



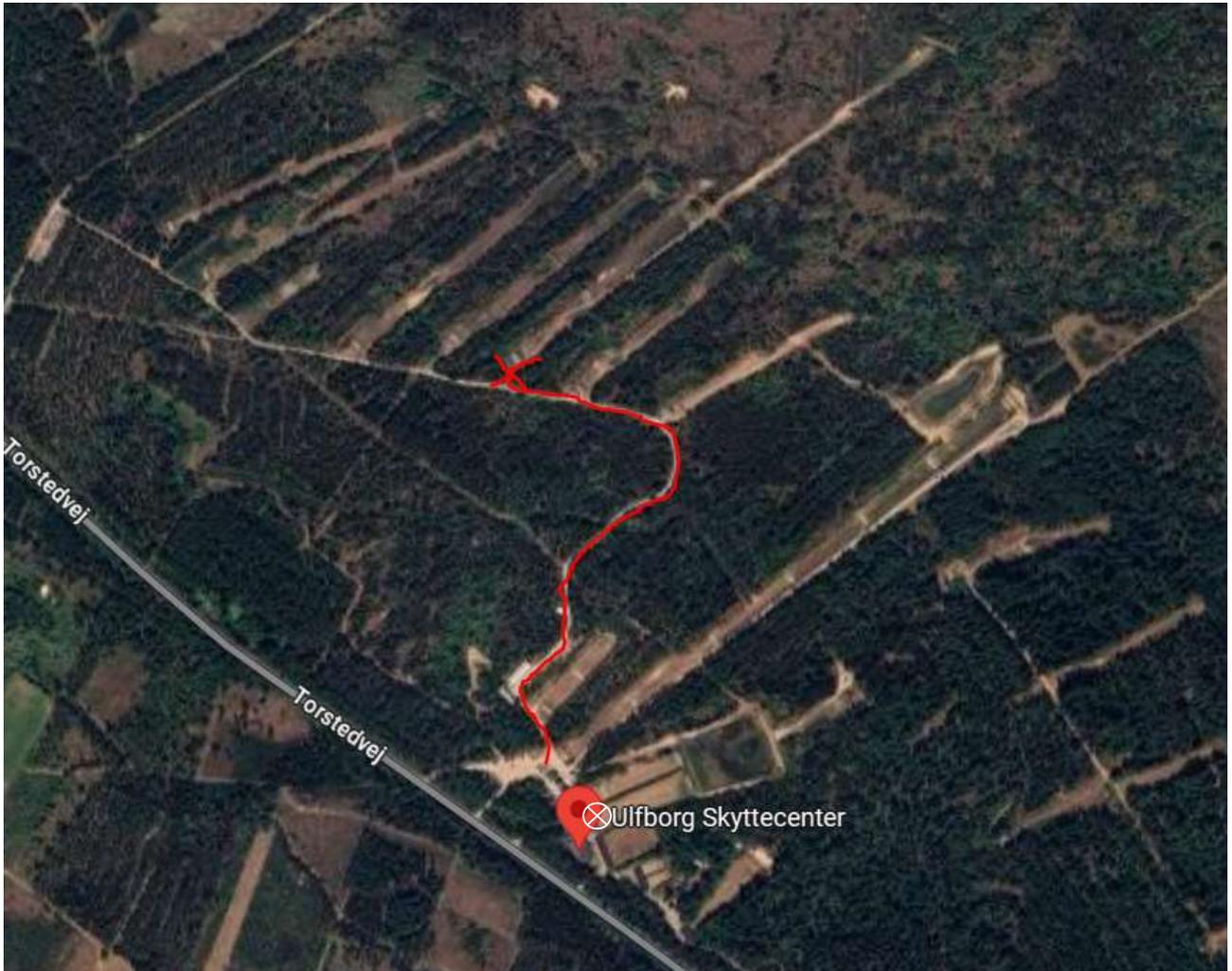
JYSK FELTSKYTTEKLUB



Look for a miracle

PRS match 21/2-2026 Ulfborg

Where?



Address:

Torstedvej 1, 6990 Ulfborg
Range 3: Follow the red line.

Information

There will be 3 squads, 3 shooting lines on 2 range.

1. Zeroing 100m: 8:30
2. Match brief: 9:00
3. Match start: 9:30
4. There will not be a designated lunch break, so you must plan that yourself.
5. To make the most out of the time we have, it's important that you follow the guidelines about who shoots and who's the next shooter.

