



2026/2027

PRECISION RIFLE SERIES PRSUIT

RULES AND STANDARD OPERATING PROCEDURES



PRESENTED BY  **SILENCER_{CO}**

PRECISION RIFLE SERIES



2026/2027 Rules & Standard Operating Procedures

Range & Engage Series – Inaugural Season

The PRSuit Range and Engage Series is a hunter-style precision rifle format that rewards shooters for running rifles closer in weight and configuration to true hunting rigs, rather than oversized competition builds. Through a structured handicap system tied to rifle weight and power factor, PRSuit creates an even playing field for hunters and competitive shooters alike. The format gives Match Directors broad latitude to design creative, realistic hunting scenarios, while preserving the safety, scoring integrity, and administrative standards that define the Precision Rifle Series.

A high level of professionalism and sportsmanship is expected at every PRSuit event. All participants — including Match Directors, Range Officers, shooters, and spectators — will always be treated with the respect they deserve.

Cheating of any kind will not be tolerated at PRSuit events and will result in an immediate match disqualification, and in certain cases may be grounds for expulsion from the Series.

PRSuit courses of fire (COF) are individual events designed to test a shooter's individual skill, judgment, and ability under hunter-realistic conditions.

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1. Safety

The following rules are designed to provide a safe shooting environment for all involved in a PRSuit competition and are not subject to discussion or debate. It is every individual's responsibility to know and abide by them at all times.

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 destroy. This is considered “flagging” and will be enforced.

1.1.2 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

1.1.3 All PRSuit 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. No side arms allowed to be carried by competitors during a course of fire.

1.1.4 Know your target and what is beyond it. Hunter-style stages may include unknown distance and unmarked targets — shooters remain fully responsible for verifying the target and backstop before every shot.

1.2 Safety SOP for the Conduct of a Match

The following rules apply to all participants at a PRSuit event.

1.2.1 While conducting any movement with a firearm at a PRSuit event, the participant will ensure their firearm is pointed in a safe direction at all times.

1.2.2 All participants will ensure their firearm is cleared with the magazine out at all times.

1.2.3 Chamber flags or other Empty Chamber Indicators (ECI) will be utilized at all times and must be fully inserted into the chamber (not just the breech).

1.2.4 No person shall consume or be under the influence of alcohol or faculty-altering drugs (including common narcotics) during the match. Any person found to be impaired and unsafe as a result of legitimate prescription medication may also be removed from the match at the Match Director's discretion. This applies to all shooters, RO's, co-MD's, spectators, etc.

1.2.5 Slung rifles must be slung muzzle-up or muzzle-down with the muzzle controlled at all times. The hunter-style nature of PRSuit means competitors will carry rifles between stages and over varying terrain — the cold range rule applies the entire time the firearm is being carried.

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 ECIs will remain in the rifle until the RO gives the command of “Load and make ready.”

1.3.2 All transitions and movements during a course of fire must be done with open bolts and an empty chamber. Semi-automatics follow PRS centerfire rules

1.3.3 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. For specific stages, the RO or MD may specify a safety window that is less than 120°.

1.3.4 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 that is attached to the shooter. Match Director may define positions in which rifle may be grounded and deemed safe. Any rifle grounded will maintain open bolt status.

1.3.5 Negligent/Accidental Discharges (AD/NDs) are taken very seriously at any PRSuit event. An AD/ND is defined as any round unintentionally discharged from a firearm. A competitor who causes an AD/ND will receive an immediate Match DQ. The following are considered AD/NDs:

1.3.5.1 A shot which travels over a designated backstop (e.g., the shooter is a revolution out in the dialing of their turret), a berm, or in any other direction outside the range span specified in the safety brief.

1.3.5.2 A shot which occurs while actually loading, reloading, or unloading a firearm.

1.3.5.3 A shot which occurs during remedial action in the case of a malfunction.

1.3.5.4 A shot which occurs during movement/transition.

1.3.5.5 A shot which occurs when the shooter is not under glass with an established sight picture.

1.3.5.6 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.

1.3.5.7 A shot which occurs during a cease-fire period.

1.3.6 If it can be established that the cause of the discharge is due to a broken or defective part, a disqualification may not be invoked (at MDs 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 their 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.

1.3.7 Note: A competitor who legitimately fires a shot at the wrong target, or with incorrect data, but remains within the established backstop and range span, has not committed an AD/ND. The shot simply scores as a miss.

1.4 Penalties for Safety Infractions

The penalties listed below should be followed as closely as possible. However, MDs 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 removal of the offending shooter from the competition (Match DQ).

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 removal of the offending shooter from the competition.

1.4.4 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 removal of the offending shooter from the competition (Match DQ).

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 break the 120-degree rule, the shooter will receive a Stage DQ.

1.4.6 All AD/NDs will result in an immediate Match DQ. RO to notify Match Director immediately.

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 they fired from. The clock will not be stopped. An exception will be made for Semi-Automatic Rifles, the weapon must be on safe and the shooter must give an audible “Safe” before moving; NO EXCEPTIONS. Semi-Automatic Rifles will start with magazine inserted, bolt locked to the rear and safety engaged.

1.4.8 Warnings will be indicated and tracked on individual competitor score cards. It is up to the RO to indicate the infractions on the card, and to notify the Match Director if a disqualification (stage or match) is warranted.

2. PRSuit Equipment, Divisions & Categories

PRSuit is a handicapped, hunter-style format. Equipment rules are intentionally permissive — the handicap system, not equipment prohibitions, is the primary mechanism that levels the playing field between purpose-built competition rifles and true hunting rigs. All shooters must declare their division when they register for a PRSuit match.

PRSuit Match Directors are encouraged to follow the caliber, speed, and weight ranges as dictated by the PRSuit rules. These ranges can be modified on a case-by-case basis with notification and approval with the PRSuit Director, but Match Directors should not impose restrictions beyond what is published here without prior approval.

2.1 Equipment Standards

2.1.1 Rifle weight, as weighed for handicap purposes, will include the rifle, optic, muzzle device (brake or suppressor if attached during the match), bipod, and all detachable accessories the shooter intends to use during the match (level, dope card holder, ARCA rail, front or rear bags, etc.). The rifle is weighed in the exact configuration the shooter will use for the duration of the match. Nothing may be added to the rifle during the course of fire that was not weighed in with the rifle at check-in. Scope cameras used for purposes of training and education are allowed to be used without weight penalty (no weigh in required). If items such as a magazine or scope cameras are attached/alterd for weight purposes, it will be deemed unsportsmanlike and a match DQ will be issued.

