



2024

**RULES &
STANDARD
OPERATING
PROCEDURES**

PRS STANDARDS AND PRINCIPLES

The 2024 Rules & Standard Operating Procedures apply to all PRS sanctioned events including but not limited to PRS National Two Day matches. Specific range rules may override PRS rules. In the instance of a clash, the range rules take priority.

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 an event.

PRS competitions are designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly.

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.

A high level of professionalism and sportsmanship is expected at each PRS event. All participants, to include Match Directors, Stage Officers, shooters, and spectators will be treated with the utmost respect at all times.

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.

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 authorised but encouraged, especially for new shooters.

SECTION 1. 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.

1.1 General Safety Rules

- 1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the firearm. Do not point any firearm at anything you do not wish to shoot. This is considered "flagging" and will not be tolerated.
- 1.1.2 Keep your finger outside the trigger guard until you are on target and 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 firearms are pointed in a safe direction at all times.
- 1.2.2 All participants will ensure all of their firearms are cleared with the magazine out at all times.
- 1.2.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilised at all

times and must be fully inserted into the chamber (not just the breach).

- 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 SO 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 firearm on "Safe". It is the shooter's and SO'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.
- 1.3.4 The 120 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction.
- 1.3.5 When appropriate, shooters must maintain positive control of a firearm

during a stage (loaded or unloaded).

Positive control is defined as maintaining at least one point of bodily contact with the rifle or a sling type attachment to the body of the shooter.

- 1.3.6 Negligent/Accidental Discharges (AD/ND's) are taken very seriously at any PRS event. An AD/ND is defined as any round unintentionally discharged from a firearm. A competitor who causes an accidental discharge must be stopped by a Stage Officer as soon as possible. An accidental discharge is defined as follows:

- 1.3.6.1 A shot, which travels over a designated backstop, a berm or in any other direction outside the range span, specified in the written stage briefing or match rules as determined by the match director.

Note that a competitor who legitimately fires a shot at the wrong target or with incorrect data, but remains within the established range span, will not be disqualified.

- 1.3.6.2 A shot which occurs while actually loading, reloading or unloading a firearm.
- 1.3.6.3 A shot which occurs during remedial action in the case of a malfunction.
- 1.3.6.4 A shot which occurs during movement/transition, except while actually shooting at targets.
- 1.3.6.5 A shot which occurs when the shooter is not under glass with an established sight picture.
- 1.3.6.6 A shot which occurs before the shooter intended to shoot, regardless if the shot remains in the range span, target berm or the target itself.
- 1.3.6.7 A shot which occurs during a cease fire period.

- 1.3.7 If an ND occurs whilst the shooter is on glass with an established sight picture and the impact of the bullet is in a safe area, the stage officer may apply a stage DQ instead of a match DQ, at their discretion. If this occurs a second time the shooter will be issued a match DQ.

- 1.3.8 If it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a disqualification may not be invoked (at MD's discretion), but the competitor's scores for that stage will be zero. The firearm must be immediately presented for inspection to the Match Director or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

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 First offense of violating the 120 degree rule will result in a stage DQ. Second offense will result in a removal of the offending shooter from the competition.
- 1.4.5 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 120 degree rule. If the failure of positive control does not result in a violation of the 120 degree rule, the first offense will result in a stage DQ and the second offense in match DQ.
- 1.4.6 All AD/NDs will result in an immediate Match DQ, unless 1.3.7 or 1.3.8 applies.
- 1.4.7 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. Third offense will result in a removal of the offending shooter from the competition.

SECTION 2. PRS DIVISIONS, CATEGORIES & CLASSIFICATIONS

The PRS has two Divisions. All shooters must declare the Division in which they will be competing when they register for the PRS. Shooters are permitted to move from Production to Open during a season, but may not move from Open to Production without seeking approval from the PRS Director. 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.

2.1 Open Division

- 2.1.1 Open Division rifles will not exceed a calibre of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (1% variation allowed 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 Production Division

The Production Division was designed for mainstream rifle manufacturers, and pits manufacturers products against each other on a level playing field.

Athletes are required to compete with the rifle as it comes from the factory, with little to no modification to the rifle system.

