



# RULES AND REGULATIONS

SOUTH AFRICAN PRACTICAL PRECISION RIFLE FEDERATION (NPC)

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## PREAMBLE

The following SAPPRF Rules and Regulations, which include the Precision Rifle Series SA Rules. These allow more relaxed rules for Club, and Provincial practical precision rifle matches, while still maintaining the international standards set by Precision Rifle Series USA.

### 1. INTERPRETATION

The interpretation of the Rules and Regulations shall be the same as the interpretation of the Constitution of the South African Practical Precision Rifle Federation.

### 2. STANDARDS AND PRINCIPALS

The 2019 Rules & Standard Operating Procedures apply to all SAPPRF sanctioned events.

- Practical Precision Rifle competitions are designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems within a prescribed limited amount of time.
- Each Course Of Fire at a Practical Precision Rifle event will be very practical in nature and relate to common aspects of long-range Practical Precision Rifle engagements.
- A high level of professionalism and sportsmanship is expected at each Practical Precision Rifle event. All participants, including Match Directors, Range Officers, Competitors, and Spectators will be treated with the utmost respect at all times.
- Cheating of any kind will not be tolerated at any Practical Precision Rifle events and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from a Series/League.
- Practical Precision Rifle courses of fire (COF) are individual events designed to test a shooter's individual skill and ability, therefore; coaching a shooter while they are conducting a stage is prohibited. Assistance before and after a stage is not only authorized but encouraged especially for new shooters.

## 3. COURSE DESIGN

### 3.1. GENERAL PRINCIPLES

- 3.1.1. Matches must be designed, constructed and conducted with due consideration to safety.
- 3.1.2. The value/success of a match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's shooting skills, not necessarily their physical abilities.
- 3.1.3. There must be a balance of Accuracy, Precision and Speed. A properly balanced Course Of Fire will depend largely upon the nature of the challenges presented therein.
- 3.1.4. Practical Precision Rifle shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single Course Of Fire must be repeated to allow its use to be considered any form of measure of shooting skill.
- 3.1.5. Competitors must be permitted to solve challenges presented in any Course Of Fire in their own way. Conditions and/or restrictions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.
- 3.1.6. Matches should present varied degrees of difficulty suitable to the level of competition at hand. No shooting challenge may be regarded as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.

### 3.2. TYPES OF COURSES

SAPPRF matches may contain the following types of courses of fire:

- 3.2.1. General Courses of Fire:  
Practical Precision Rifle match Courses Of Fire are varied in Nature. Match Directors are encouraged to be creative, and provide their own take/view on Match and Stage design.
  - 3.2.1.1. Practical Stages – most simulate natural terrain stages, utilising natural obstacles and situations found in hunting or military type rural scenarios. Targets (location and distance) often play a higher role in these stages.  
It's not uncommon for Practical Ranges to require a hiking component between stages.
  - 3.2.1.2. Tactical Stages – most include more urban or manufactured type stages, and are more typically found on traditional formal 'square' shooting ranges. These stages are traditionally prop and barricade heavy, with less targets, and at a marginally closer range.
- 3.2.2. Special Courses of Fire:
  - 3.2.2.1. Skills Stages – Courses Of Fire designed by PRS, or the SAPPRF National Council. Skills Stages must be set up and conducted strictly in accordance with the notes and diagrams accompanying them.
  - 3.2.2.2. Shoot-Off – A Courses Of Fire conducted separately from a match, unless within a Shoot-Off Match, or as a means to break a Tie. Two eligible competitors simultaneously engage two identical and adjacent stages and target arrays in a process of elimination.

### 3.3. SANCTIONED MATCHES

- 3.3.1. Match organizers wishing to receive SAPPRF sanctioning must comply with the general principles of course design and course construction as well as all other current SAPPRF Rules and regulations. Courses of fire that do not comply with these requirements will

- not be sanctioned, and must not be publicized or announced as SAPPRF sanctioned matches or events.
- 3.3.2. Target arrays and presentations or props included in Courses Of Fire submitted to SAPPRF, but deemed by SAPPRF to be illogical, impractical, or outside of the prescribed normal may not be approved.
  - 3.3.3. The SAPPRF National, or Provincial Council, may withdraw SAPPRF sanctioning from a match if, in their opinion, a match or any component part thereof:
    - 3.3.3.1. Contravenes the purpose or spirit of the principles of course design; or
    - 3.3.3.2. Has been constructed at significant variance to the sanctioned design guidelines; or
    - 3.3.3.3. Is in breach of any current SAPPRF Rules; or
    - 3.3.3.4. Is likely to bring the sport of SAPPRF shooting into disrepute.
  - 3.3.4. SAPPRF match and stage level requirements, recommendations and guidelines are specified in the Appendix.

## 4. RANGE AND STAGE CONSTRUCTION

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in Practical Precision Rifle matches. Course Designers, Match Organisers and Officials are governed by these regulations.

### 4.1. GENERAL REGULATIONS

- 4.1.1. Safety considerations in the design, physical construction, and stated requirements for any Course Of Fire are the responsibility of the Match Organiser subject to the approval of the Match Director. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any Course Of Fire to provide suitable access for officials supervising the competitors.
- 4.1.2. Courses of fire must always be constructed considering Safe Angles Of Fire. Unless otherwise specified, the default maximum horizontal muzzle angle, measured from the front of the competitor facing directly center downrange, is:
  - 4.1.2.1.1. 60 degrees horizontally (ie 120 degrees in total), or
  - 4.1.2.1.2. 30 degrees to the left of the left most target, and 30 degrees to the right of the right most target, and a maximum of 120 degrees from left to right.
- 4.1.3. Whenever metal hard cover is used in a Course Of Fire, precautions must be taken so that competitors and Match Officials maintain a minimum distance of 50 meters from such hard cover while they are being shot. Care should also be taken in respect of metal props in the line of fire.
- 4.1.4. When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be permitted to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them as presented will not cause competitors to breach safe angles of fire.
- 4.1.5. Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Match Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.

- 4.1.6. Natural or created obstacles in a Course Of Fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- 4.1.7. Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Shoot-Off), must provide a minimum of 3 meters of free space between each competitor.
- 4.1.8. All defined berms are "off limits" to all persons at all times, except when access to them is specifically permitted by a Range Officer.

#### 4.2. *STAGE CONSTRUCTION CRITERIA*

During the construction of a Course Of Fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

- 4.2.1. Where Stage Props & Barricades are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.
- 4.2.2. Windows, Ports, Apertures, etc must be placed at a height reachable by most competitors, with a sturdy platform being available for use by others, if requested, without penalty.
- 4.2.3. Boundary/Fault Lines may be used to define the boundaries of a shooting area or part thereof, and must be fixed firmly in place.
- 4.2.4. Barriers must be constructed high enough and strong enough to serve the intended purpose. Unless supplemented by a shooting platform or similar, barriers of at least 1.8 meters high are deemed to extend skywards to infinity.

Refer to the Appendix for further detailed information within the Guidelines regarding stage design, balance as well as suitable target sizes.

#### 4.3. *MODIFICATIONS TO COURSE CONSTRUCTION*

- 4.3.1. Match Officials may, for any reason, modify the physical construction or procedure for a Course Of Fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published Course Of Fire should be completed before the stage begins.
- 4.3.2. All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the Range Officer in charge of the Course Of Fire during the squad briefing.
- 4.3.3. If the Match Director approves any such action after the match begins he must either:
  - 4.3.3.1. Allow the Course Of Fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor's actions caused the change, that competitor must be required to reshoot the revised Course Of Fire, or
  - 4.3.3.2. If possible, require all competitors to complete the Course Of Fire as revised with all previous attempts removed from the match results, or
  - 4.3.3.3. In the case of a single target failure; If it is possible to accurately remove that single target from the recorded scores of previous competitors, then the stage may continue without that target and previous scores need to be adjusted accordingly. Should the target be removed, then the stage time must be adjusted by the ratio of targets/engagements on the stage.



- 4.3.3.4. A competitor who refuses to reshoot a Course Of Fire, when so ordered by a Range Officer, will receive a zero score for that stage, irrespective of any previous attempt.
- 4.3.4. If the Match Director determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.
- 4.3.5. A competitor who incurred a disqualification in a stage which is subsequently removed, may be entitled to reinstatement, subject to;
  - 4.3.5.1. If the Match Director deems that the disqualification was directly attributable to the reasons for the stage being deleted, and
  - 4.3.5.2. If there is sufficient time for the competitor to reasonably and safely complete any uncompleted stages.
- 4.3.6. If the Match Director deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he/she may order that all shooting activities be suspended, until a "resume shooting" directive is issued.

#### 4.4. SAFETY AREAS

- 4.4.1. The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be either;
  - 4.4.1.1. conveniently placed and easily identified with signs, or
  - 4.4.1.2. each Range Officer at each Stage must identify the Safety Area, and indicate the Safe Direction.
- 4.4.2. Competitors are permitted to use Safety Areas unsupervised for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to disqualification.
  - 4.4.2.1. Casing, uncasing unloaded firearms.
  - 4.4.2.2. Practice the mounting, drawing, dry firing and re-holstering of unloaded firearms.
  - 4.4.2.3. Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm without a magazine.
  - 4.4.2.4. Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

#### 4.5. TEST FIRING / SIGHTING-IN BAY

- 4.5.1. When available at a match, a test firing bay or zero range must be operated under the supervision and control of a Range Officer at all times.
- 4.5.2. Competitors may test the operation of their firearm and ammunition, subject to all existing safety rules and any time limits or other restrictions imposed by a Range Officer.
- 4.5.3. At Provincial Matches or higher, targets (where possible, electronically indicating or self-resetting), should be available for use by competitors to aid in the sighting-in of their firearms.
- 4.5.4. At National Matches and higher, suitable range targets to confirm Trajectory Data to beyond that of the maximum target range at the competition must be available.
  - 4.5.4.1. All matches should, where possible, provide such targets.

#### 4.6. VENDOR AREAS

- 4.6.1. Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at a Practical Precision Rifle match) are solely responsible for the safe handling and security of their products and other items in their care, and ensuring they are displayed in a condition that will not endanger any person.

- 4.6.2. In the case of the display of firearms, no ammunition should be situated within the vendor's delineated area.
- 4.6.3. The Match Director must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.
- 4.6.4. Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

## 5. MATCH AND STAGE INFORMATION

The competitor is always responsible to safely fulfil the requirements of a Course Of Fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors.