2.1.2 Rifle weight does not include ammunition, magazines, ammunition pouches, packs, tripods, rear bags, or any item not physically attached to the rifle.

2.1.3 Rifles weighing from 9.0 to 17.0 pounds, inclusive, receive a proportional handicap under Section 8. Rifles weighing less than 9.0 pounds are permitted but receive no additional handicap credit beyond the maximum light-rifle credit. Rifles weighing more than 17.0 pounds are permitted but will receive a 2x weight-handicap penalty for any weight over 17.0 pounds. This is intentional — the Series welcomes PRS-style heavier rifles to try the format without requiring a dedicated PRSuit rifle, but rifles over 17.0 pounds will be penalized at twice the normal weight-handicap rate.

2.1.3a Rifle configuration is frozen at weigh-in for handicap purposes. A shooter may not add weight, change optics, install a heavier bipod, or otherwise increase the as-weighed configuration during the match. However, lighter-weight equipment may be substituted during a course of fire, such as using a lighter bipod or removing an attached plate bag, provided the change does not increase the rifle's weight or handicap advantage.

Equipment substitution due to failure must be approved by the MD. Any substitute equipment must be re-weighed, and the shooter's handicap will be recalculated if necessary; the handicap will not increase.

2.1.4 PRSuit rifles will not exceed a caliber of .30 or a velocity of 3,200 fps (± 32 fps for environmental factors). A Match DQ will result from any round exceeding the 3,200 fps speed limit.

2.1.5 Power Factor for handicap purposes is calculated as bullet weight in grains multiplied by muzzle velocity in feet per second. Bullet weight and muzzle velocity may be declared verbally at check-in. Bullets may be pulled for verification at check-in or during a stage, and random bullet pulling may be instituted at the discretion of match staff.

Power Factor will be verified at registration or during the course of fire and may be re-verified at any point during the match per Section 2.4. Random velocity verification may also be conducted during the match.

2.1.6 Suppressors are permitted and encouraged. A suppressor must be installed for the entirety of the match if the shooter intends to claim the Suppressor Category. The suppressor's weight is included in rifle weight calculations. A $\frac{3}{4}$ point handicap will be applied to shooters using a suppressor.

2.1.7 Bipods, ARCA rails, picatinny rails, levels, and similar rifle-attached accessories are unrestricted in Open and Production Divisions. Tripods and rear bags are not weighed against the rifle and are unrestricted, with the exception that tripods used as the primary support on a stage must be deployed by the shooter on the clock unless the COF specifies otherwise.

2.1.8 At the discretion of the MD, a shooter's total pack weight may be recorded or restricted for a specific match. "Total pack weight" may include all equipment carried by the shooter during the stage or match, including rifle, ammunition, support gear, water, clothing layers, bags, and any other required or optional equipment. Any match-specific weighed-item requirements, pack-weight limits, or equipment restrictions should be published before the match when practical and will be enforced consistently for all competitors.

2.2 Divisions

2.2.1 Open Division

2.2.1a Any rifle meeting the equipment standards in Section 2.1 is eligible for Open Division. There is no cost cap on rifles or optics in Open Division.

2.2.1b Open Division shooters compete head-to-head with all other divisions for match placement, with each shooter's raw stage score adjusted by the PRSuit handicap (Section 8).

2.2.1c MD discretion for match trophies beyond Open Division trophies, highly encouraged though.

2.2.2 Production Division

PRSuit Production Division mirrors PRS Production rules in order to keep equipment definitions consistent across the series. Shooters who qualify for Production Division receive a maximum of +2.0 production rifle handicap bonus in addition to weight and power factor handicaps.

2.2.2a There is no cost limit on rifles or optics.

2.2.2b The rifle must be a publicly available rifle per the manufacturer's original configuration. The manufacturer must be a licensed firearms manufacturer (Type 7 FFL) and must produce a minimum of 500 or more production rifles per year.

2.2.2c Permitted production modifications mirror PRS Production rules: threading a barrel for a brake or suppressor by a qualified gunsmith; replacement of a damaged or worn out barrel with an original-manufacturer replacement; glass bedding allowed; replacement triggers must be the same as OEM.

2.2.2d Production Division shooters shoot the same COF as Open Division.

2.2.2e The PRSuit director, not the Match Director, is the final authority on whether a rifle qualifies as a Production rifle. The PRSuit will not maintain a list of approved rifles. Shooters are responsible for ensuring their rifle is production legal.

2.2.3 Sportsman Division

PRSuit Sportsman Division recognizes shooters who run a true hunter-weight rifle. Sportsman Division is open to shooters whose rifle weighs 13.0 pounds or less as weighed for handicap purposes and is chambered in 6.5 Creedmoor only, mirroring the PRS Sportsman Division equipment definition. Sportsman Division shooters still receive the full PRSuit weight, Power Factor, and Production (if applicable) handicaps in addition to their division standing.

2.2.3a PRSuit matches sanctioned as joint PRS Sportsman events will award PRS Sportsman season points to Sportsman Division finishers per the schedule published by the PRS Director. Pro Series Sportsman points may be earned by Sportsman Division shooters within PRSuit, a PRS Pro Series Qualifier score must still be one of the three scores used for qualification.

2.2.4 Team Division

Team Division is a two-person team format that runs head-to-head with individual shooters. Teams bring a hunter-realistic experience that mirrors a guided or partner hunt and are strongly encouraged at PRSuit matches.

2.2.4a A team consists of exactly two shooters, both registered as a team at the time of registration. Teams may not be reformed mid-match.

2.2.4b Each team member is weighed and chronographed individually. Each member's handicap is calculated independently per Section 8.

2.2.4c Team score per stage: both shooters complete the stage within the team time limit; their combined raw stage points are recorded as the team's stage score. Team handicap = total of each members handicap. Final per-team match score = (sum of team stage scores + team handicap) ÷ 2.

2.2.4d Each team member receives the team's final score as their individual season score for series points purposes.

2.2.4e Team tiebreakers: the lower of the two team members' Power Factors is used to break ties between teams or between a team and an individual.