- 2.2.1 In 2024, the Production Division Rifles shall be a non-custom, standard stock rifle, manufactured/assembled by a single mainstream manufacturer, in a configuration as available by that manufacturer at the time of production.

The action, chassis/stock and trigger must be manufactured by, or be proprietary to that manufacturer, or be a generic part.

- 2.2.2 Optics: There are no restrictions on optics in any PRS divisions
- 2.2.3 Accessories: The barrel may be re-crowned and / or threaded. A muzzle brake or barrel tuner may be fitted. Weights can be added to the rifle.
- 2.2.4 Ammunition: No Restrictions. Any and all types of factory ammunition or hand loaded ammo is allowed.
- 2.2.5 Production Division Rifles will not exceed a calibre of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (1% variation allowed for environmental factors and equipment discrepancies).
- 2.2.6 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.

2.2.8 Enforcement: The PRS WILL NOT

maintain a list of authorised rifles or optics due to the dynamics of the ever changing cycle of revised models, new products, and upgrades being released by manufactures. Match Directors are responsible for addressing and enforcing the Production Division regulation matters if and when they arise on a case by case basis. Where an item has been confirmed to comply in Production, that will only apply for the given season it was confirmed.

2.2.9 COF: Production Division shooters will shoot the same COF as Open Division.

2.2.10 Production Division Exceptions:

2.2.10.1 If your production rifle came standard without a detachable magazine, you may have a detachable magazine kit installed. If your 10 round magazines are not readily available for your detachable magazine kit, you may replace it for a more common style. You may not replace the stock.

2.2.10.2 If your barrel needs to be replaced, The barrel may be replaced, as long as the replacement barrel is the same profile, caliber and length as available in that model from the manufacturer.

2.2.10.3 You may safely tune your original trigger but replacement triggers are not allowed.

2.2.10.2 Alterations: The action may be bedded to the chassis or stock; however, the chassis or stock may not be altered for better fit.

2.3 Tactical Division

2.3.1 Tactical Division rifles are restricted to .308 Winchester and 5.56 NATO/.223 Remington calibers only.

2.3.2 5.56 NATO/.223 Remington has a bullet weight cap of 77 grains and muzzle velocity cannot exceed 3,000 fps (+/- 30 fps for environmental factors and equipment discrepancies).

2.3.3 7.62 NATO/.308 Winchester has a bullet weight cap of 179 grains and muzzle velocity cannot exceed 2,800 fps (+/- 28 fps for environmental factors and equipment discrepancies).

2.3.4 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.

2.3.5 Tactical Division shooters will shoot the exact same COF as Open Division

Categories

Categories are series long competitions with each category being recognised at both Individual matches and Finale.

2.4 Ladies Category

2.4.1 All female shooters are eligible to shoot in the Ladies Category in addition to their PRS Division. Gender as listed on a government issued ID, "Female" being the only accepted gender for this category.

2.5 Seniors Category

- 2.5.1 Anyone over the age of 50 at the start of the season is eligible to shoot in the Seniors Category in addition to their PRS Division. Age verified by birthdate on a government issued ID.

2.6 Junior Category

- 2.6.1 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. Age verified by birth date on a government issued ID.

2.7 Military/Law Enforcement Category

- 2.7.1 Any shooter who is a full time Active Duty Service Member or Full Time LEO is eligible to shoot in the Mil/LE Class in addition to their PRS Division. Contractor type employment for both MIL/LE will not qualify a shooter in the category.
- 2.7.2 Any Shooter who is eligible to shoot in the MIL/LE category at any point in the current season is eligible to compete in the category for the duration of the season. This is the Calendar year for the respective season. (January 1st to December 31st)

2.8 Classifications

In order for shooters to be able to compete with their peers, PRS Series competitors are divided into classifications based upon their skill level and performance. Classifications will be treated as a subset of the Divisions. The reason for the classification system is to have the ability to rank competitors and allow shooters to have true peer-to-peer recognition. This allows for goal setting and realistic achievement of attainable goals within the sport.

- 2.8.1 The classification system is a yearly performance-based system in which shooters are classed for the current season based on their year prior season series score, prior to the Finale. At the end of each season, shooters classes will be recalculated according to the classification bracket percentages based on their end of season pre-finale series score. The shooter will retain this classification for the entire next season and compete within this classification at the Finale (if qualified).

