Stage

No: 2



TIME

90s



ROUND COUNT

10



EQUIPEMENT

Not limited

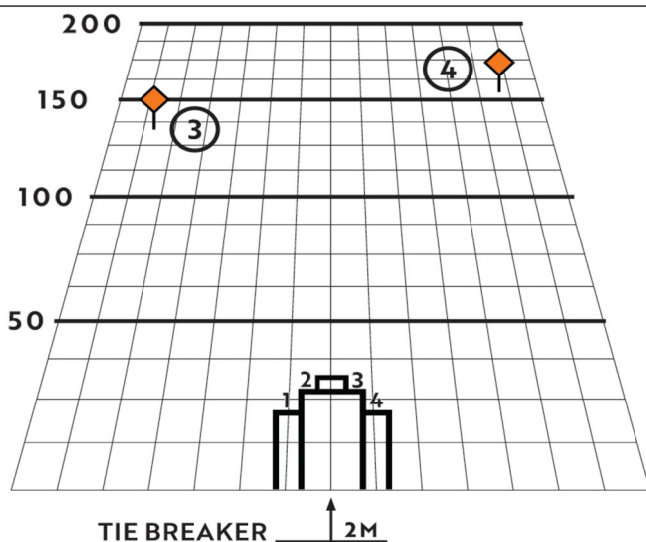


TARGETS

3 12 cm 150m

4 15cm 185m

STAGE VISUALISATION



Starting: sitting position on the chair

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

On hearing the beep, the shooter moves to the LOF, selects first position (no 1) and shoots at the targets in an appropriate sequence. Next, the shooter moves to the next position and repeats the sequence. The competitor fires at targets from all FIVE shooting positions, last one is chosen by competitor from last four before. Shooting sequence:

SP1: 3->4|SP2:3->4|SP3:3->4|SP4: 3 → 4|SP5: 3->4

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
3	150 m	12 cm	0,8			
4	185 m	15 cm	0,8			

Stage Name: **OPONY**

Stage No: **3**



TIME

120s



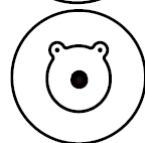
EQUIPEMENT

Not limited



ROUND COUNT

10

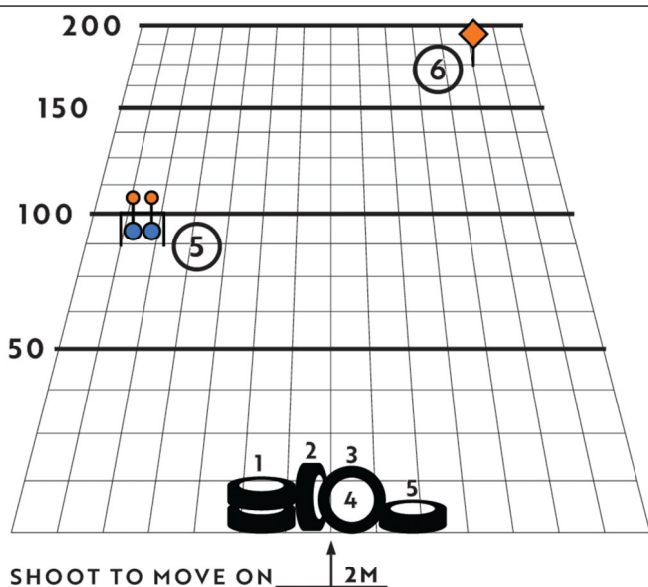


TARGETS

5 8 cm 100m

6 20 cm 195m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle “high ready” position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the five shooting positions with the following sequence:

SP1:5->6 | SP2:6->5 | SP3:5->6 | SP4:6->5 | SP5:5->6

Limitations: No limitations

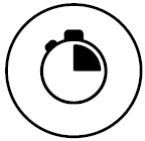
COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
5	100 m	8 cm	0.8			
6	195 m	20 cm	1.0			