2.2.4f By default, one team member completes the entire stage before the second member begins. With explicit MD authorization on the stage placard, a stage may allow paired/volley firing — both team members engaging simultaneously or alternating shots. Paired firing requires safe geometry (typically prone or wide tripod positions with adequate spacing) and is the MD's call per-stage, with PRSuit Director approval only, minimum 48 hours notice before running stage.

2.2.5 Guided Division

Guided Division exists for shooters who want to experience PRSuit, without concerns for points or prize table walk.

2.2.5a Guided Division shooters may receive verbal coaching, wind calls, and stage management help from a designated assistant during the stage. The assistant may not handle the firearm while it is loaded.

2.2.5b Guided Division shooters do not compete for prize money, series points, or for placement. They walk the prize table after all competing shooters, choosing from items remaining at the MD's discretion.

2.2.5c A Junior may shoot in Junior Category (Section 2.3.4) without entering Guided Division provided they operate the firearm safely without hands-on assistance.

2.3 Categories

Categories run in parallel with Divisions — a shooter competes in one Division but may qualify for one or more Categories. Points based on open score and count towards finale, MD discretion for match trophies, highly encourage trophies for Top Lady and Top Junior.

2.3.1 Military/Law Enforcement Category

2.3.1a Any shooter who is a full time Active-Duty Service Member or Full Time LEO is eligible to shoot in the Mil/LE category in addition to their PRS Division. Part time National Guard/Reserve and Reserve Law Enforcement do not qualify to compete under the MIL/LE PRS Category. Contractor, civilian or specialty type employment for both MIL/LE will not qualify a shooter in the category.

2.3.1b 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.

2.3.2 Ladies Category

2.3.2a All female shooters are eligible to shoot in the Ladies Category. Gender as listed on a government issued ID, "female" being the only acceptable gender for this category.

2.3.3 Seniors Category

2.3.3a Anyone turning 55 years or older at any point in the current season. Age as listed on a government issued ID.

2.3.4 Junior Category

2.3.4a Anyone 17 years old or younger at any point in the current season. Juniors must be able to operate their firearm safely without hands-on assistance. Equipment can be handled by a support person, but not positioned for the competitors stage use; this includes safely carrying firearm, tripod, or heavy bag to the glassing area or shooting position. Juniors may be guided into target locations (no ranging or wind assistance) once 2 mins expire. If the Junior needs more help than what is allowed here, they should enter Guided Division.

2.3.5 Suppressor Category

2.3.5a Open to any shooter who uses a suppressor for the entirety of the match. Suppressor must be a baffled muzzle device that provides decibel reduction; ATF Form 1 suppressors are allowed where the Form 1 has been approved.

2.3.5b Suppressor must remain on the rifle for the entirety of the match to claim the category and the handicap credit. If the suppressor is rendered inoperable mid-match, a backup suppressor may be used; absent a backup, the shooter may continue to compete but forfeits the category and the handicap credit (handicap will be recalculated).

2.3.5c Suppressor qualification and eligibility are at the discretion of the Match Director on a match-by-match basis. The MD may prohibit or disallow suppressor credit where suppressors are not legally available to the general public, where local laws or range rules restrict their use, or where a specific suppressor is deemed insufficient to provide meaningful noise reduction.

If suppressor use or suppressor credit is prohibited due to local law or range rules, that restriction must be clearly stated at the time of registration.

2.4 Chronograph & Power Factor Verification

2.4.1 Shooters will declare bullet weight and muzzle velocity at registration. This data is used to calculate the Power Factor handicap (Section 8.2).

2.4.2 Match Officials may request at any point during the match that a competitor fire their rifle through a chronograph. If the actual muzzle velocity exceeds the registered velocity by more than 30 fps in a direction that would increase the shooter's handicap credit, the shooter's registered Power Factor will be corrected upward and the handicap recalculated; the shooter will not be disqualified provided velocity remains under the 3,200 fps cap.

2.4.3 Any round exceeding 3,200 fps (+/- 32 fps for environmental factors) will result in a Match DQ.

2.4.4 Deliberately misreporting bullet weight or muzzle velocity at registration in order to gain handicap credit is a form of cheating (Section 6) and will result in a Match DQ.

3. Match Conduct

The following chapter describes the conduct of PRSuit Matches. Some items are rules, which must be followed to ensure match standards are met. Others are guidelines, which should be followed but may not always be possible due to local conditions and may be waived at the Match Director's discretion.

3.1 Match Director's Responsibilities

3.1.1 The MD is overall in charge of the PRSuit event and must have a full understanding of the official PRSuit Rules.

3.1.2 MDs must provide a stage placard or written stage instruction at each holding area with a description of the stage.

3.1.3 MDs will ensure targets are in good working order and must be reactive.

3.1.4 MDs will use a primary (digital) and secondary (physical card) method of scoring. Shooters must have an opportunity to see the score they received prior to departing the stage.

3.1.5 MDs should be PRS and/or PRSuit members in good standing. MDs that compete will be given more favorable status and/or preferences. It is expected that MD's compete in a hunter style match at minimum once per year, exceptions from PRSuit director may be granted.

3.1.6 MDs will provide 15 MIN match arbitration period once scores have been posted to settle any scoring disputes. After the arbitration period closes, scores are final.

3.1.7 The MD is the ultimate authority on Match Rules, Safety, and Enforcement. Any and all violations, penalties, and enforcement should be dealt with thoroughly and in an expeditious manner. MDs may interpret rules in good faith for novel situations not addressed in this rulebook.

3.1.8 MDs are completely responsible for RO conduct, recruitment, and management. MDs have 3 options in Range Officer execution for PRSuit matches (Section 3.2).

3.1.9 All MDs are required to submit correct and completed scores through the PRS website no later than 24 hours after match conclusion.

3.1.10 MDs are required to have on site a copy of the PRSuit rules during matches.

3.1.11 MDs are encouraged to design hunter-realistic stages. PRSuit specifically gives the MD broad creative latitude — restrictive, formulaic stage design is discouraged. See Section 4.

3.1.12 MDs must require the use of a timer at every stage to ensure that shots counted for points are within the time limit as stated in the Match Book.

3.1.13 MDs are not required to provide a prize table, cash payout, or both; however, offering one or more of these is encouraged when practical. Trophies or other recognition awards are also encouraged to promote participation and acknowledge competitor performance. Any prize table, cash payout structure, or awards format must be published during registration.