Targets

(Subject to change)

Target	Target Range	Target Size cm	Target Size Mil	Drop	Wind speed	Wind low	Wind high	Score
A big	235m	Ø20	0,85					
A small		Ø10	0,42					
B big	270m	20x20	0,74					
B small		Ø15	0,56					
C big	305m	30x30	0,98					
C small		15x15	0,49					
D big	435m	Ø30	0,69					
D small		Ø20	0,46					
E big	540m	Ø40	0,74					
E small		Ø20	0,37					
1 big	310m	20x20	0,64					
1 small		15x15	0,48					
2 big	310m	25x25	0,8					
2 small		12x12	0,38					

Safety rules:

1. The range is a COLD range. No loaded firearms off the firing line at any time.
2. **Maintain muzzle control at all times.** Rifles should be carried muzzle up or down. Magazines (even empty ones) shall be REMOVED from the rifle when not firing. Your muzzle will NOT cover any part of your body or anyone else's body.

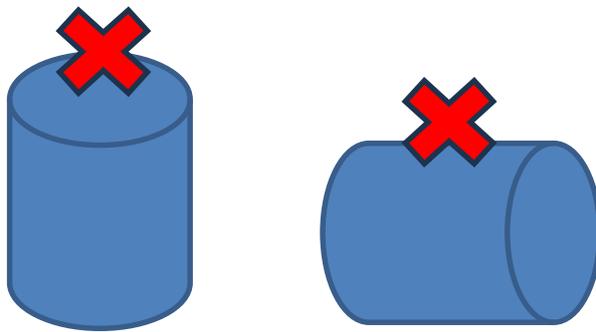
The IPRF cascading warning system will be applied in this regard even off the stage.

1. Verbal warning.
2. Stage DQ – your previous stage will be zero'ed.
3. Match DQ.

Chamber Indicator Flags MUST be inserted correctly while not on the firing line. Leave them in your rifle until the RO instructs you to remove (LOAD AND MAKE READY) and re-insert once you have finished shooting and BEFORE you leave the firing line.

Stage # 2 No tripod rear

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
B big B small	270m	20cm Ø15	0,74 0,56					
C big C small	305m	30cm 15cm	0,98 0,49					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, the position must be changed between each sequence. Hit or miss to move on.

NO TRIPOD REAR!

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: B big – C big

Sequence 2: B big – C big

Sequence 3: B big – C small

Sequence 4: B small – C small

Sequence 5: B small – C small

Stage # 3 Two pieces of wood

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
D big D small	435m	Ø30 Ø20	0,69 0,46					
E big E small	540m	Ø40 Ø20	0,74 0,37					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, the position must be changed between each sequence.

The positions may be shot in any order the shooter prefers. Hit or miss to move on.

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: D big – D small

Sequence 2: E big – E small

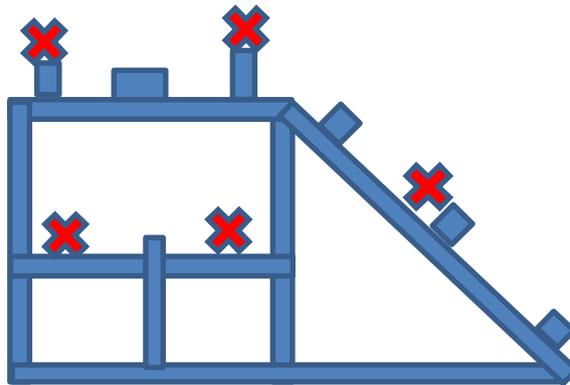
Sequence 3: D big – E small

Sequence 4: E big – E small

Sequence 5: D small – E big

Stage # 4 MOVE!!

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
B big B small	270m	20cm Ø15	0,74 0,56					
C big C small	305m	30cm 15cm	0,98 0,49					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, the positions may be shot in any order. Hit or miss to move on.

NO TRIPOD REAR

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: B small – C small

Sequence 2: B big – C big

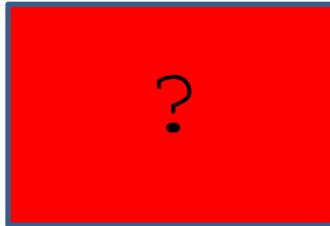
Sequence 3: C small – B small

Sequence 4: B big – C big

Sequence 5: B small – C small

Stage # 5 Touch the Red

Target	Target Range	Target Size:	Target MIL:	Drop	Wind speed	Wind low	Wind high	Score
A big A small	235m	Ø20 Ø10	0,85 0,42					
D small	435m	Ø20	0,46					
E big E small	540m	Ø40 Ø20	0,74 0,37					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, one sequence from each position marked **RED**

The positions may be shot in any order the shooter prefers. Hit or miss to move on.