Stage Name: *BECZKI*

Stage

No: 4



TIME

90s



ROUND COUNT

12



EQUIPEMENT

Not limited



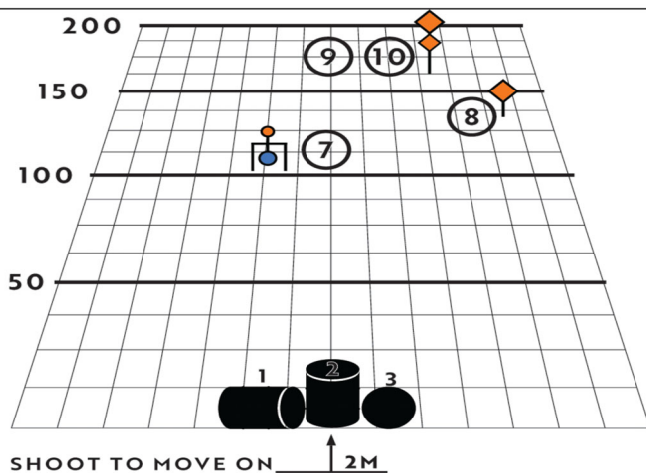
TARGETS

7 10,5 cm 120m

8 12 cm 150m

9/10 15/12 cm 200m

STAGE VISUALISATION



Starting: standing position 2 meters behind shooting position

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

On hearing the beep, the shooter moves to the LOF, selects first shooting positions and shoots at the targets in a provided sequence. Next, the shooter moves to the next position and shoot at targets. The competitor fires at targets from all three shooting positions. Shooting sequence:

SP1: 7->8->9->10 | SP2: 7->8->9->10 | SP3: 7->8->9->10

Limitations: no gear limitation

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
7	120 m	10,5 cm	0,85			
8	150 m	12 cm	0,8			
9	200 m	15 cm	0,75			
10	200 m	12 cm	0,6			

Stage Name: **DASZEK**

Stage No: **5**



TIME

120s



EQUIPEMENT

Not limited



ROUND COUNT

10

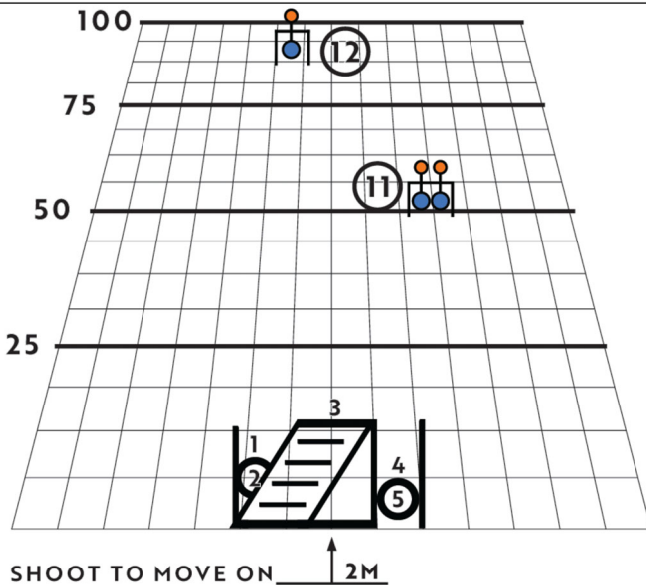


TARGETS

11 4 cm 60m

12 10,5cm 98m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

On hearing the beep, the shooter moves to the LOF and starts shooting from the nearest to the furthest target from the first position. From the shooter's position, targets are fired once. The shooter then moves to the next position and repeats the sequence. The shooter shoots at targets from all five shooting positions. Shooting sequence:

SP1: 11->12 | SP2: 11->12 | SP3: 11->12 | SP4: 11->12 | SP5: 11->12

Limitations: no gear limitation.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
11	60 m	4 cm	0,65			
12	98 m	10,5 cm	1.1			