Course information can be broadly divided into the following types:

- 5.1. Published Courses of Fire – Registered competitors must be provided with the same Course Of Fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website.
  - 5.1.1. A Match Book, describing every Course Of Fire, must be available at all National and any Championship matches.
- 5.2. Non-Published Courses of Fire –The Course Of Fire instructions are provided in the written Stage briefing, available prior to the Course Of Fire walkthrough.

### 5.3. STAGE BRIEFINGS

- 5.3.1. A stage briefing consistent with these rules and approved by the Match Director must be available at each Stage prior to commencement of the Stage. This briefing will take precedence over any Course Of Fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:
  - Targets (type, number, distance (if applicable));
  - Minimum number of rounds;
  - The rifle ready condition;
  - Start position;
  - Time starts: audible or visual signal;
  - Procedure;
  - Any specific safety considerations.
- 5.3.2. The Range Officer in charge of a Course Of Fire must read out the written stage briefing verbatim to each squad. The Range Officer may visually demonstrate the acceptable Start Position and Gun Ready Condition.
- 5.3.3. The Match Director may modify a written stage briefing at any time for reasons of clarity, consistency or safety.
- 5.3.4. After the written stage briefing has been read to competitors, and questions arising therefrom have been answered, competitors should be permitted to conduct an orderly inspection ("walkthrough") of the Course Of Fire. The duration of time for the inspection must be stipulated by the Match Director, and it should be the same for all squads.
  - 5.3.4.1. The Inspection Time should be no longer than 5 minutes, and no less than 1 minutes per squad.
    - 5.3.4.1.1. If no time is specified by the Match Director, then the Inspection Time shall be five (5) minutes per squad.
  - 5.3.4.2. If the Course Of Fire includes moving targets, props, barricades or similar items, these should be demonstrated to all competitors for the same duration and frequency.
  - 5.3.4.3. The Exception to this is a 'Blind Course Of Fire', where competitors will not be permitted to inspect the stage and/or targets.

## 6. RANGE EQUIPMENT

### 6.1. TARGETS – GENERAL PRINCIPLES

- 6.1.1. Only approved targets are to be used
  - 6.1.1.1. Targets must;
    - 6.1.1.1.1. be constructed of suitably hard steel such as AR500 Steel, Hardox, Armox, or have a Brinell rating of over 450 HB.
    - 6.1.1.1.2. be of suitable size for the level/standard of competition.
    - 6.1.1.1.3. deflect impacts down towards the ground.
  - 6.1.1.2. Target Frames and Stands must;
    - 6.1.1.2.1. be designed and of sufficient strength and durability in order to present the target in a consistent manner for all competitors.
- 6.1.2. Any target past 550 meters must be reactive (ie. Visibly Swing/Move on impact) and should have two spotters observing the target if possible.
- 6.1.3. Any target past 750 meters should, if possible, have a supplemental hit indicator such as a flash or a camera system.
- 6.1.4. No-shoots must be clearly marked with a conspicuous "X" or be of a single, unique color different from scoring targets throughout a match or tournament. Metal no-shoots may be of different colors in a match or tournament provided that the chosen color is consistent for all no-shoots of the same material (i.e. if no-shoots are yellow, they must all be yellow on all stages in a Match).
- 6.1.5. Targets used in a Course Of Fire may be partially or wholly hidden, as follows:
  - 6.1.5.1. Cover provided to hide all or a portion of a target will be considered hard cover. Hard cover should not be simulated but rather constructed using impenetrable materials.
  - 6.1.5.2. Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. Targets obscured by soft cover must either be visible through the soft cover or at least a portion of the affected target(s) must be visible from around the soft cover.

### 6.2. TARGET SIZES

- 6.2.1. Target sizes must be appropriate for the Stage Position, Expected Wind and Match Level (competitor skill).
- 6.2.2. See the Appendix for more details.

### 6.3. REARRANGEMENT OF RANGE EQUIPMENT OR SURFACE

- 6.3.1. The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at any time. Violations may incur, but are not limited to:
  - 6.3.1.1. Verbal warning.
  - 6.3.1.2. Stage DQ.
  - 6.3.1.3. Match DQ.
- 6.3.2. The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Match Director will have final authority concerning all such requests.

#### 6.4. RANGE EQUIPMENT FAILURE AND OTHER ISSUES

- 6.4.1. Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to;
  - 6.4.1.1. the failure of targets or target stands, or
  - 6.4.1.2. the premature activation of moving targets, or
  - 6.4.1.3. the malfunction of mechanically or electrically operated equipment, or
  - 6.4.1.4. the failure of props such as barricades openings, ports, and barriers.
- 6.4.2. A competitor who is unable to complete a Course Of Fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a Course Of Fire, must be required to reshoot the Course Of Fire after corrective actions have been taken.
  - 6.4.2.1. If a Match Director deems that one or more targets in a Course Of Fire are faulty and/or have been presented in a manner significantly different to earlier presentations, he may offer a reshoot to the affected competitor(s).
- 6.4.3. Chronic malfunction of equipment in a Course Of Fire may result in the removal of that stage from the match results.

## 7. COMPETITOR RESPONSIBILITY & EQUIPMENT

### 7.1. MEMBERSHIP

- 7.1.1. All Competitors at SAPPRF matches must be registered with SAPPRF and have a PRS-SA number.

### 7.2. RESPONSIBILITY

- 7.2.1. Each Competitor is solely responsible for ensuring that he/she fully understands the SAPPRF and Match Rules as well as the Course Of Fire prior to starting the stage.

### 7.3. FIREARMS

- 7.3.1. Firearms are regulated by Divisions (see Appendix D), but courses of fire must remain consistent for all Divisions.
- 7.3.2. Unless required by a Division (see Appendix D), there is no restriction on the trigger pull weight of a firearm, but the trigger mechanism must, at all times, function safely.
- 7.3.3. Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited.
- 7.3.4. Firearms must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or allied equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Match Director.
- 7.3.5. Competitors must use the same Firearm and Optic for all courses of fire in a Match. However, in the event that a competitor's original firearm and/or optic becomes unserviceable or unsafe during a match, the competitor must, before using a substitute firearm and/or optic, seek permission from the Match Director who may approve the substitution provided he is satisfied:
  - 7.3.5.1. The substitute firearm satisfies the requirements of the relevant Division and is of the same type, action and caliber and is fitted with the original optic; and
  - 7.3.5.2. In using the substitute firearm the competitor will not gain an advantage; and
  - 7.3.5.3. The competitor's ammunition, when tested in the substitute firearm, remains under the Division muzzle velocity limits.
  - 7.3.5.4. The substitute optic is of the same magnification range, and objective size.
- 7.3.6. A competitor who substitutes or significantly modifies a firearm and/or optic during a match without the prior approval of the Match Director will be Disqualified from the Match.
- 7.3.7. A competitor must never use or wear on his person more than one firearm during a Course Of Fire.
- 7.3.8. The rifle must be fitted with a stock enabling it to be fired from the shoulder.
- 7.3.9. Rifles; whereby more than one round can be discharged on a single pull or activation of the trigger are prohibited.
- 7.3.10. Combination guns offering an additional barrel, or barrels (e.g. a rifle and shotgun combination, or double rifle combination), are prohibited.

### 7.4. CARRY AND STORAGE AND COMPETITOR EQUIPMENT

- 7.4.1. Except when under the supervision and direct command of a Range Officer, all firearms must be unloaded.

- 7.4.1.1. A Chamber Safety Indicator must be fitted at all times when the firearm is not in use, and Detachable magazines must be removed. Failure to comply may be subject to Disqualification.
- 7.4.1.2. Competitors arriving at a match in possession of a loaded firearm must immediately report to a Range Officer, who will supervise unloading of the firearm. Competitors failing to comply may be subject to Disqualification.
- 7.4.1.3. When outside of the boundaries of a Safety Area, rifles must be;
  - 7.4.1.3.1. held, shouldered or slung, or placed in a rack, with the muzzle pointed skywards or downwards, or
  - 7.4.1.3.2. placed in a slip or case, are not required to be pointed skywards, and the action may be open or closed, however no ammunition may be in the rifle.
- 7.4.2. Ammunition must be carried or worn on the competitor or mounted to the rifle in safely designed pouches, pockets or other suitable retention devices, unless otherwise specified in the written stage briefing.

## 7.5. *APPROPRIATE DRESS*

- 7.5.1. Competitors must be appropriately dressed to accomplish Courses of Fire safely.
- 7.5.2. The Match Director will be the final authority in respect of what garments must not be worn by competitors.

## 7.6. *EYE AND EAR PROTECTION*

- 7.6.1. All persons are warned that the correct use of adequate eye and ear protection is in their own interest and of paramount importance to prevent injury to vision and hearing. It is strongly recommended that eye and ear protection be worn at all times by all persons while on the range premises.
- 7.6.2. Ear Protection is required for all Competitors, Match Officials and Spectators.
- 7.6.3. Eye Protection is highly advisable for all Competitors, and required for Match Officials, and Spectators. Those competitors choosing to forgo Eye Protection do so entirely at their own risk.
- 7.6.4. Match Organisers may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, Match Officials must make every reasonable effort to ensure that all persons wear adequate protection.
- 7.6.5. During a Course Of Fire;
  - 7.6.5.1. If a Range Officer notices that a competitor has inadvertently dropped or displaced their eye or ear protection, the Range Officer must immediately stop the competitor who will be required to reshoot the Course Of Fire after the protective devices have been restored.
  - 7.6.5.2. A competitor who inadvertently loses eye or ear protection during a Course Of Fire, or commences a Course Of Fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Officer, in which case the provisions of the previous rule will apply.
    - 7.6.5.2.1. Any attempt to gain a reshoot or advantage by removing eye and/or ear protection during a Course Of Fire will be considered unsportsmanlike conduct and result in a Match Disqualified.
- 7.6.6. If a Range Officer deems that a competitor, about to make an attempt at a Course Of Fire, is wearing inadequate eye or ear protection; then the Range Officer may ask the competitor to rectify the situation before allowing the competitor to continue. The Match Director is the final authority on this matter.

## 7.7. *AMMUNITION AND RELATED EQUIPMENT*

- 7.7.1. Competitors at a match are solely and personally responsible for the safety of all and any ammunition, which they bring to the match. Neither SAPPRF nor any SPPRF Officers, nor any organization affiliated to SPPRF, nor the officers of any organization affiliated to SPPRF accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.
- 7.7.2. All competitor ammunition and their respective magazines must comply with the provisions of the relevant Division.
- 7.7.3. Spare magazines, or ammunition dropped or discarded by a competitor after the Start Signal may be retrieved. However, their retrieval is, at all times, subject to all safety rules, and no additional time will be granted to the competitor.
- 7.7.4. Metal piercing, incendiary and/or tracer ammunition is prohibited at matches. Any competitor to be found with such ammunition will be Disqualified from the match.
- 7.7.5. Ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match.