- 2.8.2 PRS competitors can achieve a classification of either Pro, Semi-Pro, or Marksman. Each class consists of a percentage of the total number of affiliated shooters, based on the end of season standings, prior to the finale.

Pro shooters, for example, will be classified as the top 20% of competitors according to the standings after the last Standard match of the season. Competitors within the top 45 -79.9% of shooters, based on these standings will be classified as Semi-Pro and so on.

- 2.8.3 Pro Series Classification Bracket Percentages:
Professional – First 20%
Semi-Professional – Next 35%
Marksman – Remaining shooters (approx. 45%)

- 2.8.4 Percentages are broken down from the total number of shooters, based on yearly standings.

- 2.8.5 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.
- 2.8.6 Top shooters within each classification will be afforded the opportunity to attend the PRS Finale, fostering growth and encouraging participation at all levels.
- 2.8.7 Shooters with no previous year end of season series score will be titled “unclassified” (UNC) for the current season. These “unclassified” shooters will receive a classification prior to finale based on the current season series scores and may be eligible for entry into the finale.
- 2.8.8 Shooters who qualify in Pro and Semi-Pro are not eligible to shoot in Production.
- 2.8.9 **Special Classification Adjustments**
The following classification rules exist outside of the Classification Brackets, and the most appropriate classification will apply based on where the shooter would have finished, without impact any other shooter’s classification.
- 2.8.9.1 If a shooter misses a season, they will retain their previous classification for the next season. If they have missed 2 consecutive seasons, they will revert to unclassified.
- 2.8.9.2 If a shooter has shot enough matches to warrant a classification on either of the 2 prior seasons, but didn’t receive a classification for any reason, they will be assigned their appropriate classification when they sign up, or renew their membership.

2.9 Minimum Requirements

- 2.9.1 To recognise each Division and Classification at every match. There must be 3 or more Registered Members for that Division or Classification in the SERIES.

SECTION 3. 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 and must have a full understanding of the official PRS Rules.
- 3.1.2 MD's must provide a Match Book which accurately describes each COF.
- 3.1.3 MD's must use the approved scoring system of one 'Impact' for one point.
- 3.1.4 MD's will ensure targets are in good working order. Any target past 500m must be reactive and should have two spotters observing the target if possible. Additionally, any target past 750m must have a supplemental hit indicator such as a flash or a camera system.
- 3.1.5 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.
- 3.1.6 MD's must be PRS members.
- 3.1.7 MD's will provide stage arbitration periods to settle any scoring disputes. If an issue arises after the squad leaves the stage, it will not be entertained.
- 3.1.8 The MD is the ultimate authority of Match Rules, Safety, and Enforcement. Any and all violations, penalties and enforcement should be dealt with thoroughly and in an expeditious manner. MD's may use of statements from SO's, shooters, and spectators. Once the stage/match arbitration period has ended, the rulings made by the MD are final.
- 3.1.9 All MD's are required to submit correct

and completed scores to PRS Australia within 24 hours of the end of the event.

- 3.1.10 MD's are completely responsible for SO conduct, recruitment and management. MD's have 2 options in Stage Officer execution for PRS matches as outlined below.

3.1.11 SO Option 1

- 3.1.11.1 Assign Lead SO's that must remain on their stage for the duration of the match and are the only person authorized to call impacts.
- 3.1.11.2 Non-competing score Keepers/timers and Stage Safety Officers are also assigned by the MD and must remain on their stage.
- 3.1.11.3 MD's may use additional spotting SO's to assist the Lead SO in spotting impacts but they must not be competitors.

3.1.12 SO Option 2

- 3.1.12.1 Assign Lead SO's that must remain on their stage for the duration of the match.
- 3.1.12.2 Score Keepers/timers and Stage Safety Officers may be competitors within that squad, but do not have the authority to rule procedurally under any circumstances.
- 3.1.12.3 Competitors may be used as additional spotting SO's to assist the Lead SO in spotting impacts
- 3.1.12.4 Competitors are encouraged to assist the Lead SO under this option and additional validation of spotting is permissible by members of the squad. Anyone found cheating for another shooter by the SO/MD will receive an immediate one-year suspension from the PRS.