TIME

120s



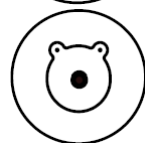
EQUIPEMENT

Not limited



ROUND COUNT

12

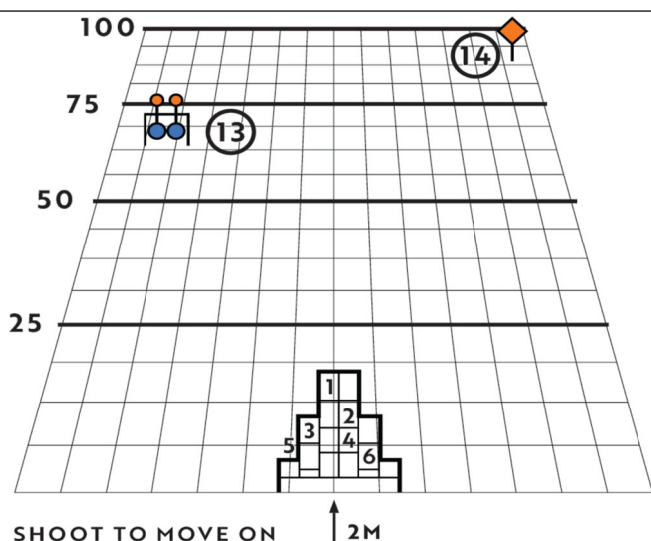


TARGETS

13 6 cm 73 m

14 10 cm 100 m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: standing

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

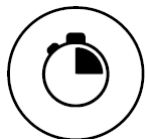
On hearing the beep, the shooter moves to the LOF and starts shooting from the nearest to the furthest target from the first position. From the shooter's position, targets are fired once. The shooter then moves to the next position and repeats the sequence. The shooter shoots at targets from all six shooting positions. Shooting sequence:

SP1: 13->14 | SP2: 14->13 | SP3: 13->14 | SP4: 14->13 | SP5: 13->14 | SP6: 14->13

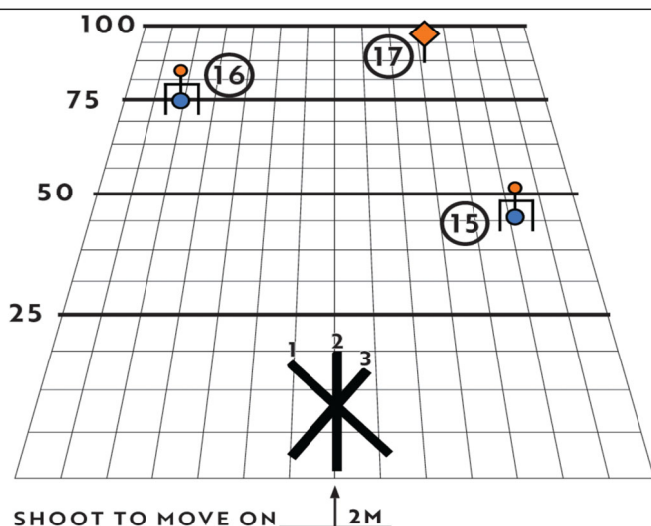
Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
13	73	6 cm	0,8			
14	100	10	1.0			

**TIME****90s****EQUIPEMENT****Not limited****ROUND COUNT****9****TARGETS****15** 4 cm 45m**16** 8 cm 78m**17** 10cm 95m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

On hearing the beep, the shooter moves to the LOF and start shooting at targets from first position with provided sequence. Next, shooter moves to the next positions and fire at the targets with provided sequence. Shooting sequence:

SP1: 15->16->17 | SP2: 15->16->17 | SP3: 15->16->17

Limitations: no gear limitation.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
15	45 m	4 cm	0,9			
16	78 m	8 cm	1.0			
17	95 m	10 cm	1.0			



TIME

120s



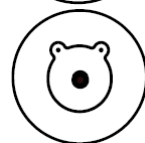
EQUIPEMENT

Not limited



ROUND COUNT

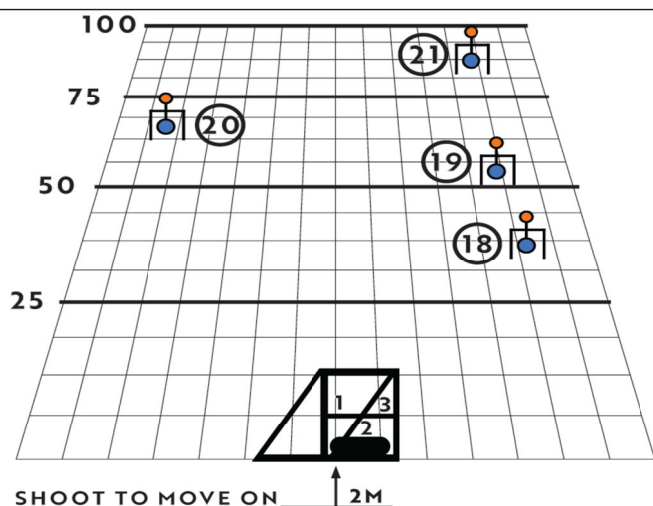
12



TARGETS

18	4 cm	40m
19	6 cm	58m
20	6 cm	70m
21	8 cm	90m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle “high ready” position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the three shooting positions with the following sequence:

SP1: 18->19->20->21 | SP2: 18->19->20->21 SP3: 18->19->20->21

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
18	40 m	4 cm	1			
19	58 m	6 cm	1			
20	70 m	6 cm	0.85			
21	90 m	8 cm	0.85			



TIME

120s



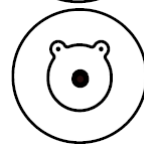
EQUIPEMENT

Not limited



ROUND COUNT

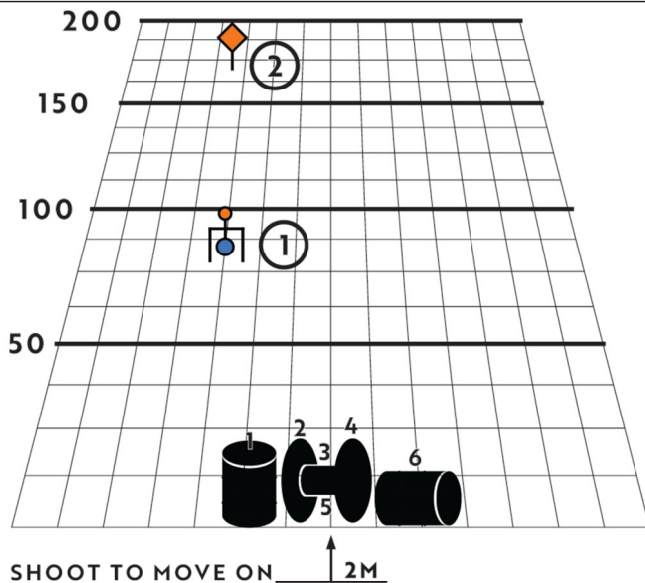
12



TARGETS

1	8 cm	85m
2	20 cm	190 m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the six shooting positions with the following sequence:

SP1: 1->2 | SP2: 2->1 | SP3: 1->2 | SP4: 2->1 | SP5: 1->2 | SP6: 2->1

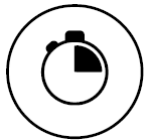
Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
1	85 m	8 cm	0,9			
2	190 m	20 cm	1.1			

Stage Name: DRABINA

Stage No: 10



TIME
120s



EQUIPEMENT
Not limited

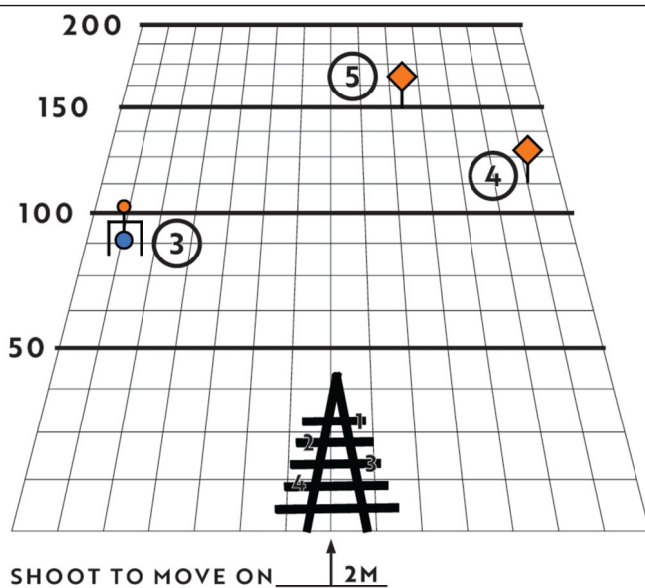


ROUND COUNT
15



TARGETS
3 8 cm 95m
4 12 cm 130m
5 15 cm 165m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the five shooting positions with the following sequence:

SP1: 3->4->5 | SP2: 3->4->5 | SP3: 3->4->5 | SP4: 3->4->5 | SP5: 3->4->5

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
3	95 m	8 cm	0.8			
4	130 m	12 cm	0.9			
5	165 m	15 cm	0.9			

Stage Name: **OKOP**

Stage No: 11



TIME

120s



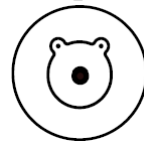
EQUIPEMENT

Not limited



ROUND COUNT

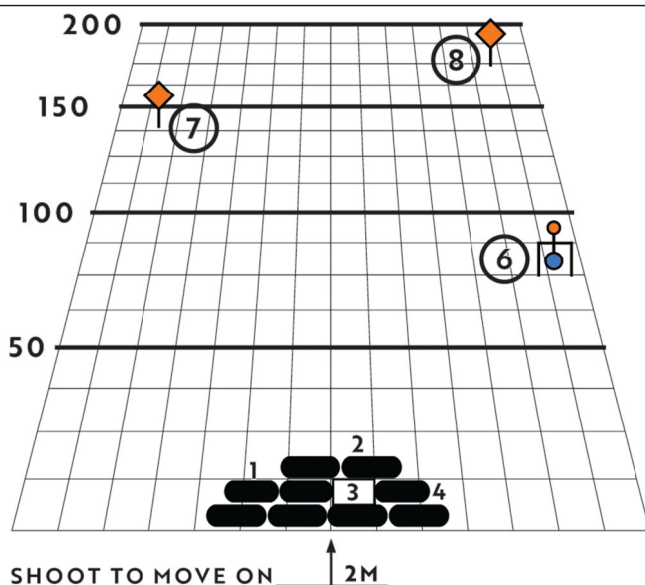
12



TARGETS

6	6 cm	80m
7	15 cm	155m
8	20 cm	195m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the four shooting positions with the following sequence:

SP1: 6->7->8 | SP2: 8->7->6 | SP3: 6->7->8 | SP4: 8->7->6

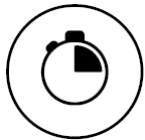
Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
6	80 m	6 cm	0,75			
7	155 m	15 cm	1			
8	195 m	20 cm	1			

Stage Name: **TRIPOD**

Stage No: 12



TIME

90s



EQUIPEMENT

Not limited



ROUND COUNT

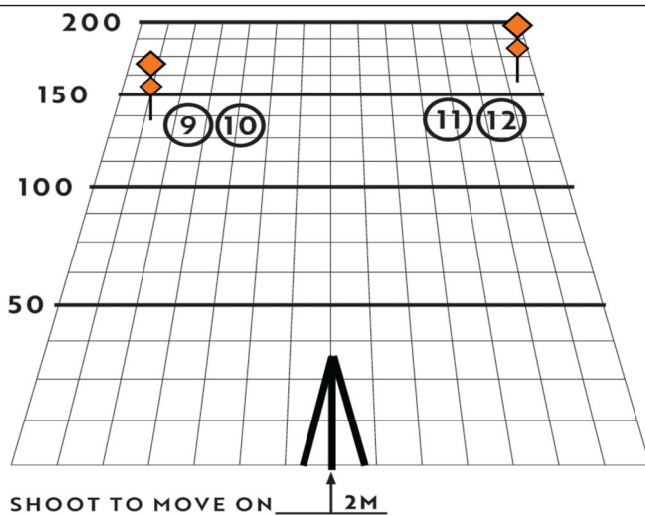
8



TARGETS

9	15 cm	160m
10	12 cm	160m
11	20 cm	198m
12	15 cm	198m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the two shooting positions (standing and sitting) with the following sequence:

SP1: 9->10->11->12 | SP2: 10->9->12->11

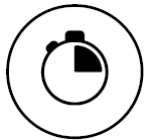
Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
9/10	160 m	15/12 cm	0.95/0.75			
11/12	198 m	20/15 cm	1 / 0.75			