NO TRIPOD REAR

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: A big – E big

Sequence 2: A small – E big

Sequence 3: D small - E big

Sequence 4: D small – E big

Sequence 5: D small – E small

Stage # 6 Yes is possible!

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
A big	235m	∅20	0,85					
C small	305m	15cm	0,49					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, the position must be changed between each sequence.

The positions may be shot in any order the shooter prefers. Hit or miss to move on.

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: A big – C small

Sequence 2: A big – C small

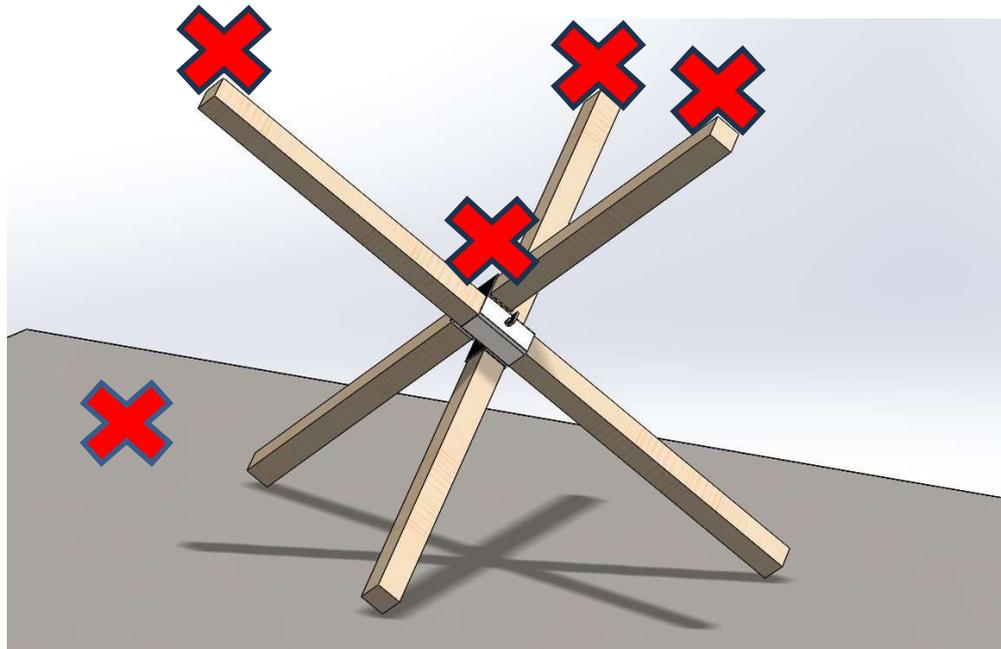
Sequence 3: A big – C small

Sequence 4: A big – C small

Sequence 5: A big – C small

Stage # 7 Big & Small

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
1 big 1 small	310m	20*20cm 15*15cm	0,64 0,48					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, one sequence from each position marked with an X. The positions may be shot in any order the shooter prefers. Hit or miss to move on.