## 7.8. *CHRONOGRAPH*

- 7.8.1. The maximum Muzzle Velocities for each Division are stipulated. One or more official match chronograph(s) must be used to assist in the determination of the Muzzle Velocity of each competitor's ammunition. In the absence of chronograph(s), the Muzzle Velocity declared by a competitor cannot be challenged.
- 7.8.2. The chronograph must be properly set up in accordance with the manufacturer's recommendations and verified each day by Match Officials in the following manner:
  - 7.8.2.1. At the beginning of the first day of the match, a Range Officer will fire 3 rounds from the supply of the official match calibration ammunition through the calibration firearm over the chronograph, and the average velocity of the 3 rounds will be recorded;
  - 7.8.2.2. On each of the following match days, the process will be repeated using the same firearm and ammunition supply (ideally from the same factory lot);
  - 7.8.2.3. The chronograph will be deemed to be within tolerance if the daily average velocity is within 25fps of the average velocity achieved above;
  - 7.8.2.4. Should a daily variance exceed the allowable tolerance stated above, the Match Director will take whatever steps he deems necessary to rectify the situation.
- 7.8.3. Competitor Ammunition Testing Procedure
  - 7.8.3.1. Ammunition must be tested using the competitor's firearm. Moreover, prior to and/or during testing, the competitor's firearm and the component parts thereof must not be altered or modified in any way from the condition it is being used (or will be used) at the match.
  - 7.8.3.2. An initial 3 sample rounds for the chronograph test will be drawn from each competitor at a time and place determined by Match Officials, who may require additional tests of a competitor's ammunition at any time during the match.
  - 7.8.3.3. The 3 sample rounds drawn by Match Officials, are fired over the chronograph. If a competitor has rounds of different bullet weights in his possession, 3 sample rounds of each may be drawn for testing.
  - 7.8.3.4. If the resultant Muzzle Velocity exceeds the relevant Division maximum, the competitor may, at the Match Directors discretion, continue shooting the match, but his scores will not be entered into match results nor count for match recognition and awards.



- 7.8.3.5. If a competitor's ammunition is retested, or if any authorized replacement ammunition is used, and different Muzzle Velocities are recorded when tested according to these rules, then the competitor shall be Disqualified.
- 7.8.3.6. The scores of a competitor who, for any reason, fails to present his rifle for testing at the designated time and location and/or who fails to provide sample rounds for testing whenever requested by a Match Official, will be removed from the match results, and, at the Match Directors discretion, the competitor may be removed from the match.
- 7.8.3.7. If the Match Director deems that a chronograph has become inoperative, and further testing of competitor's ammunition is not possible, the Muzzle Velocity of competitors which have been successfully tested will stand, and the Muzzle Velocities declared by all other competitors who have not been tested will be accepted without challenge, subject to any applicable Division requirements.

## 7.9. MALFUNCTIONS – COMPETITOR'S EQUIPMENT

- 7.9.1. If a competitor's firearm malfunctions after the Start Signal, the competitor may safely attempt to correct the problem and continue the Course Of Fire. During such corrective action, the competitor must keep the muzzle of the firearm pointing safely downrange at all times. The competitor must not use rods or other tools to verify or correct the malfunction. Violations will result in a zero score for the stage.
  - 7.9.1.1. A competitor who experiences a firearm malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the Start Signal, is entitled to retire, under the authority and supervision of the Range Officer, to repair his firearm, without penalty, subject to the safety rules. Once the repairs have been completed, the competitor may return to attempt the Course Of Fire, subject to scheduling as determined by the Range Officer or Match Director.
- 7.9.2. While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard.
- 7.9.3. In the event that a firearm malfunction cannot be corrected by the competitor within 2 minutes, or if the competitor self-stops for any other reason, he must point the firearm safely downrange and advise the Range Officer, who will terminate the Course Of Fire in the normal manner. The Course Of Fire will be scored as shot.
- 7.9.4. Under no circumstances is a competitor permitted to leave a Course Of Fire in the possession of a loaded firearm.
- 7.9.5. Where the firearm has failed as above, the competitor shall not be permitted to reshoot the Course Of Fire. This includes instances where a firearm is declared unserviceable or unsafe during a Course Of Fire.
  - 7.9.5.1. The exception to the above is if the firearm was provided as a 'House Gun'. Then the competitor shall be entitled to a reshoot.
- 7.9.6. In the event that a Range Officer terminates a Course Of Fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:
  - 7.9.6.1. If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time, if applicable, will be recorded up to the last shot fired, and the Course Of Fire will be scored "as shot".
  - 7.9.6.2. If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

- 7.9.6.3. A competitor who self-stops due to a suspected or actual squib load is not entitled to a reshoot.

## 8. MATCH STRUCTURE

### 8.1. GENERAL PRINCIPLES

The following definitions are used for clarity:

- 8.1.1. Course Of Fire (also "course" and "COF") – A separately scored and timed (if applicable) Practical Precision Rifle shooting challenge, conceptualized and constructed in accordance with SAPPRF principles of course design, containing targets and challenges which each competitor must safely negotiate.
- 8.1.2. Stage – A portion of an Practical Precision Rifle match containing one Course Of Fire and related supporting facilities, amenities, shelter and signage.
- 8.1.3. Match – Consists of a minimum of 3 stages. The total sum of individual stage results will be accumulated to declare a match winner.
- 8.1.4. Series or League – Consists of two or more SAPPRF matches held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the Series/League organizers will be accumulated to determine a Series/League winner.
- 8.1.5. A Province affiliated to SAPPRF cannot actively or passively sanction a shooting match of any type or format within the geographical boundaries of another Province without the advance and written approval of the Provincial Council of the Province where the match is to be held.

### 8.2. MATCH STATUS

- 8.2.1. Match Organisers seeking to obtain Club, Provincial, National or International Status for their events are required to submit an application to their Provincial Council. Such application shall be in writing, giving such details of the event as may be required by SAPPRF.
- 8.2.2. It is the responsibility of the Provincial Council to investigate each application, to assess the standard of the proposed event, to ascertain full details of the matches proposed and to ensure that the venue, infra-structure and equipment is up to the standard required for such an event.
- 8.2.3. Having satisfied itself as to the overall standard of the event and the appropriateness of its date and venue, the Provincial Council concerned shall submit to the National Council for approval the original application, together with its supporting recommendations.
- 8.2.4. Should a Provincial Council not recommend that Club, Provincial, National or International Status be accorded to an event, then that Provincial Council shall report to the National Council that such status has been applied for by the Organising Committee concerned and its reason for not recommending that such status be granted.
- 8.2.5. The National Council may require additional information regarding the proposed event such as details of facilities for competitors, spectators, accommodation, prize money and sponsors requirements.

### 8.3. MATCH DIVISIONS

- 8.3.1. SAPPRF Divisions recognize different Rifles and Equipment. Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- 8.3.2. In SAPPRF sanctioned matches, the minimum number of competitors stipulated in Appendix 1 must compete in each Division for it to be sanctioned/recognised.

- 8.3.2.1. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official SAPPRF recognition and scores will not count towards any Division Series/League.
- 8.3.3. Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire. This is a service to assist competitors verify that their equipment, in the configuration as presented, is in compliance with their declared Division.
  - 8.3.3.1. If a competitor disagrees with an equipment compliance ruling, the onus is upon him, prior to him attempting any Courses Of Fire, to provide evidence acceptable to the examiner in support of his claim. In the absence or rejection of such evidence, the original decision will stand, subject only to appeal to the Match Director, whose decision is final.
  - 8.3.3.2. The competitor's Rifle and all allied equipment accessible to him during a Course Of Fire are subject to compliance testing, if requested by a Match Official.
- 8.3.4. Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Match Director, most closely identifies with the competitor's equipment. If, in the opinion of the Match Director, no suitable Division is available, the competitor may shoot the match for no score.
- 8.3.5. A competitor who fails to satisfy the equipment or other requirements of a declared Division after the Start Signal, will be placed in Open Division, if available, otherwise the competitor's scores will not be entered into match results. Competitors already registered in Open Division who fail to comply with the requirements of Open Division after the Start Signal will not have their scores entered into match results.
- 8.3.6. A competitor who is classified or reclassified as above must be notified as soon as possible. The Match Director's decision on these matters is final.
- 8.3.7. A competitor reclassified to Open Division will thereafter be subject only to the provisions of Open Division but is required to continue using the same Rifle and Optics.
- 8.3.8. A match disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match.
- 8.3.9. Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Team.

#### 8.4. MATCH CATEGORIES

- 8.4.1. SAPPRF matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a Match.
- 8.4.2. Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category.

#### 8.5. TEAMS

##### 8.5.1. GENERAL

- 8.5.1.1. An individual competitor's scores can only be used exclusively for a single team in a match.
- 8.5.1.2. If a member of a team retires from the match for any reason before completing all of the stages, scores attained by that competitor will continue to stand towards the team score, and the affected team is not entitled to replace the retired team member.

- 8.5.1.3. If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all stages. Teams will not be entitled to replace a disqualified team member.

## 8.6. *COMPETITOR STATUS AND CREDENTIALS*

- 8.6.1. All competitors must be individual members of the SAPPRF Province in which they normally reside. Residency is defined as the Region where the individual is ordinarily domiciled for a minimum of 183 days of the twelve months immediately preceding the month in which the match begins. Ordinarily domiciled condition is a physical presence test and does not relate to citizenship or to any address of convenience. The 183 days need not be consecutive or the most recent 183 days of the twelve month period.
- 8.6.2. A competitor and/or team member may represent only the Province in which they reside.
- 8.6.3. At Provincial Championships, only competitors who satisfy the Provincial residency requirements are entitled to be recognized as the Provincial Champion, by Division and/or by Division/Category, as the case may be.
  - 8.6.3.1. However, when determining Provincial Champions, match results of competitors from outside the applicable Province must not be deleted from the match results.