Stage Name: **KYL**

Stage No: 13



TIME

120s



EQUIPEMENT

Not limited



ROUND COUNT

16

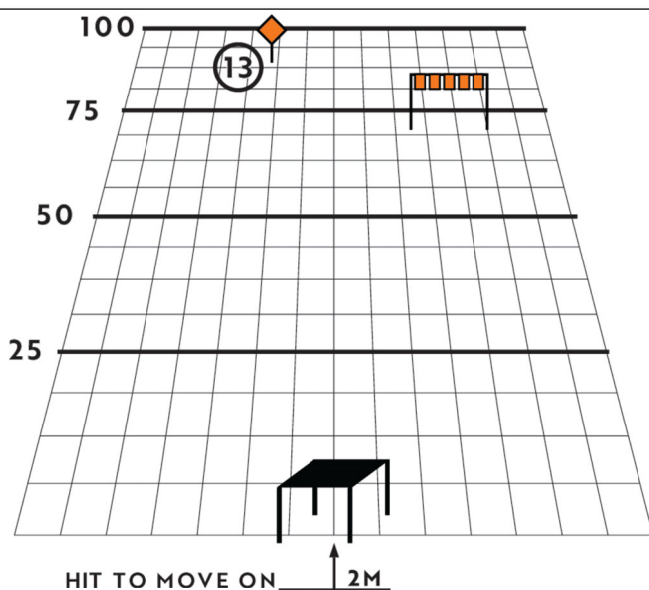


TARGETS

18 4 cm 40m

19 6 cm 58m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from shooting position on table with the following sequence:

SP1: 13→KYL->13→KYLfrom largest to smallest HIT TO MOVE

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
13	98 m	10 cm	1			
KYL	85 m	10/9/8/7/6/5 /4/3 cm	1.2-0,3			

Stage Name: **CHOINKA**

Stage No: **14**



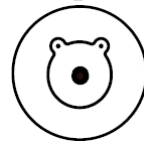
TIME
120s



ROUND COUNT
12

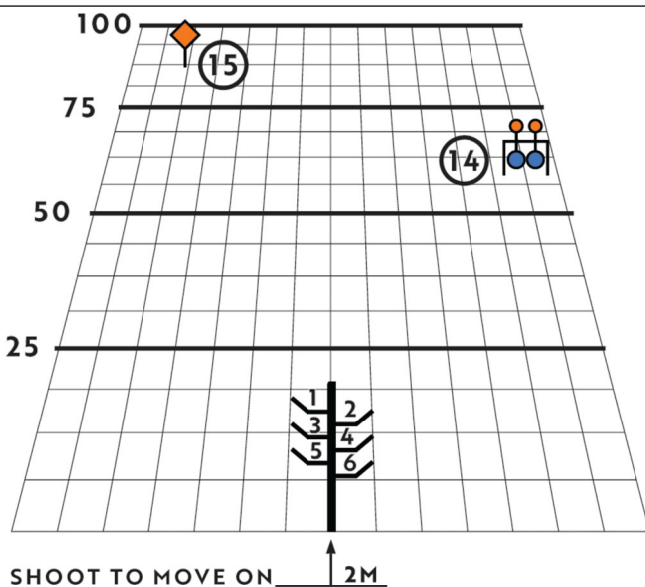


EQUIPEMENT
Not limited



TARGETS
14 6 cm 65m
15 10 cm 95m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the three shooting positions with the following sequence:

SP1: 14->15 | SP2: 14->15 | SP3: 14->15 | SP4: 14->15 | SP5: 14->15 | SP6: 14->15

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
14	65 m	6 cm	0,9			
15	95 m	10 cm	1.1			