3.2 Lead Stage Officer's Responsibilities

- 3.2.1 Lead SO'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 Lead SO's must have a full understanding of the official PRS Rules.
- 3.2.3 Lead SO's must ensure the rules are the exact same for each shooter.
- 3.2.4 Lead SO's will provide a Stage Brief 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. Lead SO'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 Lead SO's will provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute unless the stage is to be a "blind" stage. It is up to the SO/MD as to whether inspecting a firing position is permitted during the walk through.
- 3.2.6 SO's will use the following verbiage to start each shooter:
- SO - "Shooter do you understand the course of fire?"
- Shooter must verbally reply with "Yes or No"
- If there are no questions then;
- SO - "Load and make ready."
- SO - "Shooter ready?"
- Shooter must verbally signal "Yes"
- SO - "Standby"
- Within the next 1-3 seconds the SO will start the shooter with the beep of a reliable shot-timer or a verbal "Engage".
- 3.2.7 If at any point during the COF the SO/RO observes an unsafe act, he or she must call a cease-fire.
- 3.2.8 It is up to the Lead SO/MD's discretion as to how procedural faults will be handled but must be the same for every shooter.
- 3.2.9 Only Lead SO's or designated Spotting SO's will call impacts during a COF and 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 SO.
- 3.2.10 SO's are not permitted to signify in any way to a shooter where their rounds are impacting during the COF. MD's may establish exceptions for safety reasons – wrong targets, lack of back stops etc. Only SO's, not fellow shooters may make the approved corrections for safety reasons. Any shooter providing assistance will receive a stage DQ. Assisting shooters after they have finished shooting is encouraged and permissible.
- 3.2.11 For all timed courses of fire, the SO 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 SO's must show and brief each shooter their score for the stage prior to the squad departing the stage. When using Practiscore (or any other approved electronic scoring system), the shooters can be verbally briefed and/or hit the

“approve” button after each shooter completes a stage. But this doesn’t fulfill the SO’s responsibility to review the scores after the squad is complete. After the shooter leaves the stage, 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 ammunition. A firearm deemed to be unsafe can be grounds for removal from the match. Shooters may retire a firearm and use a different one, but a retired rifle may not be reinstated for the remainder of the match.
- 3.3.3 Shooters are solely responsible for their score. This applies to asking the SO 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 review/accept their score or remain at the stage for the SO to review the squad’s scores brief, they will not be permitted to petition the MD for a score.
- 3.3.4 Shooters may only speak to the lead SO of the stage or MD for any dispute. Other individuals may not intervene on the shooter’s behalf. If they do they may be issued a Stage Disqualification.

3.4 Match Scoring in all PRS Matches

- 3.4.1 PRS Match scoring shall follow the standard of one impact on a target will be worth one point.

- 3.4.2 Half points, double points, or increased values for increased difficulty is prohibited.
- 3.4.3 Bonus points will not be authorized, as it can lead to competitive disparity and not reward the most consistent shooters.
- 3.4.4 Know Your Limits/Test Your Limits Stages are not exempted from this rule. The total number of points available on a KYL/TYL stage cannot exceed the total number of targets.
- 3.4.5 Point deductions are unauthorized during PRS matches as it can lead to competitive disparity and not reward the most consistent shooters. No COF/stage points scoring method will be implemented where a shooter can be deducted a point(s). This includes no shoot stages, incorrect target engagements and KYL/TYLs.

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 Match Director. 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 after the stage begins (stage begins when time has been started), nor permitted due to variations or irregularities in RO commands. Shooters who are granted a reshoot must reshoot the stage in the same manner with the exact same equipment.
- 3.5.2 With MD approval, 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 SO. The SO 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 a Reshoot.

3.5.5 Once a shooter reshoots a stage, they MUST take the reshoot score.

3.6 Hang Fires

3.6.1 If a competitor encounters a hang fire, the stage officer will note the time of the last recorded shot. After the 30-second wait, the shooter returns to the previous position with bolt back and magazine inserted. The shooter is then restarted from that position, with the exact same amount of time left on the timer.

