















**Match 4 FINAL Matchbook**  
**23-24 September 2023**  
**PRS Poland Series**  
**Shooting Range IBION, Ostróda**

# THE CENTRAL EUROPEAN PRS SERIES 2023

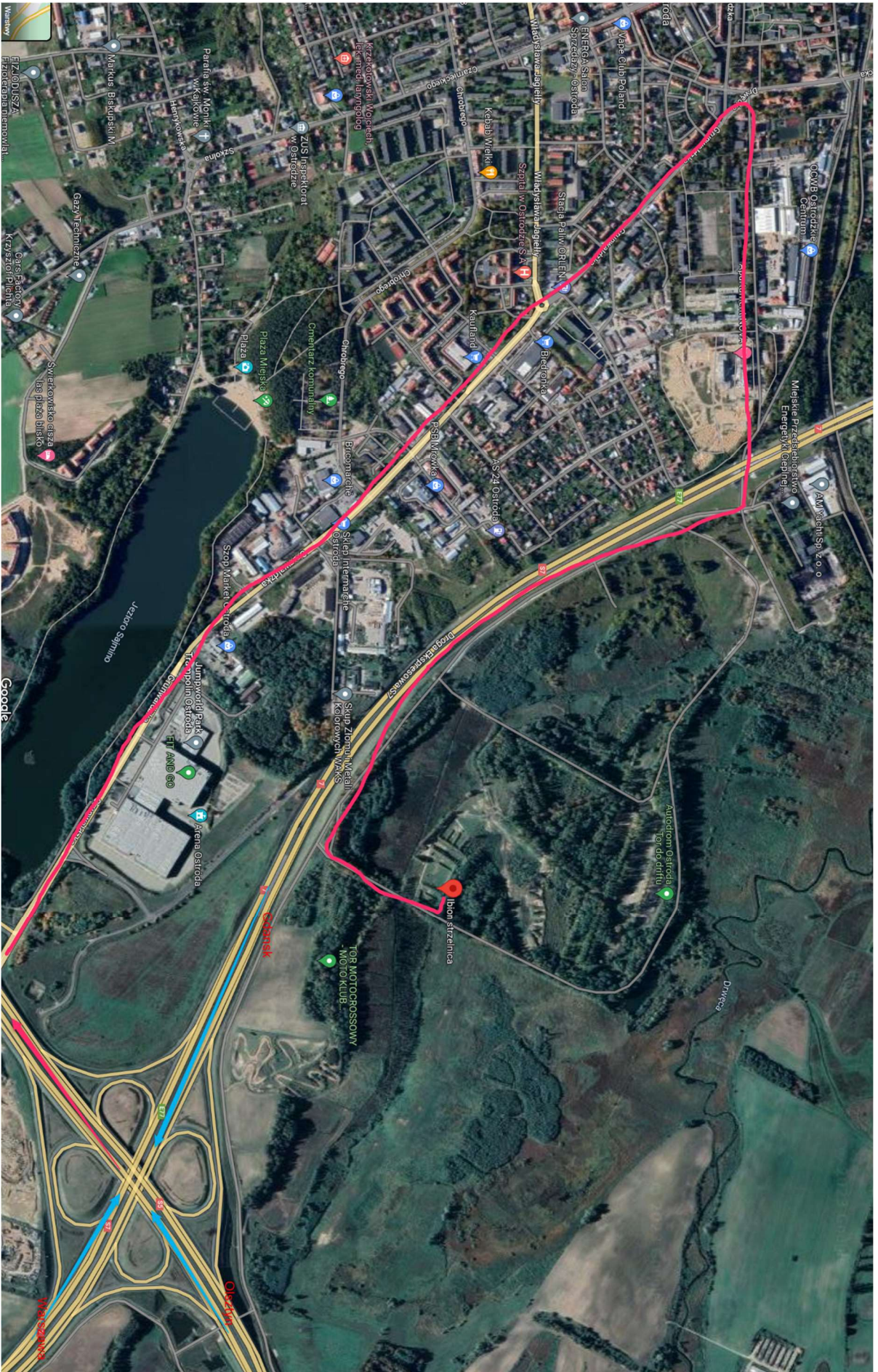
| Month          | Event   | Country   | Days           |
|----------------|---|---|----------------|
| January 2023   | Zimowy Snajper<br>IBION Ostróda   |    | 21 22          |
| February 2023  | Jasna The Mountain Challenge  |    | 24 25          |
| March 2023     | Front Wschodni 22lr<br>VIS Zmość / Osówka<br>RDA<br>Cachtice                      |     | 19 24 25 26    |
| April 2023     | MRTM 22lr<br>Expert Jaworzno<br>Ulhednar Moa Culpia<br>GTS Jastrzęb Osówka        |    | 2 16           |
| May 2023       | RDA<br>Cachtice<br>Strix<br>KSI   |   | 12 13 14 27 28 |
| June 2023      | Strix 22lr<br>KSI<br>RDA Cachtice<br>SERIES Final 2023                            |   | 11 23 24 25    |
| July 2023      | Ulhednar Moa Culpia<br>IBION-Ostróda<br>Ulhednar MOA Culpia 22lr<br>IBION-Ostróda |    | 7 8 9 15 16    |
| September 2023 | Ulhednar Moa Culpia<br>IBION-Ostróda  |    | 22 23 24       |
| October 2023   | The CE PRS Championships<br>Shooting Farm   |    | 13 14 15       |