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: 1 big – 1 small

Sequence 2: 1 big – 1 small

Sequence 3: 1 big – 1 small

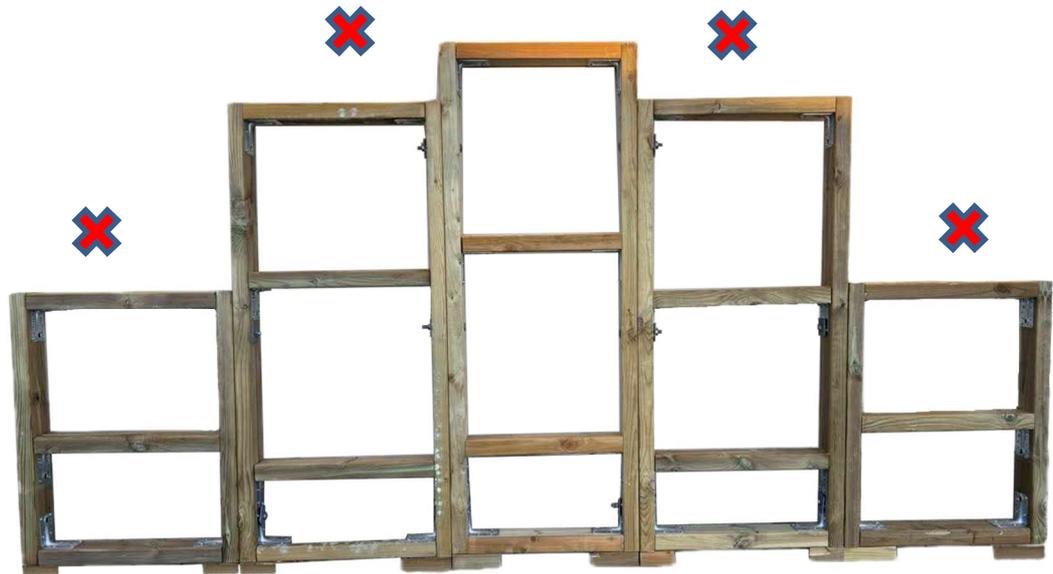
Sequence 4: 1 big – 1 small

Sequence 5: 1 big – 1 small

Stage # 8 Go for it'

Tiebreak stage

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
1 big	310m	20*20cm	0,64					
2 small	310m	12*12cm	0,38					



Shots: 10

Positions: 5

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

5 sequences of 2 shots, one sequence from each position, plus one more of your choice, but it can't be the same as the fourth position.

The positions may be shot from left to right or right to left and reuse 1 position. Hit or miss to move on.

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence 1: 1 big – 2 small

Sequence 2: 1 big – 2 small

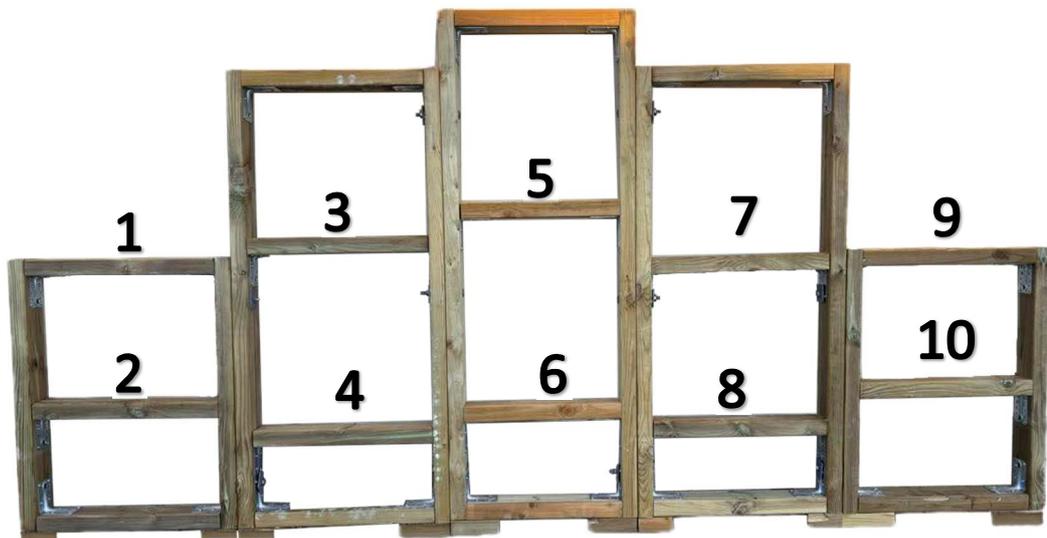
Sequence 3: 1 big – 2 small

Sequence 4: 1 big – 2 small

Sequence 5: 1 big – 2 small

Stage # 9 Run for it

Target:	Target Range:	Target Size:	Target MIL:	Drop:	Wind Speed:	Wind Low:	Wind High:	Score:
2 big	310m	25*25cm	0,8					



Shots: 10

Positions: 10

Time: 105 sec

Stage notes:

Start behind the firing line, magazine in, bolt open, facing the targets, carrying all required gear.

10 positions of 1 shot, the position must be shot in the order of the numbers.

Hit or miss to move on.

After the stage brief, shooters have 2min to inspect and familiarize themselves with the course of fire.