3.6.2 In the event of a hangfire occurring. The shooter may load one extra round into their magazine but must not alter their gear from the initial run.

3.6.3 Note: A full reshoot may be granted but ONLY at the match director's discretion IF there is a technical issue or malfunction of the shot timer, where the last shot was NOT captured.

3.6.4 Definition: A "Hang Fire" is defined as the gun failing to discharge on a closed bolt, regardless of cause.

3.7 Tie Breakers

3.7.1 Every PRS Two Day Competition will have at least one PRS Skills Stage that will be run the same way at all matches. The best scores/times of the stage(s) 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 same match placement.

3.7.2 PRS Skills Stage detailed descriptions are located in Appendix A-3.

3.7.3 If match directors cannot in good faith execute a PRS Skill stage to standard as outlined in Appendix A-3, they will brief the PRS director no later than one week prior to the match date a modified skill stage/tie breaker to take its place.

SECTION 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, 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 behaviour.
- 4.1.3 Penalties for unsportsmanlike infractions are 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 deliberately 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 that the shooter assisted by designing, practicing or proofing/dry firing, exceeding the velocity or calibre 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 Shooters are not authorised to switch rifles during a match in order to gain an advantage. Any rifle substitution during a match must be approved by the MD and related to equipment failure only. The replacement rifle must be of similar ballistic capability as determined by the MD and must be the same type of firearm.
- 4.2.4 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.

4.3 Social Media

- 4.3.1 Social Media plays a critical part of the success and growth of the PRS well as attracting and retaining sponsors.
- 4.3.2 The PRS reserves the the right to monitor related social media sites and delete inappropriate content as we see fit. We have a Zero Tolerance Policy regarding dishonourable content such as racial, ethnic, sexual, religious, and physical disability slurs. Violations will be handled on a case by case basis by the PRS Director and can result in but are not limited to removal from social media channels, or a suspension from the series.
- 4.3.3 The PRS strives to create a positive and inclusive organisation that is dedicated to helping new shooters reach their highest potential. In furtherance of this goal, the PRS aspires to engage members of the shooting community in positive, honest, transparent, and knowledgeable dialogue about the PRS through social media. The PRS views social media as an important tool for communicating its successes and opportunities for shooters and the community. The PRS also views social media as a platform for receiving constructive feedback from the community and for discussing the PRS's challenges and opportunities for improvement in a positive and constructive way.

4.3.4 Guidelines

All PRS Members should abide by the following guidelines when using social media:

Be positive and respectful, and always take the high road. When disagreeing with others' opinions, remain appropriate and polite. If you find yourself in a situation online that is becoming antagonistic, seek out your PRS Team members for advice on how to disengage from the dialogue in a polite and respectful manner that reflects well on you as a PRS Member and the PRS as an organisation.

SECTION 5. PRS SCORING

5.1 PRS Scoring

- 5.1.1 PRS Points for the season standings are attained by shooting in PRS Series matches.
- 5.1.2 Those shooters wishing to have their score tracked must become PRS members.
- 5.1.3 Membership retroactive grace period to count past matches for current season points is 7 days.
- 5.1.4 The PRS points system is based on a performance system where the first place shooter in each Division (Open and Production) receives 100 points and all other shooter's scores from each Division are determined by dividing their score by the winner's score and multiplying that number by 100.
- 5.1.5 PRS points for the field are 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
- 5.1.6 Total PRS points for the season will be the sum of the shooter's Three best match scores.
- 5.1.7 To qualify for the PRS Finale, a shooter must have Three PRS match scores.
- 5.1.8 The Finale will count for 40% of the overall score in all Series and Divisions. (200pts).

5.2 PRS Match Criteria

- 5.2.1 PRS matches must be two day events.
- 5.2.2 PRS matches must have a minimum of 16 stages.
- 5.2.3 PRS matches must have a round count between 165 and 180..
- 5.2.4 PRS matches must have a minimum of 40 registered shooters two weeks prior to the match (but may be waived by the PRS director to encourage the grow of the sport).

5.3 The PRS Finale

The top shooters in each Division and Category will receive an invite to the PRS Finale. Invites will only be given to PRS members.