Sponsors:



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## 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.
- 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 athlete 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 the maximum amount of ammunition equal to the number of shots indicated in the stage description (except on „Hit to move” stages where competitors load magazines with 10 rounds of ammunition). The number of magazines is arbitrary.
- The maximum caliber for the competition is 308 Win - 7.62 mm (inclusive). Magnum calibers are not permitted.
- 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 the top edge of the main shaft**. 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.

- 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.

## SCORING RULES

- **Score:** 1 point per target hit - "hit" (communicated by RO as "IMPACT")
- After each completed run, the shooter must review and approve the number of points scored on the RO's score sheet or electronic device for that run. Shooters should do this immediately after completing the run. Each shooter must confirm his score by initiating the score sheet or validating it on the online system.
- The competition uses a scoring system in accordance with the PRS rules. The PRS scoring system is based on an efficiency system where the shooter taking first place in each Equipment Class (Bolt-Action Open, Semi-Auto) receives 100 points and all other shooters' scores are determined by dividing their score by the winner's score and multiplying that number by 100.
- The PRS points for the competition as well as for individual courses are calculated according to the following formula: Competitor's score / Winner's 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 up 84.762 PRS points.

- Any complaints must be dealt with during the 30-minute arbitration period at the end of the match. If no comments or objections are made during this time, then the result on the sheet is treated as final.
- **Ties:** Each competition shall have at least one "Skills stage" or/and "Tie-Breaker" stage which have been designated by the MD and published in the matchbook. This stages may be used to determine winners in the event of such skill stage or tie-breaker. In the event of a tie, the winners will be determined according to the rules described in the PRS Poland Series Rules and Standard Operating Procedures for centerfire rifle. Skills Stage will always take precedence in determining winners over Tie-Braker stages.
- **Identifying hit targets:** Steel targets will be scored as "Hit" (Impact). The information that a target has been hit is given by the Auxiliary Judge acting as Observer and confirmed by the RO. If you have a question regarding confirmation of a hit direct it to the RO. In the event that a mistake is made or an observer (spotter) fails to register a hit, every effort will be made to clarify the situation and correct the result wherever possible. However, our spotters, SO / RO and MD have the final say.

# RANKING OF PRS POLAND SERIES COMPETITORS

- The list of ranking competitions is published in the official PRS Poland Series calendar for the 2023 season on social media and the [www.prspoland.pl](http://www.prspoland.pl) website.
- The results of the ranked local competitions are published via the official PRS Poland Series information channels.
- Competitor ranking is conducted for equipment classes: Bolt-Action Open and Semi-Auto.
- A competitor collects PRS Poland Series classification points only when participating in the official ranking competitions indicated in the calendar for a given season.
- The amount of PRS qualification points obtained during the competition is determined on the basis of the general scoring rules described in the section "SCORING RULES".
- The number of PRS Poland Series qualification points collected will be calculated as 40% of the total points obtained in the two best local matches and 60% of the points obtained in the final match of the Ulfhednar MOA Culpa organized by the PRS Poland Series.
- The ranking of PRS Poland Series competitors will form the basis for the selection of the team for the international final competition at European and World Championship level.
- Participation in the final match of the PRS Poland Series is required for a player to be classified in a given season of the PRS Poland Series league.

## GENERAL RULES

The competition is conducted on the basis of the **European Precision Rifle Series (PRS) Rules** with the following additions:

- The competition will be held in two equipment categories - Bolt-Action Open and Semi-Auto. Shooters and observers must attend a safety briefing and familiarize themselves with the safety rules before 'zeroing' a rifle. The rifle may only be zeroed at the appointed time and on the targets designated by the competition organizer. **Firing at targets other than those indicated for zeroing is prohibited, failure to comply with this rule will result in disqualification of the competitor.**

### **Note:**

The competitor must be entered in the range register **BEFORE** zeroing.

- The shooting range area is a safe area - **COLD ZONE**. It is forbidden to carry loaded weapons beyond the firing line and shooting positions.
- In a two-day competition, a competitor may only use **one rifle unit** during the entire competition.
- For repairs to firearms, go to the designated Safety Zone. Bringing any ammunition (including dummy ammunition) into the Safety Zone is strictly prohibited.