3.1.14 Any unique match rules, format modifications, equipment restrictions, gear requirements, scoring procedures, or other match-specific conditions must be published during registration.

3.1.15 Ensure all RO's are properly equipped to manage the stage.

3.2 RO Options

3.2.1 RO's may be permitted to shoot for score prior to the standard match competition. Any RO match or pre-match shooting must be conducted under the direction of the Match Director or an authorized designee.

3.2.2 Shooters may not change their registration status to the RO match, and ROs may not change from the standard match to the RO match, solely based on weather conditions or other convenience factors. Any exceptions are at the discretion of the Match Director.

3.3 Lead Range Officer's Responsibilities

3.3.1 ROs are responsible for all aspects of the COF they are running. They should have complete knowledge of exactly how the stage is to be executed.

3.3.2 ROs should have a full understanding of the official PRSuit Rules.

3.3.3 ROs should ensure the rules are the exact same for each shooter.

3.3.4 ROs will use the following verbiage to start each shooter:

RO: "Shooter, do you have any questions?" Shooter must verbally reply "Yes" or "No."

If no questions remain,

RO: "Load and make ready." – or – "Remove chamber flag and insert magazine"

RO: "Engage" – within the next 1–3 seconds the RO will start the shooter with the beep of a reliable shot timer.

RO: "Impact" when a target is hit.

RO: "Reengage" if there should be a follow up shot taken

3.3.5 If at any point during the COF the RO/Safety Officer observes an unsafe act, they must call a cease-fire. Shooters should only be stopped in an unsafe situation.

3.3.6 The RO must apply the penalty for a procedural fault as directed by the MD.

3.3.7 Only ROs or designated Spotting ROs will call impacts during a COF.

3.3.8 ROs may respond to yes or no questions asked by the shooter that are not leading questions ie – "is target 1 on the first hillside". Questions regarding targets must only be asked once the shooter has a target identified.

3.3.9 ROs are not permitted to signify in any way to a shooter where their rounds are impacting. MDs may establish exceptions for safety reasons (wrong targets, lack of backstops, etc.).

3.3.10 ROs must show and brief each shooter their score for the stage prior to departing the stage. Physical score cards must be scored and signed by the RO.

3.3.11 Any issues that may arise must immediately be brought to the attention of the MD.

3.3.12 For any stoppage, cease fire, or interruption during a course of fire, the remaining time must be recorded to the best of the RO's ability. The shooter will restart the course of fire from the same point and in the same position where the stoppage occurred.

3.4 Shooter's Responsibilities

3.4.1 The shooter is solely responsible for ensuring that they fully understand the PRSuit and Match rules as well as the COF prior to starting the stage.

3.4.2 Shooters are completely responsible for the equipment they are shooting, including their firearms and ammo. A firearm or ammunition deemed to be unsafe can be grounds for removal from the match.

3.4.3 Shooters are solely responsible for their score. This applies to asking the RO their recorded score prior to departing the stage.

3.4.4 Shooters are responsible for carrying all gear required to complete the stage. PRSuit stages may require the shooter to carry their pack, tripod, rifle, and rangefinder through the course. Guided or Junior shooters may receive assistance with gear per the category rules.

3.4.5 Shooters are responsible for accurately reporting bullet weight and muzzle velocity at registration. Misreporting to gain handicap credit is cheating (Section 6).

3.5 Match Scoring

3.5.1 Standard 2/1/0 Scoring (default)

3.5.1.1 PRSuit uses the first-round impact scoring standard: a target struck on the first round attempt is worth 2 points; a target struck on the second round attempt is worth 1 point. A target struck on the third round or later is worth 0 points.

3.5.1.2 Once a target is hit, it is neutralized — the shooter moves to the next target. Additional rounds at a neutralized target do not score.

3.5.1.3 The total number of points available on a standard stage is $2 \times$ the number of scoring targets. A stage with 4 scoring targets is worth a maximum of 8 points.

3.5.1.4 Alternate scoring variations may be used at the Match Director's discretion, provided the scoring method is clearly stated on the stage placard. Any scoring format outside the standard PRSuit scoring structure must be approved by the PRSuit Committee prior to use.

Note - See appendix for additional scoring options

3.5.5 Stage Point Parity

3.5.5.1 MDs should design matches in which all stages have approximately equal maximum point value. A match that contains one 6-point stage and one 12-point stage creates fairness problems if conditions change across the day. The Series recommends maximum stage variance be no greater than ± 2 points across the match.

3.5.5.2 Difficulty should be expressed through target size, distance, position complexity, and time pressure — not through asymmetric point totals.

3.5.6 Scoring Rules Applicable to All Stages

3.5.6.1 Stages may be sequenced (target order specified by the MD). The stage placard must specify the order.

3.5.6.2 Final per-shooter match score is calculated as: (Raw points scored) + (PSuit Handicap, per Section 8). Handicap is applied as a single match-level adjustment, not per-stage.

3.5.6.3 Team scoring follows Section 2.2.4c.

3.5.6.4 Raw scores and handicap-adjusted scores will both be published. Match placement is determined by handicap-adjusted score.

3.5.6.5 Scoring interactions between the RO and shooter on a stage must remain simple and unambiguous. MDs should not design scoring rules that require subjective on-the-clock judgment between the RO and shooter beyond what is described in this section.

3.6 Reshoots

3.6.1 Reshoots are not permitted, only partial reshoots (continuation of shooting) see PRS Rules for exact terminology

3.6.1a 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. Targets already neutralized remain neutralized; first-round impact opportunities not yet attempted are preserved. During time stoppage, shooter may not be on glass, should not be facing down range, and weapon to be made safe.

3.7 Tie Breakers

3.7.1 In the event of a tie in handicap-adjusted total match score, the tie is broken by the shooter's registered Power Factor — the higher Power Factor wins the tie. This rewards heavier-recoiling, more capable hunting cartridges in head-to-head ties.

3.7.2 If a tie remains after Power Factor, the tie is broken by raw stage points scored (highest raw points wins).

4. Stage Design & Match Director Flexibility

PRSuit explicitly preserves Match Director creative latitude. The PRSuit will not dictate to MDs the way in which they design or run their COFs, beyond the safety and scoring standards in this rulebook. It is the PRSuit's belief that competitors should make the determination of the quality of a match and provide appropriate feedback to the MD and the PRSuit series.