- 5.3.1 Open Div: The top 40 Open Div shooters after the final regular season match of the season will receive a slot to the Finale.
- 5.3.2 Tactical Div: The top 5 Tactical Division shooters with qualified season total scores after the final regular season match of the season will receive a slot to the Finale.
- 5.3.3 Production Div: The top 5 Production Division shooters with qualified season total score after the final regular season match of the season will receive a slot to the Finale.

- 5.3.4 Ladies, Sr, Jr, MIL/LEO: The top 3 shooters in each of the PRS Categories will also receive an invitation to the Finale. If they have already qualified for the Finale based any other qualifying system, that slot will not transfer to the next shooter in that category.
- 5.3.5 Semi-Pro, Marksman Classification Shooters: The top 10 shooters in Semi-Pro and Top 5 in Marksman will also receive an invitation to the Finale. If they have already qualified for the Finale based any other qualifying system, that slot will transfer to the next shooter in that category.
- 5.3.6 The Finale will count for 40% of the overall score in all Series and Divisions. (200pts).

5.4 The PRS USA Finale

- 5.4.1 The top 3 shooters on the PRS Leader board at the qualification date for the season will receive invitations to the PRS USA Finale. Their entry fee for the match will be covered by PRS Australia.
- 5.4.2 In the event of a tie, the shooter with the most match wins, of their 3 qualifying scores will be awarded the invitation. If the shooters are still tied, the shooter with the largest combined winning margin will be awarded the invitation.
- 5.4.3 Qualification date for the 2024 season is 21st August 2024.

SECTION 6. PRS RULES UPDATE PROCEDURES

The following chapter will cover processes for rules updates for the PRS. Rules will be updated each year to maintain relevant procedures to promote the competitive growth and achievement of the sport. Mid-year changes will only be considered in extreme cases.

6.1 PRS Rules Submission Process

- 6.1.1 Shooters should work with the PRS team and local match directors who will submit recommendations to the PRS director(s).

APPENDIX I: PRS SAFETY BRIEF

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

General Safety Rules

- Keep muzzles pointed in a safe direction at all times regardless of the status of the firearm. Do not point any firearm at anything you do not wish to shoot. 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 firearms are pointed in a safe direction at all times.
- All participants will ensure all of their firearms are cleared with the magazine out at all times.
- Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.
- Rifle Staging: Match Directors are encouraged to designate locations near each stage where shooters can safely stage their rifles. The location should be marked with two flags or property markers 15 to 30 feet apart oriented in a direction or manner whereas rifles will all be safely pointed in the same direction. When made available, shooters shall stage rifles in this

designated area.

- 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 SO 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 firearm on “Safe”. It is the shooter’s and SO’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.
- The 120 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction.
- Shooters must maintain positive control of a firearm at all times
- 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 firearms manipulation; or a round intentionally

discharged during a cease fire period.

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 120 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.
- 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 120 degree rule. If the failure of positive control does not result in a violation of the 120 degree rule, the first offense will result in a stage DQ and the second offense in match DQ.
- A AD/ND will result in an immediate Match DQ, exception in specific circumstances.

APPENDIX II: 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 firearm 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 80-90% of the total available points. Matches in which the winner attains less than 70% 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. A reference to shooting order must be in the match book.

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 SO'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. The use of a digital scoring system on digital devices will be strongly encouraged. All scores must be sent to PRS AU by the MD within 24 hours of match completion so they can be posted to the PRS website in a timely manner.

APPENDIX III: PRS SKILLS STAGE

PRS Skills Stages are intended to serve multiple purposes. The first purpose is to provide a standardized way in which to deal with ties. If two shooters are tied with the same score, the winner will be the shooter with the best score for the tiebreaker skills stage, and then the fastest time on the tiebreaker skills stage.

The stages are also meant to serve as a training tool for shooters. A standard PRS barricade can be found at any venue, and shooters should be able to practice the variations of the skills demonstrated here.

The following pages lay out the PRS Skills Stage in detail.

Recording Skill Stage Times

When recording a Skills Stage time for a competitor. The time recorded is the time of the last shot taken within the specified par time. Even if the shooter times out of the stage, the last shot within par time is still recorded.