### **Equipment limitations:**

- No special restrictions are placed on accessory equipment (i.e. tripods, backpacks, support cushions, etc.) and can be freely adjusted, configured before the start of the run (once the run has started, the competitor may not leave the stand to complete the equipment, nor may bystanders provide any assistance in this case).
- Any non-standard equipment not part of the stage (i.e. Benches, tables, chairs, or other equipment not on the shooting station) may not be used. Consult with the RO or MD before firing the first shot for any "creative" ideas involving the use of non-standard equipment. Otherwise, fired targets may not be counted as hits.
- **Rifle calibers up to and including 308 Win (7.62 mm diameter) are permitted. Magnum calibers are not permitted.**

**Rifle class:**

**Bolt Action Open-** All bolt-action rifles in caliber up to .308 Win (7.62 mm), bullet velocity not to exceed 3200 fps (+ 32 fps for atmospheric factors and equipment differences). Magnum calibers are not permitted.

**Semi-Auto-** Semi-automatic rifles in calibers up to .308 Win (7.62 mm), bullet velocity not to exceed 3200 fps (+ 32 fps for atmospheric factors and equipment differences). Magnum calibers are not permitted.

**MAINTAIN CONTROL OF THE RIFLE BARREL AT ALL TIMES.** Rifles should be carried with the 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 in 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 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.

**SOBRIETY:** No person shall consume or be under the influence of alcohol or drugs during the competition. Any person found to be intoxicated, under the influence of intoxicants and dangerous to other competitors will be immediately removed from the competition.

In the event of unclear or contentious situations requiring arbitration, the final say rests with the Range Officer (RO) or the Match Director (MD).

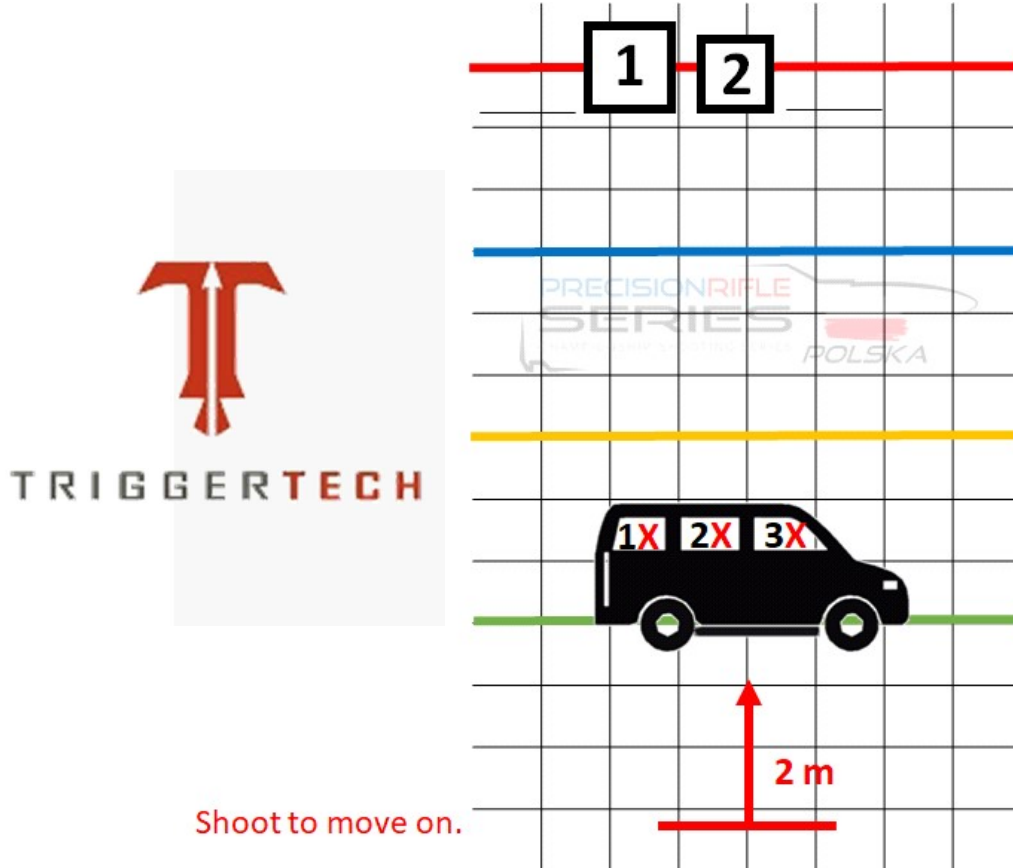
**LIVE SCORES, FOLLOW ON ULTIMATE BALLISTICS**

<https://competitions.ultimateballistics.com/competitions/40>



## STAGE 1 – „TRIGGERTECH”

**Shooting positions: 3    Targets: 2    Time: 90s    Max Score: 6**



**Stage briefing:**

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 6 rounds

**Shooting position:** any

**COF:** on the 'timer' signal, the shooter moves to the LOF and shoots at the biggest and next smallest target from three shooting positions, starting from the left.