4.1 Hunter-Realistic Stage Philosophy

4.1.1 Stages should reward the skills a hunter uses in the field: ranging unknown distances, building a stable position quickly from natural terrain or gear, identifying targets, and making a confident first-round impact.

4.1.2 Stages should favor field positions over heavily-engineered competition props. Barricades may be used as terrain analogs (representing a fence rail, downed tree, etc.) but should not dominate a match.

4.1.3 Stage design should reflect the realistic terrain of the host range. Mountain ranges may include uphill/downhill shots; prairie ranges may include long flat shots and crosswind problems; mixed terrain ranges may use a combination.

4.2 Stage Time, Round Counts & Point Parity

4.2.1 Default individual stage time is 4 minutes; default team stage time is 6 minutes.

4.2.2 Lessons-learned guidance: MDs should be cautious about including a single stage that is dramatically harder than the rest of the match (very long range, very small targets, exceptionally narrow wind windows). When the wind shifts during the day, such a stage can swing the match by luck of squadding rather than skill. If an MD wants to include a single high-difficulty stage, the stage's maximum point value should still fit within the parity guidance (3.5.5).

4.3 Find-Range-Engage Format

The find-range-engage format is the signature stage type of PRSuit. The shooter is given a defined glassing position and a sector to search within; the shooter must find, range, and engage the targets on the clock.

4.3.1 Each firing position used in a find-range-engage stage shall have a clearly marked glassing point (a nail, pin, flag, or similar) and a defined left limit and right limit identifying the sector within which targets are located.

4.3.2 The stage placard at the staging position must clearly specify: (a) the stage number; (b) the number of scoring targets in the sector; (c) the target description, such as "2 bears," "3 deer with vital zones," or "4 prairie dogs"; (d) the required engagement order, if applicable; (e) scoring standard; and (f) a picture or illustration identifying the target shape.

4.3.3 Shooters must remain in the holding area, of a blind stage until directed by the RO. No in between stage glassing is permitted without RO approval. Any shooter found to have scouted a blind stage before their turn will receive a Match DQ for cheating (Section 6).

4.3.4 MDs may use known-distance stages within a match but should be done so sparingly. A match that consists entirely of blind stages reinforces the hunter-realistic identity of the Series and is encouraged.

4.3.5 The first target must be clearly identified by a visible marker or reference point, such as a stage placard, painted post, or other clearly defined indicator.

4.3.A Multi-Glassing-Position Stages

Multi-glassing-position stages place two or more glassing/firing positions on a single stage, requiring the shooter to engage targets from the first position, move to the second position, and re-glass to find additional or repeated targets. These stages are highly encouraged — they reflect realistic hunting scenarios in which the animal moves and the hunter must reposition, and they reward gear-management skills.

4.3.A.1 Each position must have its own glassing point and sector limits per Section 4.3.1.

4.3.A.2 The stage placard must specify the engagement sequence (which targets are engaged from which position, and in what order).

4.3.A.3 Common configurations include: (a) two-position right-to-left or left-to-right with different targets visible from each position; (b) front/back positions where moving forward reveals new targets while obscuring others; (c) three-position stalk with one target at each position representing successive engagement opportunities during a stalk.

4.3.A.4 Multi-glassing stages should be sequenced (not shooter's-choice) when the design requires that targets be engaged from specific positions, to ensure consistency between shooters.

4.3.A.5 Stages requiring multiple glassing and/or shooting positions should preferably be designed using clearly defined left-side and right-side configurations. Extreme care must be taken in stage design to ensure safe firearm handling, including designated rifle safety areas, clear procedures for grounding rifles, muzzle direction, magazine handling, and competitor movement.

Prior to running this type of stage, the Match Director must review the stage design and safety procedures with the Series Director. Any stage-specific magazine handling requirements must be clearly communicated to competitors before the stage begins.

4.4 Positions, Props & Equipment Use

4.4.1 Bipods, tripods, rear bags, and packs are permitted across all stages unless a specific stage prohibits them.

4.4.2 PRSuit does not categorically prohibit any rear bag, bipod type, or tripod. MDs are encouraged to set design-driven restrictions sparingly — allow stage design and the handicap system, not equipment bans, as the primary leveling mechanism.

4.4.3 Awkward, natural, and field positions are encouraged. MDs are encouraged to design stages that use sloped terrain, seated/kneeling off pack, standing off tripod, prone off improvised support, and other realistic hunting positions as the natural terrain dictates.

4.5 Stage Start Conditions

4.5.1 Stages starting should consider safe “run-up” conditions. No-running, starting closer, should always be considered. Terrain needs to be considered with distance, obstacles and potential safety concerns.

4.5.2 Stages start at the designated starting position or when the shooter/team crosses the start gate. Stages may start with the rifle in any of the following conditions, as specified on the stage placard: (a) rifle stowed in/on a pack with the pack on the shooter's back; (b) rifle in hand

4.5.3 Stowed-start stages are particularly encouraged for PRSuit, as they reflect the realistic transition from carrying to shooting in a hunting scenario. A stowed start typically has the shooter seated or standing with the pack on, rangefinder/binos stowed, magazine out, and chamber empty at the beep.

4.5.4.a Individual competitor Magazine handling: The following options are the only allowable conditions, dictated by the match director and should be consistent throughout the entire match (a) Insert magazine at the starting position prior to time starting; (b) Insert magazine when the rifle is grounded at the first glassing position while on the clock; (c) When the shooter is in the primary shooting position, ready to engage, while on the clock.

4.5.4.b Team Competitor Magazine Handling: see below 4.6.4

4.5.5 Carry requirement: An MD may project additional requirements on gear handling, to include taking all gear, weighing gear, managing gear per stage, etc...

4.6 Team Stage Execution

4.6.1 Default execution: one team member completes the entire stage (find, range, engage all targets) before the second team member begins. The first shooter must clear and stow their rifle in a safe location, designated by the RO, before the second shooter begins.

4.6.2 Paired/volley firing: with explicit MD authorization and where geometry safely allows, and where RO's may clearly identify impacts, a stage may permit both team members to engage simultaneously or to alternate shots. Paired-firing stages require: (a) sufficient lateral spacing between the two shooting positions, (b) sufficient ROs with clear visual control of each shooter, and (c) coordinated 'engage' command. Paired firing is not a default and should be used selectively.