For example; if the par time is 90.00 seconds. A shooter hasn't missed up until this point. His 7th shot is taken at 88.07 and then times out at 90.00 seconds. The score and time recorded is 7/10 impacts with a time of 88.07 seconds

This allows for a tiebreak situation to occur. Even if both shooters in question have timed out on the skills stage, with the same total impacts. The faster shooter to achieve that score can be identified.

PRS Skills Stage – PRS Barricade

Option 1 - Big-Small - Time 105 Seconds

Targets - 8" (200mm) circle and 6" (150mm) circle at 365m spaced less than 2m from one another.

Course of Fire - Starting 2m behind the barricade at port arms with the magazine in and bolt back, at the sound of the start command (or beep) the shooter will engage the targets with 1 round each (big then small) from the four available positions then repeat one of the first 3 positions for a total of 5 positions.

Option 2 - Near-Far - Time 105 Seconds

Targets - 8" (200mm) circle at 365m and 8" (200mm) circle at 457m. Each target will be less than 100 yards right-left of each other.

Course of Fire - Starting 2m behind the barricade at port arms with the magazine in and bolt back, at the sound of the start command (or beep) the shooter will engage the targets with 1 round each

(near then far) from the four available positions then repeat one of the first 3 positions for a total of 5 positions.

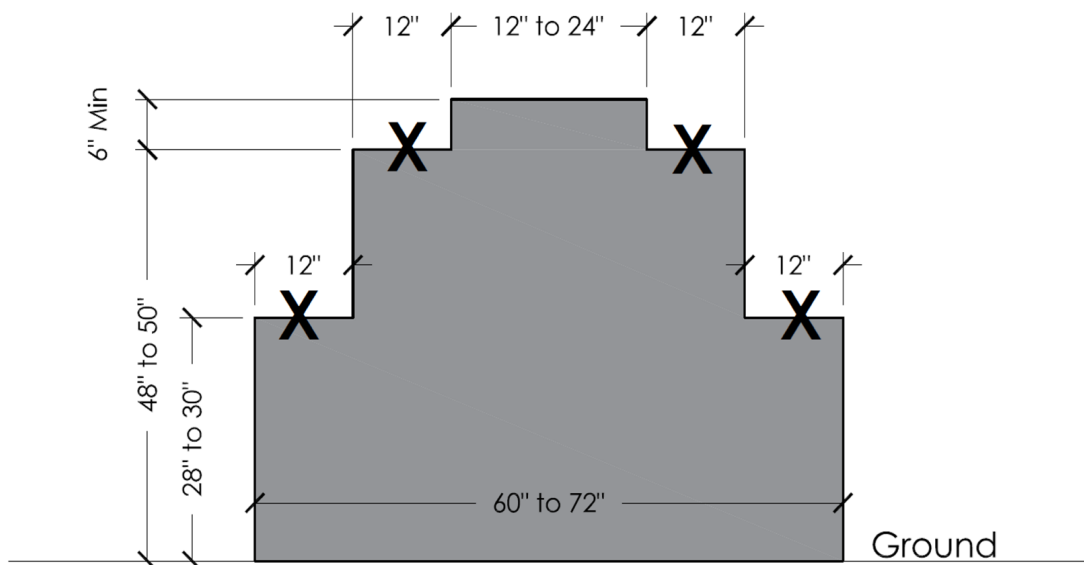
Option 3 - Left-Right - Time 105 Seconds

Targets - Two 8" (200mm) circles placed at the same distance (+-10m in range difference) between 365m and 457m and spaced 90m to 275m apart (left and right, 15 to 45-degree angle).

Course of Fire - Starting 2m behind the barricade at port arms with the magazine in and bolt back, at the sound of the start command (or beep) the shooter will engage the targets with 1 round each

(right then left) from the four available positions then repeat one of the first 3 positions for a total of 5 positions.

Barricade shall be 3 1/2" to 5" thick at all shooting locations.
All available shooting positions are marked with an "X"



PRECISION RIFLE
SERIES
AUSTRALIAN CHAMPIONSHIP



Luke@precisionrifleseries.com.au
Trent@precisionrifleseries.com.au
precisionrifleseries.com.au