**Shooting order:**

**SP1: 1->2**

**SP2: 1->2**

**SP3: 1->2**

| # | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|---|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 1 | 394 m    | 30 cm  | 0.75 |           |           |           |         |       |
| 2 | 394 m    | 20 cm  | 0.5  |           |           |           |         |       |

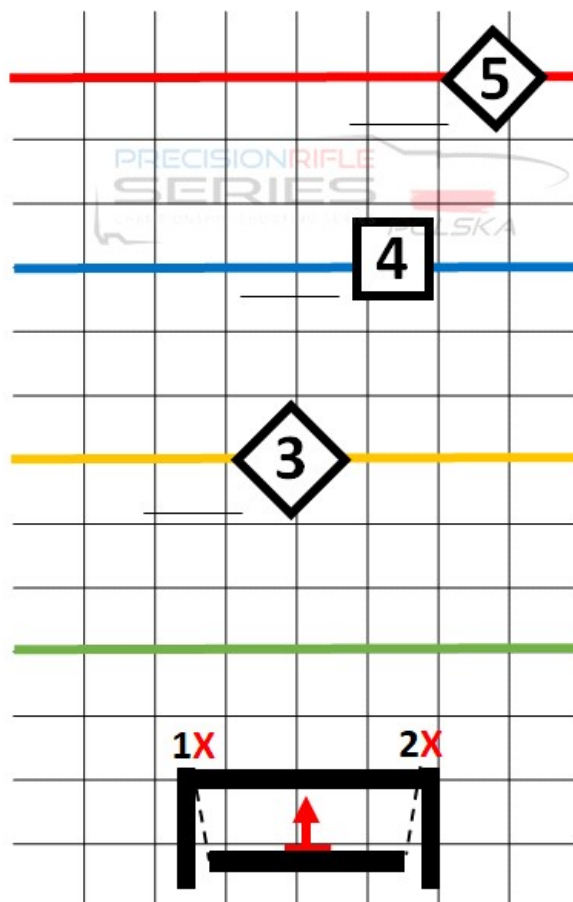
**Note:**

## STAGE 2 – “ULFHEDNAR”

Shooting positions: 2    Targets: 3    Time: 90s    Max Score: 6



Shoot to move.



### Stage briefing:

**Starting:** standing position, high ready, in the middle of platform.

**Gun condition:** option 2, magazine load max. 10 rounds

**Shooting position:** any

**COF:** On the timer signal, the shooter goes to the shooting position 1 and start shooting each target once next shooter moves to second shooting positions and repeat the procedure.

**Shooting order:**

**SP1:** 3→4→5

**SP2:** 3→4→5

| # | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|---|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 3 | 260 m    | 15 cm  | 0.6  |           |           |           |         |       |
| 4 | 334 m    | 25 cm  | 0.7  |           |           |           |         |       |
| 5 | 405 m    | 30 cm  | 0.7  |           |           |           |         |       |

**Note:**

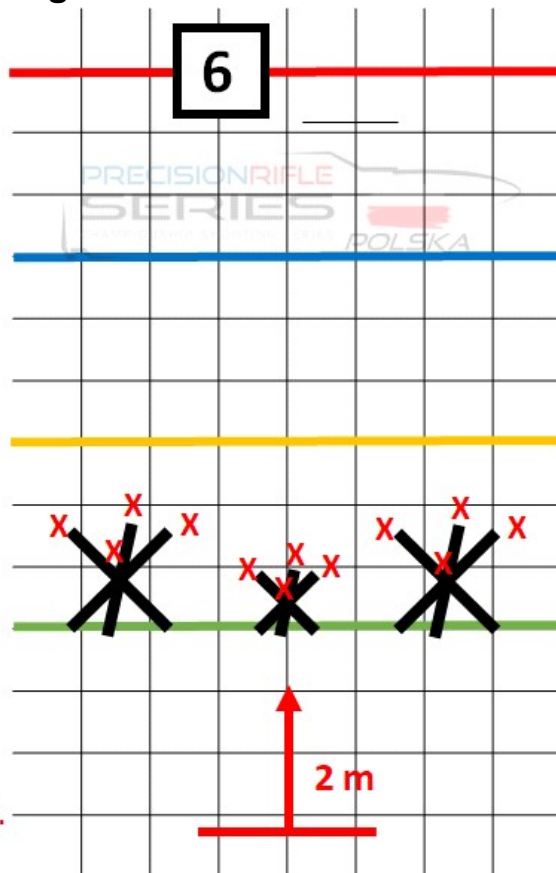
## STAGE 3 – “INCORSA”

Shooting positions: 12

Targets: 1

Time: 120s

Max Score: 12



Shoot to move on.

### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 10 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot targets from Tank Traps . The shooting sequence starts with four shooting positions on the left Tank-Trap, then four on the middle one and ends with four shooting positions of the right barricade. The target can only be fired once from each shooting position on the barricades.

**Shooting order:**

**SP1:** 6->6->6->6

**SP2:** 6->6->6->6

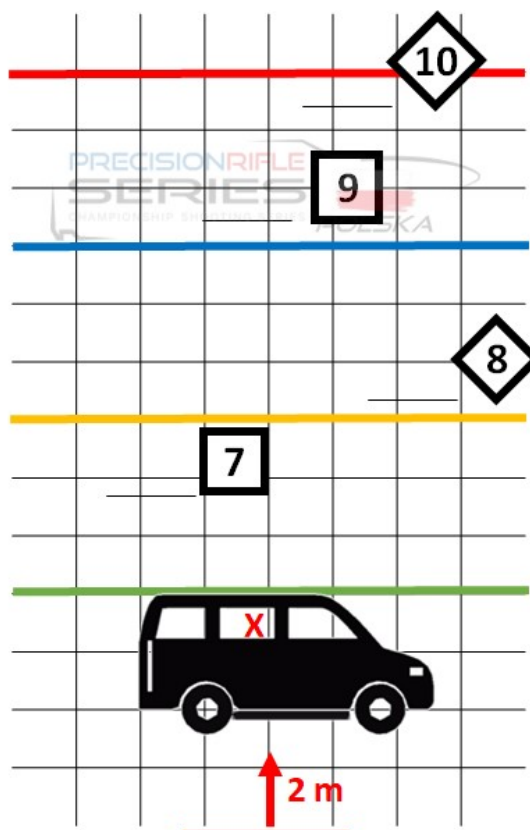
**SP3:** 6->6->6->6

| # | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|---|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 6 | 402m     | 30 cm  | 0.7  |           |           |           |         |       |

### Note:

## STAGE 4 – „TUNE YOUR RIFLE”

Shooting positions: 1    Targets: 4    Time: 90s    Max Score: 8



Shoot to move on.

### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 8 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot one's targets from near to far from one shooting position. Next, the shooter is repeated the sequence.

**SP:** 7->8->9->10->7->8->9->10

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 7  | 232 m    | 15 cm  | 0.6  |           |           |           |         |       |
| 8  | 276 m    | 25 cm  | 0.9  |           |           |           |         |       |
| 9  | 360 m    | 25 cm  | 0.7  |           |           |           |         |       |
| 10 | 416 m    | 30 cm  | 0.7  |           |           |           |         |       |

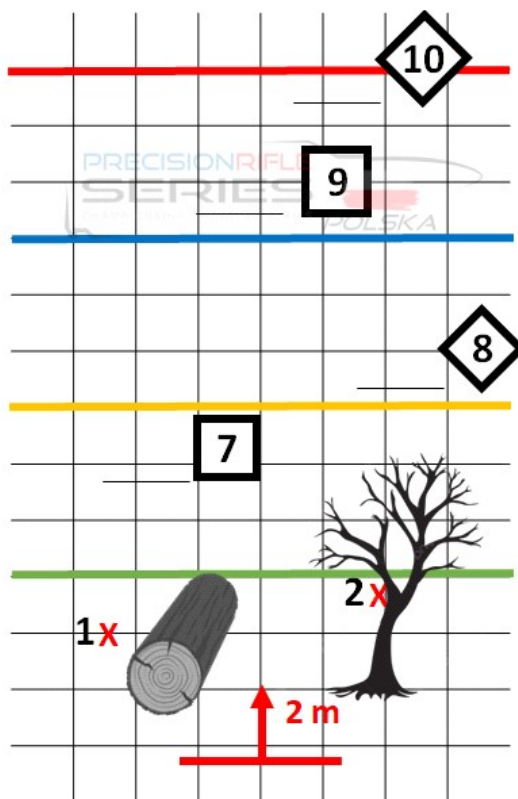
**Note:**

## STAGE 5 – „MEX ARMORY”

Shooting positions: 2    Targets: 4    Time: 90 s    Max Score: 8



Shoot to move on.



### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 8 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot on targets from 7 to 10 once from first shooting position and next shooter is going to repeat procedure from second shooting position.