## 8.7. *COMPETITOR SCHEDULING AND SQUADDING*

- 8.7.1. Competitors must compete for score according to the published match and squadding schedule.
  - 8.7.1.1. Competitors must shoot with the squad to which they are assigned.
  - 8.7.1.2. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director.
  - 8.7.1.3. Failing to comply with the above will zero the competitor's score for that stage.
- 8.7.2. Only Match Officials (approved by the Match Director), match sponsors, Patrons and dignitaries (approved by the Match Director); who are SAPPRF Members in good standing may compete in a pre-match. Scores attained in the pre-match will be included in the overall match results provided dates of the pre-match are published in advance in the official match schedule.
  - 8.7.2.1. The Pre-Match is only available to those that are assisting at the match and would therefore not be able to compete at it. Anyone that shoots a Pre-Match and does not attend the match, forfeits any score they achieved in that Pre-Match.
- 8.7.3. A Match will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

## 9. MATCH MANAGEMENT

### 9.1. MATCH OFFICIALS

The duties and terms of reference of Match Officials are defined as follows:

- 9.1.1. Range Officer ("RO") – Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the scores and time (if applicable) achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Match Director).
- 9.1.2. Chief Range Officer ("CRO") – Is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the direct authority of the Match Director).
- 9.1.3. Match Director ("MD") – Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters. The Match Director is appointed by the Match Organiser, and has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All disqualifications and appeals to arbitration must be brought to his attention.
- 9.1.4. The following positions are normally managed by the Match Director, but may be established as required:
  - 9.1.4.1. Stats Officer ("SO") – Supervises the stats room team, which collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under the direct authority of the Match Director).
  - 9.1.4.2. Quartermaster ("QM") – Distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), other range needs (e.g. timers, batteries, staplers, staples, clipboards etc.) and replenishes Range Officer refreshments (under the direct authority of the Match Director).

### 9.2. DISCIPLINE OF MATCH OFFICIALS

- 9.2.1. The Match Director has authority over all Match Officials, and is responsible for decisions in matters concerning conduct and discipline.
- 9.2.2. In the event that a Match Official is disciplined, the Match Director must send a report of the incident and details of the disciplinary action to the Match Official's Provincial Council. Such Provincial Council will be responsible for informing the National Council.
- 9.2.3. A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Match Director will make any decision related to an official's participation.

### 9.3. APPOINTMENT OF OFFICIALS

- 9.3.1. Match Organizers must, prior to commencement of a Match, appoint a Match Director to carry out the duties detailed in these rules. The nominated Match Director should preferably be the most competent and experienced certified Match Official present.
- 9.3.2. References in these rules to Match Officials (e.g. "Range Officer", "Match Director" etc.), mean personnel who have been officially appointed by Match Organizers to serve in an official capacity at the match. Persons who are certified Match Officials, but who are merely participating in the match as regular competitors, have no standing or authority as Match Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Match Official insignia.

- 9.3.3. A person acting as a Match Official is prohibited from having a holstered firearm while directly accompanying and timing a competitor during his attempt at a Course Of Fire.

#### 9.4. STAGE OFFICIALS

- 9.4.1. Match Directors are completely responsible for the recruitment, management and conduct of all Range Officials.
- 9.4.2. Match Directors have the following three (3) options with regards to Range Officer configurations:

##### 9.4.2.1. FULL RANGE DETAIL

- 9.4.2.1.1. The Match Director assigns all Range Officials to stages;
- 9.4.2.1.1.1. Range Officer,
  - 9.4.2.1.1.2. Score / Time Keeper,
  - 9.4.2.1.1.3. Other required Range Officials / Spotters.
- 9.4.2.1.2. All Range Officials must remain on their designated Stage(s) for the duration of the Match.
- 9.4.2.1.3. Range Officials may not be competitors.
- 9.4.2.1.4. The Range Officer on each stage is the only person authorised to award impacts and make decisions.

##### 9.4.2.2. RANGE OFFICER & COMPETITOR ASSISTANTS

- 9.4.2.2.1. The Match Director assigns a Range Officers to stages.
- 9.4.2.2.2. The Range Officer must remain on their designated Stage for the duration of the Match, and is the only person authorised to award points and make decisions.
- 9.4.2.2.3. The Range Officer shall not be competitor.
- 9.4.2.2.4. Competitors shall assist the Range Officer in:
- 9.4.2.2.4.1. Scoring / Time Keeping;
  - 9.4.2.2.4.2. Spotting;
  - 9.4.2.2.4.3. Assisting in Safety management.

##### 9.4.2.3. SQUAD BASED RANGE OFFICER

- 9.4.2.3.1. The Match Director assigns an experienced competitor as the Range Officer for each squad.
- 9.4.2.3.2. The Range Officers must be briefed on all stages by the MD to ensure stage consistency.
- 9.4.2.3.3. The Range Officers is the only person within the squad authorised to award impacts and make decisions.
- 9.4.2.3.3.1. The exception is when the Range Officer is competing. Then another competitor shall act as the Range Officer in the interim.
- 9.4.2.3.4. Competitors shall assist the Range Officer in:
- 9.4.2.3.4.1. Scoring / Time Keeping;
  - 9.4.2.3.4.2. Spotting;
  - 9.4.2.3.4.3. Assisting in Safety management.
- 9.4.3. At National and higher level matches, Match Directors must either implement a 'Full Range Detail', or 'Range Officer & Competitor Assistants' options of Stage Officials.

#### 9.4.4. RANGE OFFICER RESPONSIBILITIES

- 9.4.4.1. Range Officers are responsible for all aspects of the Course Of Fire they are running, and must have a complete understanding of the stage procedure on their assigned stage. Any questions regarding the rules or procedure of the stage must be addressed with the Match Director prior to the start of the match.
- 9.4.4.2. Range Officers must;
  - 9.4.4.2.1. have a full understanding of the official SAPPRF Rules.
  - 9.4.4.2.2. ensure the rules are applied the same for every shooter.
- 9.4.4.3. Range Officers will provide a Stage Briefing prior to the start of each squad and all questions must be asked and answered prior to the start of the first competitor from each squad. Range Officers will point out each target to the shooters except on “blind” stages in which case target locations shall not be provided.



## 10. THE COURSE OF FIRE

### 10.1. RIFLE READY CONDITIONS

The ready condition for Rifles will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Officer must not take any action, as the competitor is always responsible for the handling of the rifle.

- 10.1.1. Rifles:
  - 10.1.1.1. Loaded (Option 1): magazine filled and fitted (if applicable), chamber empty and the action/bolt open.
  - 10.1.1.2. Unloaded (Option 2): fixed magazine must be empty, detachable magazines removed, chamber must be empty and the action/bolt open.
- 10.1.2. Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.
  - 10.1.2.1. When a written stage briefing requires that a competitor's firearm and/or allied equipment be placed on a table or another surface prior to the Start Signal, they must be placed as stipulated in the written stage briefing.

### 10.2. COMPETITOR READY CONDITIONS

This designates when, under the direct command of a Range Officer:

- 10.2.1. The rifle is prepared, made safe and held or placed as specified in the written stage briefing.
- 10.2.2. Unless specified in the written stage briefing, the competitor's stance prior to the commencement of the Course Of Fire must be Port Arms; standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the finger out of the trigger guard.
  - 10.2.2.1. Unless otherwise stated in the written stage briefing holding the gun upside down is not acceptable.
  - 10.2.2.2. A competitor who attempts or completes a Course Of Fire where an incorrect start position was used may be required by a Range Officer to reshoot the Course Of Fire.
  - 10.2.2.3. Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. However, the "ready condition" of the rifle stipulated here and the general outline of the "ready position" will prevail.
  - 10.2.2.4. A Course Of Fire must never permit a competitor to start a stage with the rifle mounted into the shoulder and pointing towards targets.
- 10.2.3. The competitor must start the Course Of Fire with all required equipment on their person, off the ground. Any equipment 'left behind' after the start signal shall remain 'out of play' for the duration of the stage.
  - 10.2.3.1. Should a 'Reshoot' be required, the competitor will restart the stage with the same equipment that was used on the stage in the first attempt.

### 10.3. RANGE COMMUNICATION

The approved range commands and their sequence are as follows:

- 10.3.1. "Shooter do you understand the Course Of Fire?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the Course

Of Fire and is ready to proceed. If the competitor indicates that he requires clarity regarding the Course Of Fire, then the Range Officer may answer any questions prior to continuing.

- 10.3.2. "Make Ready" (or "Load and Make Ready" for Semi-Automatic rifles) – This command signifies the start of "the Course Of Fire". Under the direct supervision of the Range Officer the competitor must face downrange, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.
- 10.3.3. Once the appropriate command has been given, the competitor must not move away from the start location prior to issuance of the Start Signal without the prior approval, and under the direct supervision, of the Range Officer. Violation will result in a warning for the first offense and may result in a Stage Disqualification or Match Disqualification for further offenses in the same match.
- 10.3.4. "Are You Ready?" – The lack of any negative response from the competitor indicates that he is ready to proceed. If the competitor is not ready at this command, he must state "Not Ready". When the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.
- 10.3.5. "Standby" – This command should be followed by the Start Signal within 1 to 4 seconds.
- 10.3.6. "Start Signal" – The signal for the competitor to begin their attempt at the Course Of Fire. If a competitor fails to react to a Start Signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the Course Of Fire, and will resume the range commands from "Are You Ready?"
  - 10.3.6.1. In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and restart the competitor once the Course Of Fire has been restored.
  - 10.3.6.2. A competitor who reacts to a Start Signal but, for any reason, does not continue their attempt at the Course Of Fire and 'Times Out' on the timing device operated by the Range Officer, will be given a zero score and zero time (if applicable) for that stage.
- 10.3.7. During the Course Of Fire, the Range Officer, or Spotters will call 'Impact' to let a competitor know that the target that they engaged has been hit and awarded the point. Any other call indicating a hit should be avoided, as it may lead to confusion.
- 10.3.8. No other information may be provided to the competitor, by Range Officials, Spectators or other competitors alike, while a competitor is shooting the Course Of Fire, unless such information is provided for safety reasons.
  - 10.3.8.1. At the Match Director's discretion, and after receiving National or Provincial Council permission; verbal assistance during the Course Of Fire may be allowed between team mates during specialty matches such as 3 Person Team, Pro-Am or Shooter Spotter matches.
- 10.3.9. "Stop", or "Cease Fire" – Any Range Officer assigned to a stage may issue this command at any time during the Course Of Fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.
- 10.3.10. "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his rifle and present it for inspection by the Range Officer with the muzzle pointed downrange, fixed magazine empty or detachable magazine removed and chamber empty, action held or latched open.
  - 10.3.10.1. "Insert Chamber flag" – If the gun proves to be clear, the competitor or Range Officer must then fully fit a chamber safety flag to ensure that the chamber is clear. The action can remain open or be partly closed.