Stage Name: **BARYKADA**

Stage

No: 15



TIME

90s



ROUND COUNT

10



EQUIPEMENT

Not limited

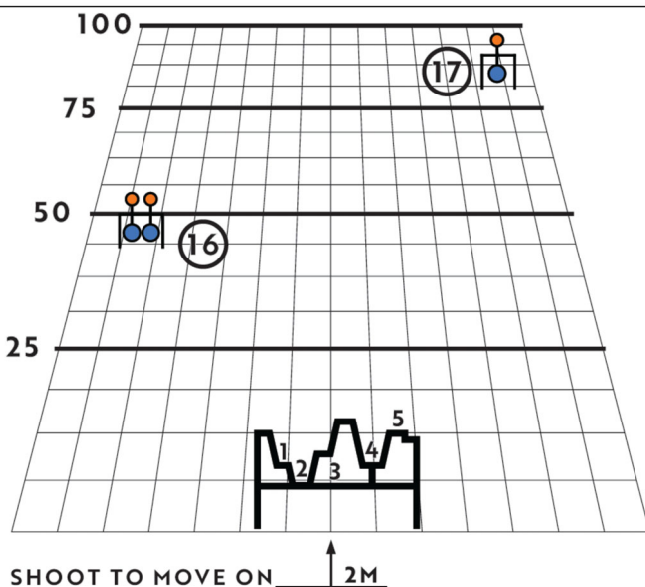


TARGETS

16 4 cm 50m

17 8 cm 89m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the five shooting positions with the following sequence:

SP1: 16->17|SP2: 16->17| SP3: 16->17|SP4:16->17|SP5:16->17

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
16	50 m	4 cm	0.8			
17	89 m	8 cm	0.9			

Stage Name: 5 POZYCJI

Stage No: 16



TIME

120s



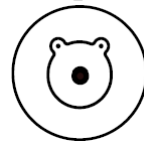
EQUIPEMENT

Not limited



ROUND COUNT

10

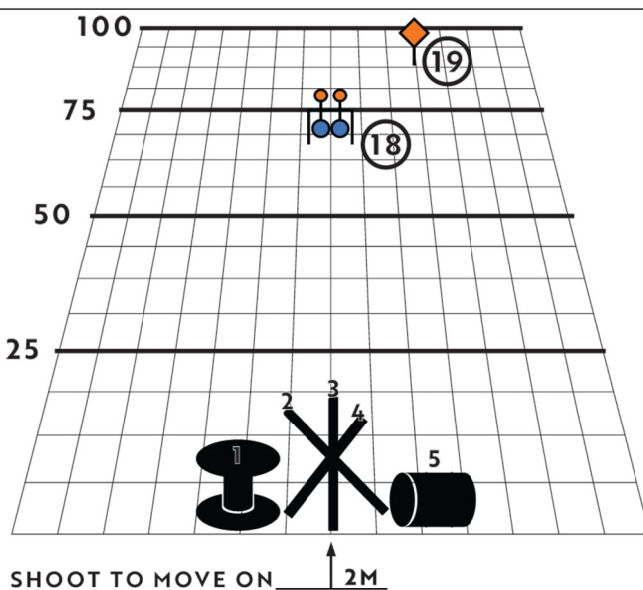


TARGETS

18 4 cm 75m

19 6 cm 100m

STAGE VISUALISATION



Starting: standing position, 2 meters behind shooting position. Rifle "high ready" position.

Gun condition: Condition 2: Mag inserted, bolt in the rear position, open chamber, magazine load max. 10 rounds.

Shooting position: any

Preparation time: 1 minute, during the preparation time the competitor loads the magazine and prepare him/her to the competition.

STAGE BRIEF

At the sound of an audible signal, the shooter walks up to the LOF and shoots ones at the targets from each of the three shooting positions with the following sequence:

SP1: 18->19 | SP2: 19->18 | SP3: 18->19 | SP4: 19->18 | SP5: 18->19

Limitations: No gear limitations.

COMPETITOR DATA

Target	Distance	Size	MILS	DROP	WIND1	WIND2
18	75 m	6 cm	0,8			
19	100 m	10 cm	1			

CLOSING PROVISIONS

The organizers have made every effort to ensure that the descriptions presented in this Matchbook reflect the course of fire as much as possible. However, due to prevailing atmospheric conditions, technical problems, or target failures, please consider the target size information as illustrative.

The organizers reserve the right to change the number of targets, the configuration of the stages and barricades used.

The distances to the targets were measured with a Laser Rangefinder from each LOF on the stage, however, slight differences may appear. It's strongly recommended that competitors measure distances on their own before starting the run.

Only the presented matchbook will be valid during the competition.

Shooter is responsible for Rifle zeroing and preparing it to the competition.

Rifle zeroing will be available on Saturday morning (7.00 to 8:30 a.m.) at 50m.

The technical conditions of the stages will be identical for each shooter and locations where match will be organized.

Any disputes and ambiguities shall be resolved by the Range Officers or the Match Director of the competition.

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