**Shooting order:**

**SP1:** 7->8->9->10

**SP2:** 7->8->9->10

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 7  | 304 m    | 15 cm  | 0.5  |           |           |           |         |       |
| 8  | 350 m    | 25 cm  | 0.7  |           |           |           |         |       |
| 9  | 432 m    | 25 cm  | 0.6  |           |           |           |         |       |
| 10 | 489 m    | 30 cm  | 0.6  |           |           |           |         |       |

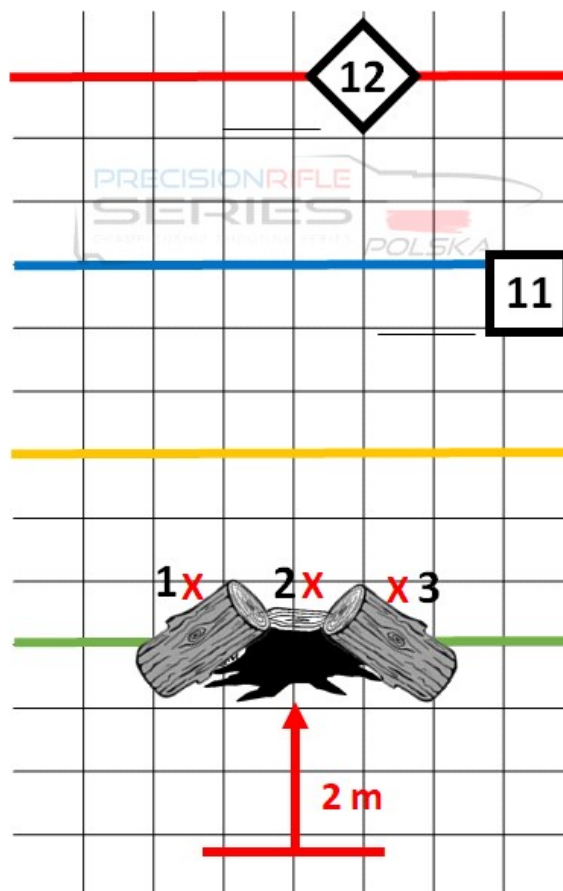
### Note:

## STAGE 6 – „ANSCHÜTZ”

Shooting positions: 3    Targets: 2    Time: 90s    Max Score: 6



Shoot to move on.



### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 6 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot targets near to far from each shooting positions.

**Shooting order:**

**SP1:** 11->12

**SP2:** 11->12

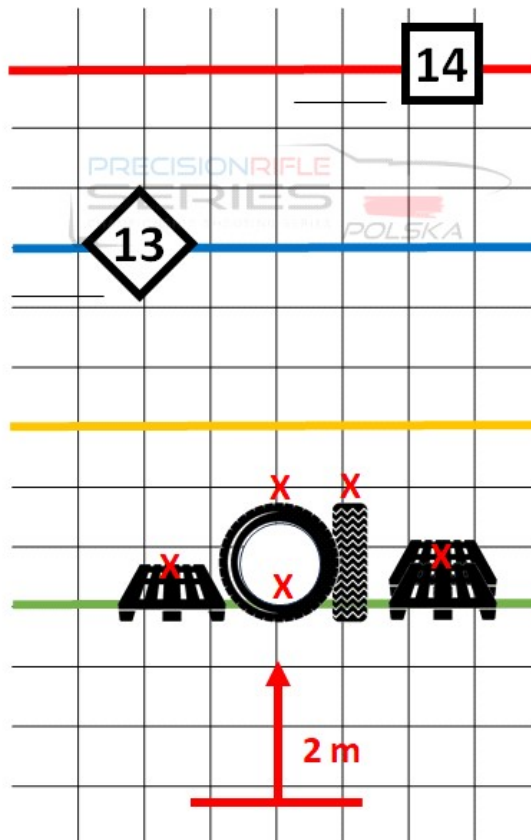
**SP3:** 11->12

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 11 | 367 m    | 20 cm  | 0.6  |           |           |           |         |       |
| 12 | 488 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

## STAGE 7 – „ DELTA OPTICAL ”

Shooting positions: 5    Targets: 2    Time: 120s    Max Score: 10



Shoot to move on

### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 10 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF, and shoot targets from near to far from each five shooting positions.

### Shooting order:

SP1: 13->14

SP2: 13->14

SP3: 13->14

SP4: 13->14

SP5: 13->14

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 13 | 333 m    | 25 cm  | 0.75 |           |           |           |         |       |
| 14 | 484 m    | 30 cm  | 0.6  |           |           |           |         |       |

### Note:



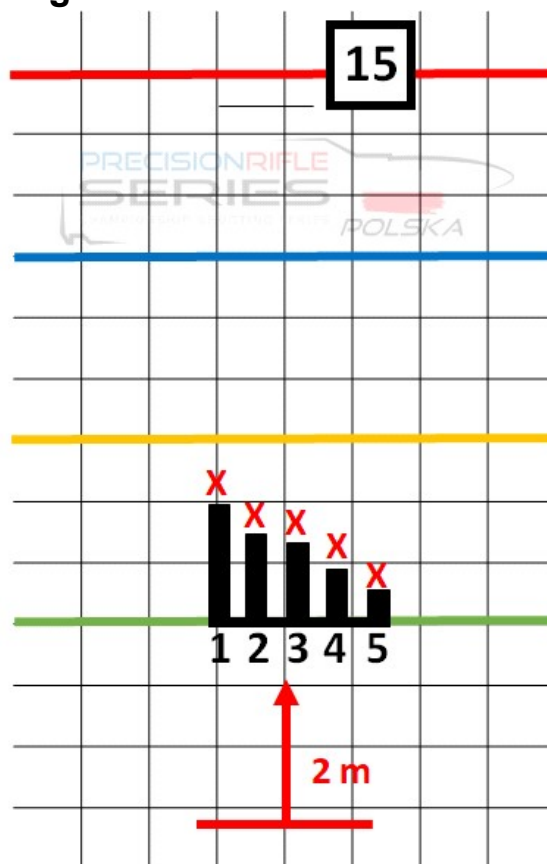
## STAGE 8 – „METS”