- 10.3.10.2. If the gun does not prove to be clear, the Range Officer will resume the commands from "Unload And Show Clear"
- 10.3.10.3. Full compliance with the above signifies the end of the Course Of Fire. The competitor must then safely leave the Course Of Fire.
- 10.3.11. "Range Is Clear", or "Range is Safe" – Competitors or Match Personnel must not move forward of the firing line or final shooting location, or collect spent cases, or approach the competitor until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, reset props, barricades, targets, collect spent cases, etc.
- 10.3.12. A competitor with a severe hearing disability may, subject to prior approval of the Range Master, be entitled to have the foregoing verbal Range Communications supplemented by visual and/or physical signals.
  - 10.3.12.1. The recommended physical signals are taps on the competitor's weak side shoulder using a countdown protocol, namely 3 taps for "Are You Ready", 2 taps for "Standby" and 1 tap to coincide with the Start Signal.
- 10.3.13. There are no fixed range communications designated for use at the chronograph station or at an equipment compliance check (which may be conducted at a venue away from the shooting range). Competitors must not handle their firearms, or remove chamber safety flags, as the case may be, until the examiner asks for them to be passed to him, in accordance with his instructions.

#### *10.4. LOADING, RELOADING OR UNLOADING DURING A COURSE OF FIRE*

- 10.4.1. When loading, reloading or unloading during a Course Of Fire, the competitor's fingers must be visibly outside the trigger guard, and the firearm must be pointed safely downrange or in another safe direction authorized by a Range Officer.

#### *10.5. MOVEMENT*

- 10.5.1. Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the Bolt open, or in the case of a Semi-Automatic Rifle, the external safety should be applied. The firearm must be pointed in a safe direction. "Movement" is defined as, but not limited to, any of the actions below:
  - 10.5.1.1. Transitioning to a target.
  - 10.5.1.2. Taking more than one step in any direction.
  - 10.5.1.3. Changing shooting position (e.g. from standing to kneeling, from seated to standing etc.).
  - 10.5.1.4. Changing the location of the rifle on a Barricade, Prop, or Natural obstacle.

#### *10.6. ASSISTANCE OR INTERFERENCE*

- 10.6.1. No assistance of any kind can be given to a competitor during a Course Of Fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.
  - 10.6.1.1. Competitors confined to wheelchairs or similar devices may be given special dispensation by the Match Director in respect of mobility assistance.
- 10.6.2. Any person providing assistance to a competitor during a Course Of Fire without the prior approval of a Range Officer (and the competitor receiving such assistance) may, at the discretion of a Range Officer, be subject to a verbal warning. In the case of repeated offenses, the Match Director may, at his discretion, issue a Stage or Match Disqualification.

- 10.6.3. Any person verbally or otherwise interfering with a competitor during his attempt at a Course Of Fire may be subject to Disqualification for unsportsmanship behaviour. If the Range Officer believes that the interference significantly affected the competitor, he must report the incident to the Match Director, who may, at his discretion, offer the affected competitor a reshoot.
- 10.6.4. In the event that inadvertent contact with the Range Officer or another external influence has interfered with the competitor during a Course Of Fire, the Range Officer may offer the competitor a reshoot of the Course Of Fire. The competitor must accept or decline the offer prior to seeing either the score or the time (if applicable) from the initial attempt. However, any safety infraction committed, by the competitor, during any such interference will still be penalised.

## *10.7. RESHOOTS*

- 10.7.1. A competitor may request a reshoot if they believe that one is warranted. The competitor will have a period of two (2) minutes to explain his grievance to the Range Officer, who may make the decision to allow the reshoot. If the competitor receives an unfavourable decision, or the Range Officer is unable to make a decision, then the competitor may appeal to the Match Director.
  - 10.7.1.1. The competitor will have fifteen (15) minutes to explain his grievance to the Match Director, who shall then make a decision.
- 10.7.2. There are two types of reshoots:
  - 10.7.2.1. A Full Reshoot means the competitor will run the entire Course Of Fire over from start to finish.
  - 10.7.2.2. A Partial Reshoot means the competitor is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time remaining at the time of the stoppage. If either the position or the time remaining cannot be determined, the competitor must take a full reshoot.
- 10.7.3. Once a competitor reshoots a stage, they must take the reshoot score.

## *10.8. SIGHT PICTURES, DRY FIRING AND COURSE INSPECTION*

- 10.8.1. Competitors are prohibited from taking a sight picture with a loaded firearm prior to the Start Signal. Violation will result in a warning for the first occurrence, and a Stage Disqualification for each occurrence thereafter.
  - 10.8.1.1. If Match Organizers also prohibit taking a sight picture with an unloaded firearm prior to the Start Signal, competitors must be advised in the written stage briefing.
  - 10.8.1.2. When permitted, competitors taking a sight picture with an unloaded firearm prior to the Start Signal must only do so on a single target, to verify that their sights are prepared as required. Competitors may not test a target sequence or a shooting position while taking a sight picture.
- 10.8.2. Competitors may only use a Binocular, Monocular, Rangefinder, or Spotting Scope to find and range targets on a Course Of Fire. Such optics may be mounted on a tripod or other suitable stability device. Rifle scopes may not be used.
- 10.8.3. Competitors are prohibited from using any equipment or any part of a real firearm including any accessories thereof etc., except for their own hands, while conducting their inspection ("walkthrough") of a Course Of Fire.
- 10.8.4. No person is permitted to enter or move through a Course Of Fire without the prior approval of a Range Officer assigned to that Course Of Fire, or the Match Director.
- 10.8.5. Any violations of the above will result in a warning for the first occurrence, and a Stage Disqualification for each occurrence thereafter.



## 11. SCORING

### 11.1. *HARD COVER*

- 11.1.1. Hard Cover – Unless specifically described as "soft cover" in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:
  - 11.1.1.1. bullet strikes wholly within hard cover, and continues on to strike a target or no-shoot, the hit on the target will not count for score or penalty, as the case may be.
  - 11.1.1.2. bullet strikes wholly within hard cover, and continues on to activate other range equipment, this will be treated as range equipment failure. The competitor will be required to reshoot the Course Of Fire, after it has been restored.

### 11.2. *SCORING METHOD*

- 11.2.1. Stage Points are accumulated by hitting the designated targets in each Course Of Fire.
  - 11.2.1.1. Skills Stages are the exception, where the time is taken for the primary purpose of breaking ties should they occur at the end of the Match.
- 11.2.2. Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved.
- 11.2.3. Match results must rank competitors within the relevant Division in descending order of individual stage points achieved.
- 11.2.4. Team results must rank teams within the relevant Division in descending order of individual stage points accumulated by all members of the team in accordance with the Team Competition Rules.

### 11.3. *MATCH TIEBREAKERS*

- 11.3.1. Every National and Provincial Match will have at least one Skills Stage that will be run the same way at all matches.
  - 11.3.1.1. In the case of multiple Skills Stages, the scores and times of such Skills Stages are combined resulting in a single overall Skills Stage Score and Time, which shall be used to break any tied scores.
- 11.3.2. The best score, then time of the stage(s) will determine which of the tied shooters receives the higher placing.
  - 11.3.2.1. If tied shooters receive the same score, the time to the nearest 100th of a second will be used to determine which shooter receives the higher score.
  - 11.3.2.2. If two shooters in the top 10 are still tied, then a Skills Stage from the match, determined by the Match Director, will be reshot until the tie is broken.
  - 11.3.2.3. Tied shooters outside the top 10 will be scored as tied and all shooters tied for that position will receive the same match placement.
- 11.3.3. PRS Skills Stage detailed descriptions are located in the Appendix.
- 11.3.4. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their original match points will remain unchanged.

### 11.4. *TARGET SCORING AND PENALTY VALUES*

- 11.4.1. Match scoring shall follow either of the following scoring values:
  - 11.4.1.1. One point per impact on a target, or
  - 11.4.1.2. Two points for a first round impact on a target, and

- 11.4.1.2.1. One point for a re-engagement on the same target immediately following an initial miss. Competitors may not return to a previously missed target once they have engaged any other target.
- 11.4.2. National, Regional and International matches must be scored one (1) point per impact on a target.
- 11.4.3. Each Match must be uniform and only one (1) method of scoring may be used for the entire Match.
- 11.4.4. Penalty hits on No-Shoot Targets may not exceed the value of a single hit on any other designated target.

### *11.5. SCORE VERIFICATION AND CHALLENGE*

- 11.5.1. After the Range Officer has declared "Range is Clear", the competitor or their delegate will be permitted to approach the official responsible for scoring to verify their score.
- 11.5.2. Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the next competitor starting the Course Of Fire, or the squad leaving the stage as the case may be with regards to the last competitor in the squad.
- 11.5.3. In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Match Director for a ruling.
- 11.5.4. The Match Director's ruling in respect of the scoring of hits on targets and no-shoots will be final. No further appeals are permitted with respect to such scoring decisions.

### *11.6. SCORE SHEETS*

- 11.6.1. Both a Primary and a Secondary method of scoring should be utilised.
  - 11.6.1.1. One method must be manually on paper.
- 11.6.2. The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the National Council. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete skills stages must be recorded to 2 decimal places in the appropriate place.
- 11.6.3. If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.
- 11.6.4. Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Match Director. If the Match Director is satisfied that the Course Of Fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match results.
- 11.6.5. A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the Course Of Fire has been completed, and that the scores and time (if applicable) recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors.
- 11.6.6. If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, it must be promptly referred to the Match Director who will normally require the competitor to reshoot the Course Of Fire.

- 11.6.7. In the event that a reshoot is not possible for any reason, the following actions will prevail:
- 11.6.7.1. If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.
  - 11.6.7.2. If excessive hits have been recorded on the score sheet, the maximum stage score value will be used.
  - 11.6.7.3. If the time is missing from a Skills Stage, the competitor will receive the Skills Stage maximum time for the stage.
  - 11.6.7.4. If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.
- 11.6.8. In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Match Director, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Match Director to be insufficiently legible the competitor will be required to reshoot the Course Of Fire. If the Match Director deems that a reshoot is not possible for any reason, the competitor will incur a zero score and maximum skills stage time (if applicable) for the affected stage.
- 11.6.9. No person, other than an authorized Match Official, is permitted to handle an original score sheet retained on a stage, or at any other place, after it has been signed by a competitor and a Range Officer, without the prior approval of the Range Officer or personnel directly involved with Stats.  
Violations of the above will result in a warning for the first occurrence, and a Stage Disqualification for each occurrence thereafter.

