

2026 P.R.O. Series

March 1 2026



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MD reserves the right to adjust COF should there be adverse weather considerations

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Match Overview:

We are presenting this month collection of alternating positions and targets. Expect to have some fun, challenge and humility all mixed into one day with the aim of making all of us better shooters. ALL stages were designed by Rik Sharples. Please review the following information prior to attending the match to ensure that we all have a clear understanding of how to have a safe, and incident-free day. **We have added a new “Adaptive” division for new shooters. Same COF, but with bigger targets.**

Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to kill or destroy.
2. Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.
3. Keep your finger out of the trigger guard until you are ready to fire.
4. Know your target and what is beyond.
5. Always wear proper eye and ear protection and ensure others have the same before firing.
6. Never use alcohol or drugs while shooting.
7. Individual Range safety rules always supersede PRS Rimfire rules.

Penalties for Safety Infractions

The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

First offense flagging will result in a warning. Second offense will result in the removal of the offending shooter from the competition (Match DQ).

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

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The first offense of violating the degree rule will result in a stage DQ. Second offense will result in the removal of the offending shooter from the competition (Match DQ).

Any shooter that fails to maintain positive control of a firearm during a stage (loaded or unloaded) will receive a match DQ if the firearm breaks the degree rule.

If the failure of positive control does not result in a violation of the degree rule, the first offense will result in a stage DQ and the second offense in match DQ.

This safety rule does not prohibit the intentional grounding of a rifle during a stage where the match directors COF requires or allows it.

All AD/NDs will result in an immediate Match DQ.

Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being stopped, forced to clear their chamber and made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. A third offense will result in a removal of the offending shooter from the match.

Anyone can call a ceasefire at any time during the match if they see any unsafe behavior or notice an anomaly downrange (target down, wildlife on range, etc.).

Safety is our utmost concern, and we want everyone to leave the match happy and without injury!

If you have any issues with the safety rules as outlined in this COF, bring them up with the MD. The starting position for each stage is “all gear in hand, port arms”. This means that when it is your turn to shoot, you must have your bolt to the rear, magazine in and chamber flag removed such that the gun is ready to go hot once you have closed the bolt on the stage time.

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All gear in hand means that everything that you wish to use on that stage in terms of rifle support must be in your two hands. Anything that is obviously not a practical shooting tool (ie: support bag, bipod, tripod, etc.) will be considered gaming and you will receive at least a stage DQ.

Match Flow – In order to maintain a reasonable flow to the match, all shooters should be clearly aware of where they are in the shooting order and get ready when the shooter before begins their stage. Once they have cleared the stage, the next shooter should be standing at the ready line. Whomever is scorekeeping, please ensure that the upcoming shooters are announced with every rotation of shooters from the line.

We thank you immensely for your participation and support and are always looking for more folks to step up into roles of responsibility with running our league. MD's in training, equipment mgmt., statisticians (computer geek stuff) are all areas that need additional growth. Marketing / graphic design again would be appreciated.

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Stage #1 – Sideways Pyramid

Barricade / Prop	NRL 22 Pyramid – sideways to down range.
Round Count:	10
Bipod/Bag Allowed:	Yes – Bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	10pts
Par Time	120 Seconds (maximum)
Target Size / Shape	T1 2.0” @ 81 Yards (<i>Adaptive 2.5”</i>) T2 2.5” @ 106 Yards (<i>Adaptive 3.5”</i>)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on highest rung to safely reach

Shooter will engages T1, T2 with one shot each, then moves down 1 rung

Shooter will engages T1, T2 with one shot each, then moves down 1 rung

Shooter will engages T1, T2 with one shot each, then moves UP 1 rung

Shooter will engages T2, T1 with one shot each, then moves UP 1 rung

Shooter will engages T2, T1 with one shot each

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Stage #2 – TIMED – Barrel/Prone KYL

Barricade / Prop	55 Gallon Barrel / Shooting Mat
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod and bag only
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	10 pts
Par Time	120 Seconds (times)
Target Size / Shape	KYL @ 65 Yards
	Barrel 2.0", 1.75", 1.5", 1.25", 1.0"
	Prone 1.25", 1.0", .75", .50", .25"

TIMED STAGE – Tie Breaker

Enter elapsed time to 2 decimal points

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on top of barrel engages KYL large to small 5 shots, 2.0", 1.75", 1.50", 1.25", 1.0"

Shooter transitions to prone engages KYL 1.25", 1.0", .75", .50" .25"

One shot each, **TIMED STAGE**

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Stage #3 – Ladder / Sawhorse Switch

Barricade / Prop	Ladder and Sawhorse
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod/Tripod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	No
Possible Points	12 pts
Par Time	120 Seconds
Target Size / Shape	T1 1.0” @ 54 Yards (Adaptive 1.5”) T2 1.5” @ 61 Yards (Adaptive 2.0”) T3 2.0” @ 97 Yards (Adaptive 3.0”)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on any rung of ladder and engages T1, T2, T3 with one shot each.

Shooter transitions to top of sawhorse and engages T3, T2, T1 with one shot each.

Shooter transitions to different rung on ladder and engages T1, T2, T3 with one shot each.

Shooter transitions to top of sawhorse, and using Weak side, engages T1, T2, T3 with one shot each

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Stage #4 – Boats Ahoy

Barricade / Prop	Boat sideways to down range
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod and/or bag
Scoring	1 Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	T1 2.0” @ 88 Yards (Adaptive 3.0”) T2 2.5” @ 107 Yards (Adaptive 3.5”) T3 1.5” @ 64 Yards (Adaptive 2.0”)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position in middle of boat and engages T1, T2, then T3 with one shot each.

Shooter transitions to left side of boat engages T2, T3, T1 with one shot each.

Shooter transitions to right side of boat engages T3, T1, T2, then T3 with one shot each.

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Stage #5 – Rooftop

Barricade / Prop	Rooftop placed sideways to down range with 3 tires laying horizontally on rooftop
Round Count:	10
Bipod/Bag Allowed:	Yes – Bipod / Tripod and/or bag.
Scoring	1 Pts/Hit
Must Hit to Advance	NO
Possible Points	10pts
Par Time	120 Seconds
Target Size / Shape	T1: 2.0” @84 Yards (<i>Adaptive 2.5”</i>) T2: 2.0” @99 Yards (<i>Adaptive 2.5”</i>) T3: 3.0” @124 Yards (<i>Adaptive 4.0”</i>)

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command shooter builds position on middle tire and engages T1, T2, then T3 with one shot each

Shooter transitions to lower tire and engages T1, T2, then T3 with one shot each.

Shooter then transitions to upper tire and engages T1, T2, T1, T3 with one shot each.

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