4.6.3 Team members may share equipment on a stage (e.g., one shooter sets up a tripod, the other uses it after) provided all equipment is shared within the stage time limit.

4.6.4 Team Competitor Magazine Handling: In the interest of safe firearm handling, the first team member shall follow the individual competitor magazine handling procedures above, as directed by the Match Director. The second team member shall not insert a magazine until they are in their first primary shooting position.

Before the second team member inserts a magazine, the first team member must remove their magazine and announce "clear." Once the first team member has confirmed clear, the second team member may insert their magazine as directed.

For courses of fire involving volley fire, multiple glassing positions, or other stage-specific complications, the Match Director shall clearly define and publish the required magazine handling procedures prior to the start of the stage.

5. Code of Conduct and Sportsmanship

- 5.1** Unsportsmanlike conduct by any participant at a PRSuit event will not be tolerated.
- 5.2** 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, intentionally distracting a shooter on the clock, or any verbal or physical abuse.
- 5.3** Penalties for unsportsmanlike infractions are left to the discretion of the MD. The general guideline is a warning for first-time offenders and a Match DQ for a second offense at the same match.
- 5.4** Habitual offenders will receive a full season suspension from all PRS events, including PRSuit.

6. Cheating Definitions and Penalties

- 6.1** Cheating is defined as deliberately attempting to gain an unfair advantage over other competitors in an unscrupulous manner.
- 6.2** Examples of cheating in PRSuit include but are not limited to:
 - 6.2.1** Shooting a PRSuit stage for score that the shooter assisted in designing, practicing, or proofing.
 - 6.2.2** Exceeding the velocity or caliber rules of the Division entered.
 - 6.2.3** Misreporting bullet weight, muzzle velocity, or rifle weight at registration to gain handicap credit.
 - 6.2.4** Switching to a different rifle mid-match in order to gain a scoring advantage (substitutions for equipment failure must be approved by the MD; the substitute rifle must be weighed and chronographed and the handicap recalculated).
 - 6.2.5** Scouting a blind stage prior to the shooter's scheduled turn.
 - 6.2.6** Sharing blind stage information, examples include target location, target distance, support setup, wind or other stage aspects.
 - 6.2.7** Falsifying score sheets or scoring app entries.
 - 6.2.8** Spotting falsely (calling an impact for another shooter that did not occur, or failing to call a miss).
 - 6.2.9** Any media, post, or shared content that could provide a competitor with an unfair advantage may be considered cheating.
- 6.3** 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 one year and will not be permitted to participate in any PRS or PRSuit event during that time.

7. Social Media

- 7.1** Social media plays a critical part in the success and growth of PRSuit as well as attracting and retaining national and regional partners.
- 7.2** The PRS reserves the right to monitor social media sites and remove inappropriate content. We have a zero-tolerance policy regarding dishonorable content such as racial, ethnic, sexual, religious, or political attacks on participants, officials, partners, or the organization.

7.3 The PRSuit strives to create a positive and inclusive organization dedicated to helping new shooters reach their highest potential — particularly hunters who are new to precision rifle competition.

7.4 All PRSuit members should: be positive and respectful when posting publicly about events; bring concerns about a match, MD, RO, or scoring directly to the MD or PRSuit Director before posting publicly; tag and credit sponsors when posting content from sponsored events.

7.5 The PRS reserves the right to review and make a judgment call regarding any social media-related offense, including but not limited to the violations listed above, and may issue disciplinary action, suspensions, or bans at its discretion.

8. PRSuit Handicap & Scoring System

The PRSuit handicap is the defining feature of the Series. It allows hunters running true hunting rifles to compete head-to-head with shooters running purpose-built competition rifles. Each shooter's handicap is calculated once at registration based on rifle weight, Power Factor, and Division (Production bonus) and is applied as a single adjustment to total match score.

8.1 Rifle Weight Handicap

8.1.1 Rifle weight is measured at registration on the same quality postal scale for all competitors, maintained by the match director. Configuration as weighed is the configuration the shooter must use for the entirety of the match.

8.1.2 Base rifle weight: 13.0 pounds = 0 handicap points.

8.1.3 Linear gain: each 1.0 pound under base earns +1.0 handicap point, decimals included. Example: a 10.5-pound rifle earns +2.5 points.

8.1.4 Linear loss: each 1.0 pound over base loses 1.0 handicap point, decimals included. Example: a 14.7-pound rifle loses 1.7 points.

8.1.5 Maximum gain: +4.0 points at 9.0 pounds. Rifles under 9.0 pounds receive +4.0 (no additional credit).

8.1.6 No Maximum loss: -4.0 points at 17.0 pounds. Rifles over 17.0 pounds receive 2X weight penalty. Example 19.0 pounds receives -4.0 to 17.0 pounds and -4.0 for additional 2 pounds over 17.0, for a total of -8.0 point penalty.

8.1.7 Rifle systems of any weight and built for any purpose are welcome to compete. Weight-based handicap points will be applied fairly and consistently.

8.2 Power Factor Handicap

8.2.1 Power Factor (PF) is calculated as bullet weight in grains $\times$ muzzle velocity in fps. Example: a 140-grain bullet at 2,800 fps = PF 392,000.

8.2.2 Base Power Factor: 370,000 = 0 handicap points.

8.2.3 Incentive range (370,000–580,000): every 140,000 PF over base earns +1.0 handicap point, linear with decimals. Maximum +1.5 points at PF 580,000.

8.2.4 Penalty range (265,000–370,000): every 35,000 PF under base loses 1.0 handicap point, linear with decimals. Maximum -3.0 points at PF 265,000.

8.2.5 Power Factor is calculated at registration using shooter-declared bullet weight and shooter-declared muzzle velocity, subject to chronograph and bullet weight verification per Section 2.4.

8.3 Production Rifle Bonus

8.3.1 Shooters competing in Production Division (Section 2.2.2) receive an additional +2.0 handicap points. This bonus is stacked on top of weight and Power Factor handicaps.

8.3.2 The Production bonus mirrors the same incentive in the PRS Production Division and is intended to recognize shooters who choose factory rifles over custom builds.