## *11.7. SCORING RESPONSIBILITY*

- 11.7.1. Each competitor has a responsibility to maintain an accurate record of their scores by verifying the lists posted by the Stats Officer.
- 11.7.2. After all competitors have completed a match, the provisional stage results must be published and posted in a conspicuous place at the shooting range for the purpose of verification by competitors. The time and date the subject results were actually posted (not just printed) at each venue must be clearly stated thereon.
- 11.7.3. If a competitor detects an error in those results, he must file an appeal with the Stats Officer within 15 minutes after the results were actually posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- 11.7.4. Competitors who are scheduled (or otherwise authorized by the Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 2 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted.
- 11.7.5. A Match Director may elect to have results posted electronically (e.g. via a website) either in addition to, or as an alternative to, physically printing them. If so, the relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match. Facilities (e.g. a computer) must be provided for competitors to view the results if a Match Director has elected to only have results posted electronically.

## *11.8. OFFICIAL TIME & TIMING*

- 11.8.1. Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a Course Of Fire.



- 11.8.1.1. The timing device must be a suitable timer, capable of recording the report of a suppressed firearm, must be used when recording the times of competitors on Skills Stages.
- 11.8.1.2. If a Range Officer assigned to a Course Of Fire (or a more senior Match Official) deems that a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the Course Of Fire.
- 11.8.2. If, in the opinion of an Arbitration Committee, the time credited to a competitor for a Course Of Fire is deemed to be unrealistic, the competitor will be required to reshoot the Course Of Fire.

## *11.9. SCORING PROGRAMS*

- 11.9.1. The official scoring program for all National or higher matches is the latest version of the PractiScore, unless another scoring program is approved by the National Council. For Provincial or Club level matches, no other scoring program can be used without the approval of the Provincial Council.

## 12. INFRINGEMENTS & DISQUALIFICATIONS

### 12.1. PROCEDURAL INFRINGEMENT

- 12.1.1. Procedural infringements are imposed when a competitor fails to comply with procedures specified in a written stage briefing and/or is found to be in violation of other general rules.
- 12.1.2. Procedural infringements provide no negative scoring, however targets shall not be scored;
  - 12.1.2.1. while a competitor is in violation of a procedure, or
  - 12.1.2.2. until a competitor rectifies a procedural infringement after getting an unfair advantage from such infringement.
- 12.1.3. A competitor disputing the application of procedural infringement may appeal to the Chief Range Officer and/or Match Director. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.
- 12.1.4. Procedural infringements cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target(s) while faulting a line will have considered to have engaged such target(s), and shall not receive score for those target(s) and nor may they re-engage those target(s).
- 12.1.5. Range Officers are not obliged to inform the competitor of procedural infringements during the Course Of Fire, however; the same notification procedure must be consistent for all competitors within a Course Of Fire.
  - 12.1.5.1. At Provincial or Club level matches it is beneficial to the sport if the competitor is informed of the procedural infringement during the Course Of Fire, and preferably before they engage targets.

### 12.2. PROCEDURAL INFRINGEMENTS - SPECIFIC EXAMPLES

- 12.2.1. A competitor is in violation of a procedure when:
  - 12.2.1.1. any part of their body is touching the ground or any object beyond a Fault Line.
  - 12.2.1.2. fails to comply with a mandatory reload.
- 12.2.2. A competitor who infringes a fault line in an attempt to 'short-cut' a Course Of Fire to gain a time advantage, shall continue to be in violation, until they return to the location where they initially infringed the fault line.

### 12.3. WARNINGS & DISQUALIFICATIONS – GENERAL REGULATIONS

- 12.3.1. A competitor who commits a safety infraction or any other prohibited activity during an match and is disqualified from the match; will be prohibited from attempting any remaining courses of fire regardless of the schedule or physical layout of the match, pending the verdict of any appeal submitted.
- 12.3.2. When any Warning or Stage / Match disqualification is issued, the Range Officer must record the reasons for the sanction, and the time and date of the incident, on the competitor's score sheet. In the case of Stage or Match Disqualification, the Match Director must be notified as soon as possible.
- 12.3.3. Where a competitor is Disqualified from a match, the Match Director must notify the competitor's Provincial Management Committee of such Disqualification, including the circumstances surrounding such Disqualification. In the case of National matches, the Match Director must similarly notify the National Executive Committee.
  - 12.3.3.1. Such Disqualification may carry additional sanctions should the competitor's Provincial, National or IPRF Council warrant that they are necessary.
- 12.3.4.

- 12.3.5. Scores for a competitor who has received a Disqualification must not be deleted from match results, and match results must not be declared final by the Match Director;
  - 12.3.5.1. until such time as the match is concluded, or
  - 12.3.5.2. if, once the match has been concluded and an appeal has been lodged, then until such time as the appeal has reached a conclusion.
- 12.3.6. Scores for a competitor who has completed a pre-match or main match without a disqualification will not be affected by a disqualification received while that competitor is participating in a Shoot-Off or other side match.

#### *12.4. NEGLIGENT DISCHARGE*

- 12.4.1. Negligent Discharges (ND's) are taken very seriously.
  - 12.4.1.1. Any Negligent Discharge will result in an immediate Match Disqualification, and no further part may be taken by the competitor in the match.
- 12.4.2. A competitor who causes a negligent discharge must be stopped by a Range Officer as soon as possible. A negligent discharge is defined as follows:
  - 12.4.2.1. A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the Match Director as being unsafe.
  - 12.4.2.2. A shot which occurs while actually loading, reloading or unloading a firearm.
  - 12.4.2.3. A shot which occurs during remedial action in the case of a malfunction.
  - 12.4.2.4. A shot which occurs while transferring a rifle between hands.
  - 12.4.2.5. A shot which occurs during movement or transitioning between targets.
  - 12.4.2.6. A shot which occurs when the shooter is not 'on glass' with an established sight picture.
  - 12.4.2.7. A shot which impacts anything other than a specified target under 75m from the shooting position.
  - 12.4.2.8. A shot which occurs during a cease fire period.
- 12.4.3. If it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a disqualification will not be invoked, but the competitor's scores for that stage will be zero.
  - 12.4.3.1. The firearm must be immediately presented for inspection to the Match Director or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the Course Of Fire.

#### *12.5. UNSAFE GUN HANDLING*

- 12.5.1. Unless specified below, and at the discretion of the Match Director who, when the situation warrants, may warrant a more severe penalty, the following offenses shall carry the following sanctions which shall all be recorded on the score sheet;
  - 12.5.1.1. First offense: Recorded Verbal warning.
  - 12.5.1.2. Second offense: Stage Disqualification.
  - 12.5.1.3. Third offense: Match Disqualification.
- 12.5.2. Examples of unsafe gun handling include, but are not limited to:
  - 12.5.2.1. Handling a rifle, without an Empty Chamber Indicator, at any time except when in a designated Safety Area, or elsewhere deemed safe by a Range Officer, or when under the supervision of, and in response to a direct command issued by, a Range Officer.

- 12.5.2.2. Prematurely Discharging a shot during a Course Of Fire, while 'on glass' within the Safe Angle of Fire.
- 12.5.2.3. Allowing the muzzle of a rifle to point at any part of the competitor's, or any other person's body during a Course Of Fire (i.e. sweeping or flagging).
  - 12.5.2.3.1. If the bolt is closed, this is considered a serious safety violation, and will result in an immediate Match Disqualification.
- 12.5.2.4. Failure to use an Empty Chamber Indicator / Flag when not competing.
- 12.5.2.5. Failure to keep the finger outside the trigger guard during movement or transitioning to targets.
- 12.5.2.6. Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.
- 12.5.2.7. Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.
  - 12.5.2.7.1. A competitor will be exempt from this rule when operating the trigger to dry fire or to release the action and/or drop the hammer while making ready prior to the Start Signal, or when 'Making Safe' at the end of a Course Of Fire. In the event that the gun discharges during this operation Disqualification will still apply.
- 12.5.2.8. Using prohibited and/or unsafe ammunition.
- 12.5.2.9. Engaging a target with significantly incorrect dope, or 'dialing' a revolution more than intended for any target.
  - 12.5.2.9.1. If the round can potentially be determined to have travelled over a berm or backstop, this is considered a serious safety violation, and will result in an immediate Match Disqualification.
  - 12.5.2.9.2.
- 12.5.3. Allowing the muzzle of a firearm to point outside of the specific safe angles of fire; during a Course Of Fire, or while the firearm is loaded, or while loading or unloading, or while under direct Range Officers supervision.
  - 12.5.3.1. First offense: Stage Disqualification.
  - 12.5.3.2. Second offense: Match Disqualification.
- 12.5.4. If at any time during the Course Of Fire, a competitor drops his firearm or causes it to fall, loaded or not, or fails to maintain Positive Control of a loaded or unloaded firearm during a Course Of Fire, they will receive a Stage Disqualification. A second offense will result in a Match Disqualification. Should the firearm also point outside of the specific safe angles of fire, then the competitor will receive a Match Disqualification. Note that a competitor who, for any reason during a Course Of Fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:
  - 12.5.4.1. The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object; and
  - 12.5.4.2. The firearm is in the ready condition as specified; or
  - 12.5.4.3. The firearm is unloaded and the action is open.
- 12.5.5. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, return it to the competitor in a safe condition. Dropping an unloaded firearm or causing it to fall outside of a Course Of Fire is not an infraction.
  - 12.5.5.1. A competitor who retrieves a dropped firearm will receive a Match Disqualification.
- 12.5.6. Having a loaded firearm other than when specifically authorized by a Range Officer.

- 12.5.6.1. Immediate Match Disqualification.
- 12.5.7. Failure to Open the Bolt and/or clear the chamber during Movement or Transitioning during a Course Of Fire:
  - 12.5.7.1. First offense: In addition to the Verbal warning; the competitor shall open the bolt and clear the chamber to the Range Officers satisfaction. Then the competitor shall move back to the last shooting position where they may continue with the Course Of Fire.
  - 12.5.7.2. The exemption to the above is for Semi-Automatic Rifles, however; the same applies if the external safety was not engage.