Shooting positions: 5

Targets: 1

Time: 90s

Max Score: 10



Shoot to move on

### Stage briefing:

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 10 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot on target 15 twice from each shooting positions starting from position 1 (left side of the barricade).

### Shooting order:

SP1: 15->15

SP1: 15->15

SP2: 15->15

SP3: 15->15

SP4: 15->15

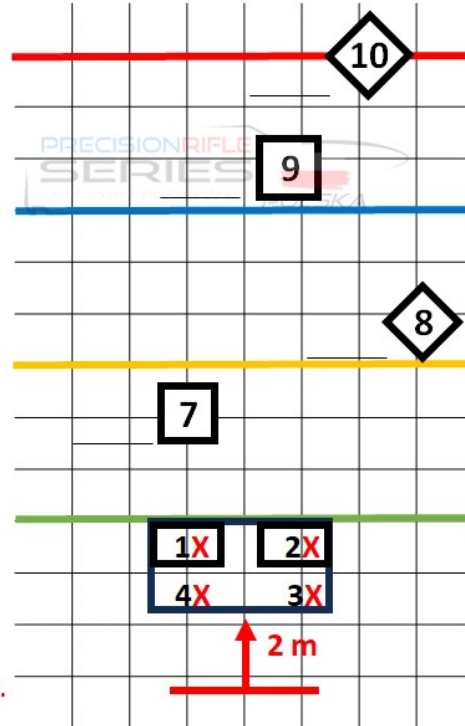
SP5: 15->15

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 15 | 472 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

## STAGE 9 – “VISION”

Shooting positions: 4    Targets: 4    Time: 90s    Max Score: 8



Shoot to move on.

**Stage briefing:**

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 8 rounds

**Shooting position:** any

**COF:** on the timer signal, the shooter goes to the LOF and shoots at targets from 7 to 10 with the following sequence. Each target can hit once from shooting positions.

**Shooting order:**

**SP1:** 7->8

**SP2:** 8->9

**SP3:** 8->10

**SP4:** 10->7

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 7  | 304 m    | 15 cm  | 0.5  |           |           |           |         |       |
| 8  | 350 m    | 25 cm  | 0.7  |           |           |           |         |       |
| 9  | 432 m    | 25 cm  | 0.6  |           |           |           |         |       |
| 10 | 489 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

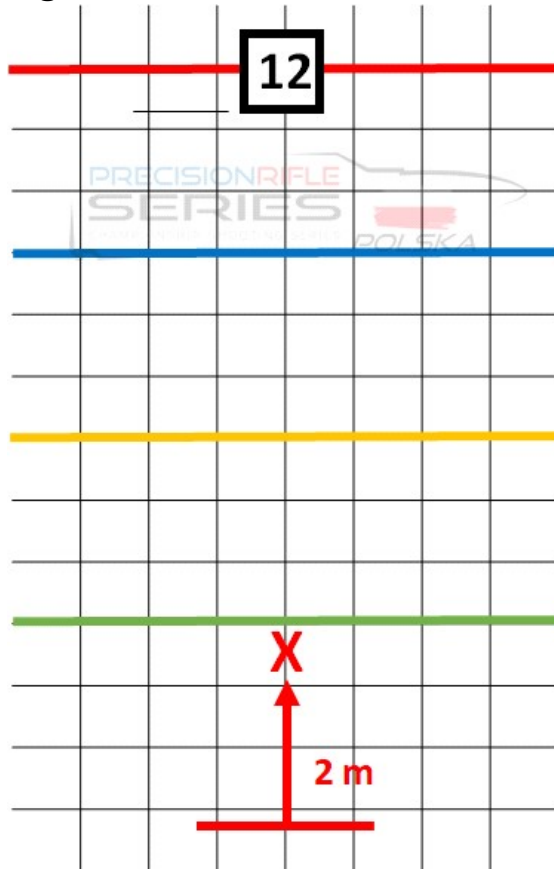
## STAGE 10 – “SPUHR” SKILL-STAGE

Shooting positions: 1

Targets: 1

Time: 60 s

Max Score: 6



**Stage briefing:**

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 6 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot on target 12 six times.