8.4 Combined Handicap

8.4.1 A shooter's total handicap is the sum of: (Weight Handicap) + (Power Factor Handicap) + (Production Bonus, if applicable) + (Suppressor weight credit, if applicable per 2.3.5b).

8.4.2 Example: A shooter with an 11.5-pound rifle (+1.5 weight), PF 440,000 (+0.5 PF), running a Production rifle (+2.0) receives a total handicap of +4.0 points added to their raw match score.

8.4.3 Example: A shooter with a 15.0-pound rifle (-2.0 weight), PF 510,000 (+1.0 PF), Open Division (no Production bonus) receives a total handicap of -1.0 points.

8.4.4 Example: A shooter with a 13.0-pound rifle (0.0 weight), PF 300,000 (-2.0 PF), Open Division (no Production bonus), with suppressor (+0.75), receives a total handicap of -1.25 points.

8.4.5 Handicap is published alongside the raw score and the handicap-adjusted score in the official match results.

8.5 MD Handicap Tuning Latitude (2026-2027 Season)

The 2026-2027 season is explicitly a tuning season. The base handicap values in 8.1–8.3 are the Series defaults. Match Directors are authorized to adjust handicap weighting at their match within the bounds described below, provided the adjustment is announced in the match description, approved by PRSuit Director and applied uniformly to all shooters.

8.5.1 Power Factor Handicap: MDs may scale the PF handicap by up to $\pm 25\%$ of the Series defaults if the MD believes it better fits their venue and field. Requires approval by PRSuit Director.

8.5.2 Team PF adjustment: because team scoring averages two shooters' handicaps and teams gain an inherent spotting advantage with high-PF rifles, MDs may apply a reduced Power Factor handicap to team entries while leaving individual PF handicap at the default. This adjustment, if used, must be announced in the match description.

8.5.3 Production bonus and Suppressor credit are not subject to MD adjustment. Equipment must be legally acceptable at location of use for credit to be applied to all match participants (ie – suppressors in California)

8.5.4 Max power factor can be set by match director and must be stated prior to registration.

8.5.5 Handicap bonus points may be applied on a match-by-match basis. Examples include, but are not limited to, additional bonus points for .223/5.56 shooters or lightweight magnum individual competitors.

8.5.6 At the conclusion of the 2026-2027 season, the PRSuit Committee will review match results / handicaps across the season.

9. Match Criteria & Standards

PRSuit recognizes two match tiers for the 2026 season: PRSuit One-Day Matches (no series points eligible for 2026-2027), and PRSuit Two-Day Championship Matches (series points eligible). Standards below define the minimums for each tier.

9.0 PRSuit One-Day Match

9.0.1 One-day events.

9.0.2 No minimum stage requirements.

9.0.3 No minimum number of registered shooters.

9.0.4 Match may be scheduled and posted on the PRS web page.

9.2 PRSuit Two-Day Championship Match

9.1.1 Two-day events.

9.1.2 Minimum 16 planned stages.

9.1.3 Minimum 40 registered shooters.

9.1.4 Match must be scheduled and posted on the PRS web page at least 60 days in advance.

9.1.5 Match registration may open NO more than 100 days prior to the scheduled match date.

10. Series Administration & Rules Updates

10.1 PRSuit Committee

10.1.1 The PRSuit Committee is composed of the PRSuit Director, the PRS Director or designate, and a rotating panel of active PRSuit Match Directors, participants, or industry partners.

10.1.2 The Committee meets to discuss proposed rule changes, MD disputes, and disciplinary matters escalated by the PRSuit Director.

10.2 Rules Submission Process

10.2.1 Proposed rule changes for the following season must be submitted to the PRSuit Director.

10.2.2 Proposed changes are reviewed by the PRSuit Committee.

10.2.3 Approved rule changes are published with the annual PRSuit rulebook update.

10.3 PRSuit Finale & Qualifying

10.3.1 The Championship Finale is invite-only based on season points. Specific qualification thresholds, slot counts by Division, and Finale format will be published no later than 90 days prior to the Finale.

10.4 Contact

Match Directors interested in scheduling a PRSuit match, or shooters with rules questions, should contact Dan Bertocchini at dan@precisionrifleseries.com. Shooters register for matches on Impact Scoring. Match Directors interested in the format are encouraged to attend a sanctioned PRSuit or other hunter style match before running their first match.

Appendix A — Handicap Reference Calculator

Link to calculator: www.precisionrifleseries.com/prsuit

Appendix B — Example Stage Concepts

The following are illustrative stage concepts drawn from formats validated at the 2026 MDT Hunter Challenge test match. PRSuit Match Directors are encouraged to invent their own stages and not treat these as templates. None of the following are mandatory and none are exhaustive of what is permissible.

B.1 Standard Find-Range-Engage

Shooter is shown the glassing position, left/right sector limits, and a placard reading '2 bears, engage left to right, 4 minutes, 8 points.' On the beep, shooter glasses the sector, ranges the first bear, builds position, engages 2 points for first-round impact / 1 for second-round. Repeats for the second bear. Maximum 8 points. The default PRSuit stage.

B.2 Multi-Glassing-Position (Right-to-Left)

Two glassing/firing positions. From Position 1, shooter glasses, finds, and engages 2 targets (one of which is easy to find). Shooter then moves to Position 2 (10–30 yards away), re-glasses the same sector from the new angle, and engages 2 more targets that were not visible from Position 1. Sequenced engagement. 4 minutes. Maximum 8 points. Rewards gear management and the ability to come off the rifle and back on glass.

B.3 Vital Zone Doubles

Two animal-silhouette targets at moderate distance (300–600 yards), each with a vital zone insert. From Position 1, engage Target A (vital zone = 3 pts, silhouette only = 1 pt, second-round vital = +1 pt). Engage Target B same rules. Move to Position 2, re-engage Target A only. 4 minutes. Maximum 9 points. Rewards precise shot placement and decisive follow-up.

B.4 Modified Troop Line

Eight scoring shots, four targets, near-to-far then far-to-near. Two rounds per target with standard 2/1/0 scoring on each round. Prone-only or shooter's choice of support. Maximum 8 points. A nod to the PRS format that lets centerfire shooters feel at home; tight on time, but achievable for a focused shooter.