## 12.6. UNSPORTSMANLIKE CONDUCT

- 12.6.1. Competitors may be disqualified for conduct which a Range Officer deems to be unsportsmanlike. In such cases the Match Director must be notified as soon as possible. Examples include, but are not limited to; cheating, dishonesty, constant or habitual complaining or whining, showboating, distracting other competitors, heckling, failing to comply with the reasonable directions of a Match Official, arguing with other competitors or Match Officials, throwing of equipment or any other unpleasant and disruptive behaviour or emotional outbursts, heckling other shooters while they are shooting, use of vulgar/offensive language, or any behaviour likely to bring the sport into disrepute.
- 12.6.2. Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable.
  - 12.6.2.1. Examples include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a Course Of Fire and/or a competitor's attempt thereof, and any other behaviour likely to bring the sport into disrepute.
- 12.6.3. Penalties for unsportsmanlike conduct are left to the discretion of the Match Director. The general guidelines for Match Directors's are;
  - 12.6.3.1. First time offenders are given a warning.
  - 12.6.3.2. A second offense will result in a Match Disqualification and the competitor will be asked to leave the premises.
  - 12.6.3.3. If, however, the Match Director determines an infraction to be of a serious nature, they may issue a Match Disqualification and may have the offender removed immediately.
- 12.6.4. A second offense, or a severe first offense, or habitual offenders will result in Disciplinary Action as per the Judicial Code.
- 12.6.5. Unsportsmanlike behaviour must be reported to the relevant Provincial Management, National Executive or IPRF Executive Committee by the Match Director within 1 week of the match.

## 12.7. CHEATING

- 12.7.1. Cheating is defined as deliberately attempting to gain an unfair advantage over other competitors in an unscrupulous manner.
- 12.7.2. Examples of cheating include but are not limited to: practicing or proofing/dry firing any stage, exceeding the velocity or caliber rule, changing anything on a fellow competitor's equipment, using equipment prohibited or excluded by match or stage rules, altering or falsifying score sheets or data in electronic scoring devices, deliberately altering targets or props prior to the target being scored or engaged to gain advantage, or using safety assistance provided by Range Officials to gain an advantage.

- 12.7.3. Penalties for cheating are left to the discretion of the Match Director. The general guidelines for Match Directors's are;
  - 12.7.3.1. First time offenders are given a Stage Disqualification.
  - 12.7.3.2. A second offense will result in a Match Disqualification and the competitor will be asked to leave the premises.
  - 12.7.3.3. If, however, the Match Director determines an infraction to be of a serious nature, they may issue a Match Disqualification and may have the offender removed immediately.
- 12.7.4. A second offense, or a severe first offense, or habitual offenders will result in Disciplinary Action as per the Judicial Code.

## *12.8. PROHIBITED SUBSTANCES*

- 12.8.1. All persons are required to be in complete control both mentally and physically during Practical Precision Rifle matches.
- 12.8.2. SAPPRF considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.
- 12.8.3. Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Match Director is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.
- 12.8.4. SAPPRF reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time.

## 13. ARBITRATION AND INTERPRETATION OF RULES

### 13.1. GENERAL PRINCIPALS

Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor.

- 13.1.1. Effective match administration and planning will prevent most if not all disputes.
- 13.1.2. Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule.
  - 13.1.2.1. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the disqualification. The commission of such infraction as described by the Match Official is not subject to challenge or appeal.
- 13.1.3. The Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Match Director must be asked to rule.
- 13.1.4. Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- 13.1.5. An appellant is required to inform the Match Director of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing.
- 13.1.6. The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Match Director within the specified period of time.
- 13.1.7. Any Match Official in receipt of a request for arbitration must, without delay, inform the Match Director and must note the identities of all witnesses and officials involved and pass this information on to the Match Director.
- 13.1.8. Upon receiving the appeal, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.
- 13.1.9. The Arbitration Committee is bound to observe and apply the current Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

### 13.2. COMPOSITION OF COMMITTEE

- 13.2.1. National Match
  - 13.2.1.1. The composition of an Arbitration Committee will be subject to the following rules:
    - 13.2.1.1.1. The SAPPRF Chairman, or his delegate, or a certified Match Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.
    - 13.2.1.1.2. Three arbitrators will be appointed by the SAPPRF Chairman, or his delegate, or by the Match Director, (in that order), with one vote each.
    - 13.2.1.1.3. When possible arbitrators should be competitors in the match and should be certified Match Officials.
    - 13.2.1.1.4. Under no circumstances must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.
- 13.2.2. Provincial & Club Matches
  - 13.2.2.1. Matches of 20 and over competitors

- 13.2.2.1.1. The Match Director can appoint an Arbitration Committee of three experienced persons who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the appeal. The arbitrators should be certified Match Officials if possible. All committee members will vote. The senior Match Official, or the senior person if there are no Match Officials, will be the chairman.
- 13.2.2.2. Matches of under 20 competitors
  - 13.2.2.2.1. The Match Director shall be the Arbitration Committee.

### *13.3. TIME LIMITS AND SEQUENCES*

#### *13.3.1. TIME LIMIT FOR APPEAL TO ARBITRATION*

- 13.3.1.1. Written appeals to arbitration must be submitted to the Match Director, accompanied by the applicable fee, within one hour of the time of the disputed call as recorded by Match Officials. Failure to comply will render the appeal invalid, and no further action will be taken. The Match Director must, on the appeal form, immediately record the time and date he received the appeal.

#### *13.3.2. DECISION TIME LIMIT*

- 13.3.2.1. The Appeal Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, the appellant will automatically succeed in their appeal, and the fee will be returned.

### *13.4. FEES*

#### *13.4.1. National Matches*

- 13.4.1.1. The appeal fee to enable an appellant to appeal to arbitration will be R2,000.00 (Two Thousand Rands) or the equivalent of the maximum individual match entry fee (whichever is lower).

#### *13.4.2. Provincial & Club Matches*

- 13.4.2.1. The appeal fee to enable an appellant to appeal to arbitration will be R1,000.00 (One Thousand Rands) or the equivalent of the maximum individual match entry fee (whichever is lower).

13.4.3. An appeal brought by the Match Director in respect of a match issue will not incur a fee.

13.4.4. If the Committee's decision is to uphold the appeal, the fee paid will be returned.

13.4.5. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to:

- 13.4.5.1. National Level Matches: The National Council.

- 13.4.5.2. Provincial & Club Level Matches: The Provincial Council.

### *13.5. RULES OF PROCEDURE*

13.5.1. The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.

13.5.2. The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.

13.5.3. The appellant may be asked to withdraw while the Committee hears further evidence.

13.5.4. The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.



- 13.5.5. The Committee may question witnesses and officials on any point relevant to the appeal.
- 13.5.6. Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
- 13.5.7. The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.
- 13.5.8. Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.
- 13.5.9. When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

### *13.6. VERDICT AND SUBSEQUENT ACTION*

- 13.6.1. When a decision is reached by the Committee, they will summon the appellant, the official and the Match Director to present their judgment.
- 13.6.2. It will be the responsibility of the Match Director to implement the Committee's decision. The Match Director will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.
- 13.6.3. The decision of the Committee is final and may not be appealed.
- 13.6.4. Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

### *13.7. THIRD PARTY APPEALS*

- 13.7.1. Appeals may also be submitted by other persons on a "third party appeal" basis.

### *13.8. INTERPRETATION OF RULES*

- 13.8.1. Interpretation of these rules and regulations is the responsibility of the SAPPRF National Council.
- 13.8.2. Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to SAPPRF Council.
- 13.8.3. All rule interpretations published on the SAPPRF website will be deemed to be precedents and will be applied to all SAPPRF sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next SAPPRF Annual General Meeting.

## 14. MISCELLANEOUS

### 14.1. DISCLAIMERS

Competitors and all other persons in attendance at a SAPPRF match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither SAPPRF nor any SAPPRF Officers, nor any organization affiliated to SAPPRF nor any of their officers accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

### 14.2. GLOSSARY

Aftermarket	Items not manufactured by the OFM, and/or bearing identifying marks of a different OFM.
Aim / Aiming	Aligning the barrel of a firearm at targets.
Attempt at (COF)	The period from issuance of the 'Start Signal' to when the competitor indicates that he has finished shooting.
Berm	A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet	The projectile in a round intended to strike a target.
Caliber	The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge case	The main body of a round, which contains all component parts.
Chamber Safety Indicator	A brightly colored device, no part of which resembles a round or any part thereof. The indicator/flag must be incapable of being inserted into a firearm which has a loaded chamber and must, while fitted, prevent a round from being inserted into the chamber. The flag must have an integral tab or ribbon clearly protruding from the firearm.
Compensator / Muzzle Brake	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Detonation	Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when the action of a firearm is being manually retracted, when a round is dropped).
Discharge	See Shot.
Downrange	The general area of a stage, shooting bay or range, where the muzzle of a firearm may be safely pointed during a Course Of Fire and/or where bullets are intended or are likely to impact.
Dry firing	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
Dummy Ammunition	Includes practice or training rounds, blanks, snap caps and empty cases.
Engage	Firing a shot at a target. Firing a shot at, but missing, a target is not a "failure to engage". The malfunction of a firearm or a round which prevents a shot being fired, is deemed to be a "failure to engage".
Face, (facing) uprange	The competitor's face, chest and toes are all facing uprange.
False Start	Beginning an attempt at a COF prior to the Start Signal.
Grain	A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).
Loaded	A firearm having a live or dummy round in the chamber, or having a live or dummy round in an inserted or fitted magazine(s).
Loading	The insertion of ammunition into a firearm.
Location	A geographical place within a Course Of Fire.
Match Personnel	People who have an official duty or function at a match, but who are not necessarily qualified as, or acting in the capacity of, Match Officials.
May	Entirely optional.