Sequence:

2 big

GENERAL STAGES BRIEFING

- Competitors must start from the indicated starting position behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear. If you have forgotten anything while you're on the stage, you may NOT retrieve it.
- On the start signal, the competitor shall move to the shooting position and commence the Course Of Fire.
- No assistance may be given to competitors on-the-clock. Once a target has been 'hit', it is neutralised, and you must move on to another target, unless stated otherwise by the stage briefing.
- Props, terrain, or shooting position may not be moved or altered in ANY way.
- No equipment (except binoculars/rangefinders/spotting scopes) will be allowed on the stage during the stage briefing or walk-through.
- No equipment will be allowed to be pre-stage on the stages or barricades.
- Target distances have been provided from Google Earth maps as well as by laser rangefinder, however; we suggest that they are confirmed by rangefinders at each stage, as distances may differ due to expected wind or terrain conditions.
- On some stages, targets have been installed in redundancy; the engagement only on order of the RO or in case of breakage. Otherwise, the points will not be counted.
- As a rule of thumb: LEFT is primary RIGHT is backup

SCORING

- Scoring: 1 point per hit
- For all timed courses of fire, the RO will make every effort to ensure the shot timer registers the shooter's final shot.
- After each stage the shooter will need to sign-off the score sheet for the stage. Shooters shall do this immediately after finishing their stage.
- Any grievance must be addressed before sign-off. Once sign-off the score is final and will not be changed. If any problems are not brought up during this time, then tough luck.
- Ties: In the event of a tie, the winner will be decided by the tie break stage. The one with most point and the best time, in that prioritised order, will be the lead.
- Steel scoring and spotting: Steel targets will be scored as hit or miss. If you have a question about a call the spotter made, take it up with an RO. Do NOT discuss the call with the spotter.
- That being said, we're all human. In the event that a mistake is made, or a spotter does not catch a hit, we will do our best to understand the problem and correct where possible. However, our spotters, SOs / ROs and the Match Director have the final say.

GENERAL RULES

The Match is run under IPRF Rules, with the following additions:

3. The range is a COLD range. No loaded firearms off the firing line at any time.
4. **Maintain muzzle control at all times.** Rifles should be carried muzzle up or down. Magazines (even empty ones) shall be REMOVED from the rifle when not firing. Your muzzle will NOT cover any part of your body or anyone else's body.

The IPRF cascading warning system will be applied in this regards even off the stage.

1. Verbal warning.
2. Stage DQ – your previous stage will be zero'ed.
3. Match DQ.

Chamber Indicator Flags MUST be inserted correctly while not on the firing line. Leave them in your rifle until the RO instructs you to remove (LOAD AND MAKE READY) and re-insert once you have finished shooting and BEFORE you leave the firing line.

Equipment restrictions:

There are no normal equipment restrictions (ie. Tripods, back packs, support pillows, etc.) and they may be adjusted before the stage (ie. off the clock).

- a. Non-standard equipment (ie. cooler boxes, clamps, shooting benches, etc) may not be used. Please check with the MD if you are are uncertain - before you shoot the stage.

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 any drugs or alcohol will be directed to stop shooting and removed immediately from the range.

Stage SOs and ROs are reasonable & fair, their word is final.

BE READY TO SHOOT. SOs/ROs will do their best to call the shooting order, but they will be busy running stages as well. Please know your shooter number and be ready to shoot. If you are not ready, you may forfeit the stage.

PRS ETIQUETTE and BEST PRACTISE

DON'T TOUCH WHAT'S NOT YOURS. No one will touch another competitor's rifle or equipment without his or her permission. If someone is caught tampering with anyone else's equipment that person will be disqualified from the competition and asked to leave immediately.

NO COACHING OF SHOOTERS. Absolutely no coaching a competitor while they are shooting. Discussions regarding the COF between competitors can be done before or after shooting.

DO NOT TAMPER WITH SCORES. If it can be proven that someone is tampering with the scoring, they will be disqualified from the competition and asked to leave immediately.

DO NOT TAMPER WITH THE RANGE OR STAGES. If you tamper with the range, by moving props, flattening plants, dislodging rocks, etc, you WILL receive a Stage DQ and a 0 for the stage. **DO NOT DISTRACT/ARGUE WITH THE SPOTTERS OR SCOREKEEPERS.** If you have a question about a call, take it up with the Stage RO or Match Director.

DO NOT CLOSE YOUR BOLT UNTIL ON TARGET. Avoid "sky-loading". All transitions during the COF must be done with the bolt open and back for bolt guns. IPRF warnings apply. The bolt will only be closed when the shooter has their eye behind the scope - ready for firing action.

NO CHEATING, OR WHINING. Violation of any of these rules could result in a 0 for the stage or removal from the competition. This is up to the discretion of the Match Director. Competitors are expected to rotate shooting order within their squad from stage to stage so that all competitors have equal opportunity.

Follow Wheaton's Rule... if you don't know it, then look it up.