**Shooting order:**

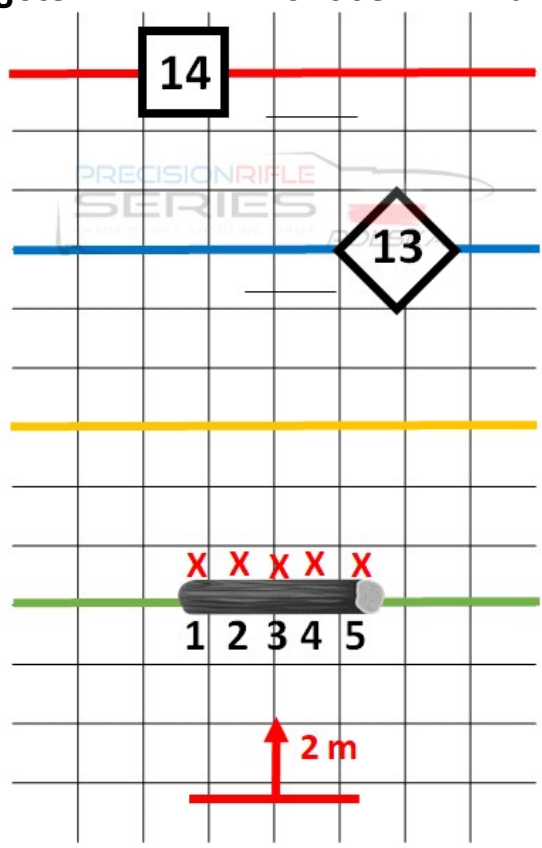
**SP: 12x 6 times**

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 12 | 488 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

## STAGE 11 – „SEJFY.PL” TIE-BRAKER

Shooting positions: 5    Targets: 2    Time: 90s    Max Score: 10



Shoot to move on

**Stage briefing:**

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 10 rounds

**Shooting position:** any

**COF:** on timer' signal, shooter goes to LOF and shoot targets from far to near from each shooting positions starting from position 1 (left side of the barricade).

**Shooting order:**

**SP1:** 14->13

**SP1:** 14->13

**SP2:** 14->13

**SP3:** 14->13

**SP4:** 14->13

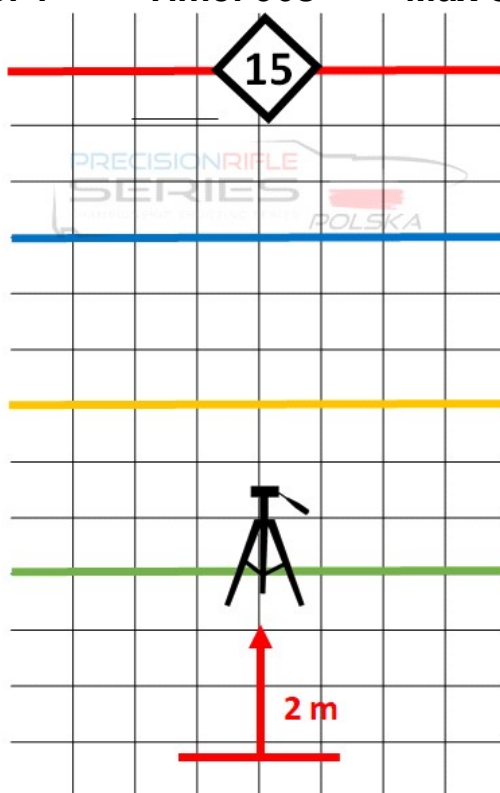
**SP5:** 14->13

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 13 | 333 m    | 25 cm  | 0.75 |           |           |           |         |       |
| 14 | 484 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

## STAGE 12 – „HELIKON-TEX”

Shooting positions: 1    Targets: 1    Time: 90s    Max Score: 10



**Stage briefing:**

**Starting:** standing position, high ready, 2 m behind LOF

**Gun condition:** option 2, magazine load max. 10 round

**Shooting position:** any

**COF:** On the timer signal, the shooter goes to the LOF and start shooting 10 times at target number 15.

**Shooting order:**

**SP:** 15 x 10 times

| #  | Distance | Target | MRAD | Elevation | Wind Min. | Wind Max. | Windage | Score |
|----|----------|--------|------|-----------|-----------|-----------|---------|-------|
| 15 | 472 m    | 30 cm  | 0.6  |           |           |           |         |       |

**Note:**

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 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.

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

Competitors will be informed of any changes before the start of runs at a particular stage.

The technical conditions of the stages will be identical for each squad.

The condition for the start of a given rifle class is the participation of a minimum of 6 competitors. In case of insufficient number of competitors in the Semi-Auto class, this class will be combined with the Bolt-Action Open class.

Zeroing rifles in the 100m range will only be available on the morning before the start of the competition. Zeroing will not be available during the day while shooting is in progress on the stages.

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

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## NOTE

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