B.5 Three-Position Stalk

Three firing positions in sequence representing a stalk into a target: standing off tripod (closest, fastest target), kneeling off pack (middle distance), prone off bipod (farthest). One scoring target at each position.

B.6 Team Paired-Fire (advanced)

Two-position stage in which both team members shoot simultaneously from spaced positions, each engaging an independent set of targets. Requires explicit MD authorization, careful geometry, and a dedicated RO. 6 minutes. Maximum 8 points per shooter (averaged for team).

Appendix C — Glossary

AD/ND. Accidental Discharge / Negligent Discharge. Any round unintentionally discharged from a firearm. See Section 1.3.6.

Base Weight. 13.0 pounds — the rifle weight at which the PRSuit weight handicap is zero.

Base Power Factor. 370,000 (gr × fps) — the Power Factor at which the PRSuit PF handicap is zero.

Blind Stage. A stage on which distances and target locations are not disclosed in advance. Shooters range, identify, and engage on the clock.

Cold Bore. The first shot from a rifle that has not been fired since cleaning or has otherwise had time to fully cool.

Cold Range. A range on which all firearms are kept unloaded until the competitor is on the clock. PRSuit events are always cold ranges.

COF. Course of Fire. The complete description of how a stage is to be shot.

ECI. Empty Chamber Indicator. A chamber flag or equivalent device that visually confirms the chamber is empty. Required when not actively shooting.

Handicap. A point adjustment added to a shooter's raw match score based on rifle weight, Power Factor, and Production status.

MD. Match Director.

Neutralized. A target that has been hit and is no longer worth points; the shooter moves on. See Section 3.5.2.

Power Factor (PF). Bullet weight in grains × muzzle velocity in fps. Used in PRSuit as a handicap input (Section 8.2).

RO. Range Officer.

Stowed Start. A stage start condition in which the rifle is carried in or on the shooter's pack at the beep; the shooter deploys the rifle on the clock.

UKD. Unknown Distance. A target whose distance is not disclosed; the shooter must range on the clock.

Find-Range-Engage. The signature PRSuit stage format. The shooter is given a glassing position, sector limits, and a placard describing the target array; the shooter finds, ranges, and engages on the clock.

Glassing Point. The marked location (nail, pin, flag) at the firing position from which the shooter is required to glass for targets within the defined sector.

Sector Limits. Left and right boundaries defining the area within which targets are located on a find-range-engage stage. Shooters are not authorized to look outside the sector limits.

Vital Zone. A smaller target zone (heart/lung area) overlaid on an animal silhouette. Vital Zone scoring rewards precise placement (3 points first-round) over generic 'on the animal' hits.

Guided Division. A non-competing division for shooters who need active coaching during stages. Walks the prize table after competing shooters.

Paired Firing. An optional team execution mode in which both team members engage simultaneously from spaced positions. Requires explicit MD authorization per stage.

120-degree Rule. A muzzle-direction safety rule: the muzzle may not be pointed more than 60 degrees off the direction of fire in either direction.

Appendix D — STAGE PLACARD

SAMPLE PLACARD INFORMATION, MUST BE WRITTEN DIGITAL OR PHYSICAL PLACARD AT THE STAGE, EXAMPLES OF BOTH ACTUAL PHOTO OF TARGET

EXAMPLES:

Stage 1

2 pos, Moose, Deer
Left to Right



Sponsored by



Stage 2

1 pos, 4 Coyotes
Left to Right



Sponsored by



Appendix E — Score Cards

SAMPLE INDIVIDUAL SCORECARD

SAMPLE TEAM SCORECARD

INCLUDE PENALTIES / WARNINGS / ETC

Appendix F — Scoring Variations

F.1 Vital Zone Scoring (optional stage type)

Vital Zone stages use a hunting-style target consisting of an animal silhouette with a smaller vital zone (heart/lung area) overlaid on the silhouette. Vital Zone stages reward precise shot placement.

F.1.1 First round impact in the vital zone: 3 points.

F.1.2 First round impact on the animal silhouette but outside the vital zone: 1 point. The shooter may then attempt a second round; an impact in the vital zone on the second round earns 1 additional point

(total 2). A second-round impact on the silhouette outside the vital zone, or a miss, earns no additional points.

F.1.3 Maximum points per Vital Zone target: 3.

F.1.4 Vital Zone target hit detection must be unambiguous to the RO. MDs should use vital zone insert plates (separate steel) where possible, rather than relying on painted vital zones on a single piece of steel.

F.1.5 Stages may mix Vital Zone targets with standard 2/1/0 targets, but the Match Book must clearly label each target's scoring type.

F.2 Multi-Position Sequenced Engagement

MDs may design stages that require engagement of targets in sequence across two or more shooting positions, requiring the shooter to come off the rifle, reposition, and re-acquire targets. These stages mirror real hunting scenarios where the animal moves and the shooter must reposition.

F.2.1 Each target on a multi-position stage uses standard 2/1/0 scoring unless the stage placard specifies Vital Zone scoring.

F.2.2 Targets must be engaged in the sequence and from the position specified on the stage placard. A shooter who engages out of sequence or from the wrong position scores 0 for that engagement.

F.2.3 Maximum points per multi-position stage are calculated per the underlying scoring type and the number of engagement opportunities.

F.3 One-Shot Multi-Target Stages

MDs may design stages on which each target receives a single first-round-only attempt — hit scores 2 points, miss scores 0. This format rewards confident first-round impacts and is hunter-realistic; it also forces shooters running heavier-recoiling rifles to manage ammo conservatively.

F.3.1 Number of shots per target on a one-shot stage is exactly one.

Appendix G — Dangerous Weather

When to Seek Shelter from Lightning

Apply the 30-30 Rule: When you see lightning, count the time until you hear thunder. If it is 30 seconds or less, suspend outdoor activities and seek proper shelter. Once activities have been suspended, wait 30 minutes or more after hearing the last thunder before resuming an activity or returning outdoors.

With dangerous weather in the immediate area, make an announcement directing all attendees to shelter. It is also suggested to notate in the matchbook where designated shelter spaces are located.

Large open field matches can be particularly challenging when planning for lightning safety. A comprehensive approach may be the most effective method to lessen lightning danger; examples include communications about weather forecasts prior to match, real-time weather/thunderstorm data, engaging a weather watcher, and emphasizing the 30-30 rule.

— *END OF RULEBOOK* —