Must	Mandatory.
No-shoot(s)	Target(s) that incur penalties when hit.
OFM	Original Firearm Manufacturer.
Positive Control	Maintaining at least one point of bodily contact with the rifle or a sling type attachment to the body of the competitor.
Primer	The part of a round which causes a detonation or a shot to be fired.
Props	Items, other than targets or fault lines, used in the creation, operation or decoration of a COF.
Prototype	A firearm in a configuration which is not in mass production and/or is not available to the general public.
Region	A geographical area defined by several Countries/Nations, recognized by IPRF.
Regional Director	The person, recognized by IPRF, who represents a Region.
Reloading	Replenishment or the insertion of additional ammunition into a firearm.
Reshoot	A competitor's subsequent attempt at a Course Of Fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round	A cartridge of ammunition used in a handgun or rifle.
Shooting position	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot	A bullet which passes completely through the barrel of a firearm.
Should	Optional but highly recommended.
Sight picture	Aiming at a target without actually shooting at it.
Snap Cap	(Also "spring cap") A type of dummy round.
Squib	Any part of a round lodged inside the barrel of a firearm and/or a bullet which exits the barrel at extremely low velocity.
Stance	The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).
Start position	The location, shooting position and stance prescribed by a COF prior to issuance of the Start Signal.
Sweeping / Flagging	Pointing the muzzle of a firearm at any part of any person's body during a Course Of Fire when a handgun is held or touched while not securely holstered, bagged, or when a long gun is held while a chamber safety flag is not inserted.
Target(s)	A term that can include both scoring target(s) and no-shoot(s) unless a Rule differentiates between them.
Target Array	A collection of targets that can only be seen from any single location or view.
Unloaded	A firearm which is totally devoid of any live or dummy rounds in its chamber(s) and/or in an inserted or fitted magazine(s).
Unloading	Removal of ammunition from a firearm.
Uprange	The general area of a stage, shooting bay or range, rearwards of the default maximum safe angle of fire (see Rule 2.1.2), where the muzzle of a firearm must not be pointed during a Course Of Fire (exception: see Rule 10.5.2).
Will	Mandatory.

## APPENDIX 1 – MATCH LEVELS

		CLUB	22LR SERIES	PROVINCIAL	NATIONAL	CHAMPIONSHIPS	REGIONAL	INTERNATIONAL
<b>1</b>	Must follow latest edition SAPPRF rules	M	M	M	M	M	M	M
<b>2</b>	Competitors must be registered with SAPPRF	M	M	M	M	M	M	M
<b>3</b>	Competitors must be Full SAPPRF members				R	M	M	M
<b>4</b>	Match Director	M	M	M	M	M	M	M
<b>5</b>	Match Director approved by Provincial Council	M	M	M				
<b>6</b>	Match Director approved by National Council				M	M	M	M
<b>7</b>	Match Director approved by IPRF International Committee						M	M
<b>8</b>	One Chief Range Officer per Area						M	M
<b>9</b>	One Permanent Range Official per stage			R	M	M	M	M
<b>10</b>	Stats Officer				R	M	M	M
<b>11</b>	COF approval by Provincial Council	R	R	M	M	M		
<b>12</b>	COF approval by National Council				M	M	M	M
<b>13</b>	COF approval by IPRF International Committee						M	M
<b>14</b>	SAPPRF sanctioning			M	M	M	M	M
<b>15</b>	Chronograph			R	R	M	M	M
<b>16</b>	Three month advance registration with IPRF/PRS						M	M
<b>17</b>	Inclusion in SAPPRF Match Calendar	R	R	M	M	M	M	M
<b>18</b>	Inclusion in IPRF Match Calendar					M	M	M
<b>19</b>	Post match reports to SAPPRF	R	R	M	M	M	M	M
<b>20</b>	Post match reports to IPRF					M	M	M
<b>21</b>	Days of Competition	1	1	1	2	2	2	2
<b>22</b>	Minimum rounds	30	30	60	150	150	150	200
<b>23</b>	Minimum number of stages	4	4	6	15	15	15	20
<b>24</b>	Suggested Maximum Stage Time (seconds) <sup>1</sup>	120	120	105 - 120	90 - 105	90	90	90
<b>25</b>	Suggested Target Engagements per stage	6-8	6-8	6-10	8-12	8-12	8-12	8-12
<b>26</b>	Number of shooters required for Sanctioned Match <sup>2</sup>	5	5	8	20	20	40	60
	Key: R = Recommended, M = Mandatory, <sup>1</sup> - Exceptions for Super Stages, <sup>2</sup> - Exception by National ExCo.							

## APPENDIX 2 – MATCH FORMATS

Matches are defined by the following Formats.

### 1. *INDIVIDUAL MATCHES INCLUDING CHAMPIONSHIPS*

- 1.1. Competitors compete Individually.
- 1.2. The competitor with the highest score at the end of the match is declared the winner.

### 2. *SHOOT-OFF MATCH*

- 2.1. Competitors compete Individually against one or more other competitors at the same time on special stages designed to accommodate simultaneous competition.

### 3. *3 PERSON TEAM*

- 3.1. A 3 Person Team comprises of:
  - 3.1.1. One (1) A Graded Competitor, and
  - 3.1.2. One (1) B Graded Competitor, and
  - 3.1.3. One (1) C Graded Competitor.
- 3.2. A 3 Person Team match may, at the Match Directors Discretion, be run in conjunction with an Individual Match, where members of teams may compete as part of the team and/or as an Individual.

### 4. *PRO-AM TEAM*

- 4.1. A Pro-Am Team comprises of:
  - 4.1.1. One (1) Graded Competitor (A, B or C), and
  - 4.1.2. One (1) Ungraded Competitor.
- 4.2. A Pro-Am Team match may, at the Match Directors Discretion, be run in conjunction with an Individual Match, where members of teams may compete as part of the team and/or as an Individual.

### 5. *INTER-PROVINCIAL TEAM CHAMPIONSHIPS*

- 5.1. A Provincial Team comprises of:
  - 5.1.1. Five (5) Individual Competitors competing for an aggregate team score.
- 5.2. The Inter-Provincial Team Championship shall be run in conjunction with the South African Individual Championships, where members of teams may compete as part of the team and as an Individual.

### 6. *SHOOTER SPOTTER TEAM*

- 6.1. A Shooter Spotter Team comprises of:
  - 6.1.1. One (1) Bolt Gun Competitor, and
  - 6.1.2. One (1) Gas Gun Competitor.
- 6.2. If either teammate fulfils the requirements of Open Division, then the team will be an Open Division Team, otherwise the team will be a Tactical Division Team.
- 6.3. Shooter Spotter Team matches may be run as dedicated separate Shooter Spotter matches, or;
  - 6.3.1. if the Shooter Spotter match is run within an Individual Match, then the scores of the Shooter Spotter Team members shall not count towards the Individual Match results.

## APPENDIX 3 – DIVISIONS

All competitors must declare the Division in which they will be competing when they register. Shooters are permitted to shoot in multiple Divisions in the same season. They however, must register for all Divisions in which they choose to compete. It is imperative for shooters to ensure they are registered in the correct Division for all matches if they plan on competing in multiple Divisions. It is the shooter's responsibility to ensure they are scored in the correct Division. Failure to do so will result in a Match Disqualification. The following rules govern each of the divisions:

### 1. OPEN DIVISION

- 1.1. Open Division rifles will not exceed a caliber of .30 or a velocity of 3,200 fps.

### 2. TACTICAL / LIMITED DIVISION

- 2.1. Limited Division rifles are restricted to .308 Winchester and 5.56 NATO/.223 Remington calibers only.
- 2.2. 5.56 NATO/.223 Remington has a bullet weight maximum of 77 grains and muzzle velocity cannot exceed 3,000 fps.
- 2.3. 7.62 NATO/.308 Winchester has a bullet weight maximum of 178 grains and muzzle velocity cannot exceed 2,800 fps.
- 2.4. No modified wildcat rounds such as the .223 Ackley Improved are permitted to shoot in the Limited Division. Anyone discovered violating this rule will receive an automatic Match Disqualification.

### 3. CLASSIC / SPORTING RIFLE DIVISION

- 3.1. Sporting Rifle Division rifles must not exceed a caliber of .30 or a velocity of 3,200 fps.
- 3.2. The rifle may only contain a maximum of 5 rounds of ammunition at any time.
- 3.3. Only 1 magazine may be used.
- 3.4. A bipod may be attached to the rifle at a position that must remain fixed at that position for the duration of a match.
  - 3.4.1. No other stability device may be connected to the rifle in a fixed manner.  
ie. Tripods may be used, but not attached.
- 3.5. Maximum Dry Weight : 16 lbs / 7.25kgs
- 3.6. Minimum Power Factor: 380 kgr/fps (grain x fps / 1000)

### 4. FACTORY DIVISION

- 4.1. Factory Division rifles must not exceed a caliber of .30 or a velocity of 3,200 fps.
- 4.2. A Factory Division Rifle is a non-custom, stock rifle, manufactured/assembled by a single manufacturer, in a configuration as available by that manufacturer.
  - 4.2.1. The action, chassis/stock and trigger must be manufactured by, or proprietary to that manufacturer.
- 4.3. 1.5lbs minimum Trigger Pull Weight.
- 4.4. Magazine may not contain more than 10 rounds at the start signal.
- 4.5. A bipod may be attached to the rifle at a position that must remain fixed at that position for the duration of a stage.
  - 4.5.1. No other stability device may be connected to the rifle in a fixed manner.  
ie. Tripods may be used, but not attached.
- 4.6. Allowed modifications:
  - 4.6.1. The caliber may be changed to any calibre suitable to the division.

- 4.6.2. The barrel may be replaced, as long as the replacement barrel is the same profile and length as available in that model from the manufacturer.
- 4.6.3. The barrel may be re-crowned and / or threaded.
- 4.6.4. The action may be bedded to the chassis or stock.
- 4.6.5. A suppressor or muzzle brake may be fitted.
- 4.6.6. The factory trigger springs may be replaced, however an aftermarket trigger assembly may not be fitted.
- 4.6.7. Minor detailing is permitted, including:
  - 4.6.7.1. Removal of factory burrs,
  - 4.6.7.2. Polishing,
  - 4.6.7.3. Painting,
  - 4.6.7.4. Adding of grip or protective tape.
- 4.7. Prohibited Modifications:
  - 4.7.1. No permanent alterations may be made to the rifle.
  - 4.7.2. No permanent aftermarket parts may be added to, or swapped on, the rifle.
  - 4.7.3. No further gunsmith modifications or trueing are permitted.

There are no restrictions on optics in any of the above divisions.

- 5. Match Officials may, at any point during a match, request that a competitor fire their rifle through chronograph. If the bullet exceeds the speed limit (+/- 2% fps for environmental factors and equipment discrepancies) for the Division in which they are entered, then the shooter will receive an automatic match Disqualification.

## APPENDIX 4 – CATEGORIES

### 1. *MILITARY/LAW ENFORCEMENT CATEGORY*

- 1.1. Any shooter who is a full time Active Duty Service Member or Full Time Law Enforcement Official is eligible to shoot in the Mil/LE Class in addition to their Division.

### 2. *LADIES CATEGORY*

- 2.1. All female shooters are eligible to shoot in the Ladies Category in addition to their Division.

### 3. *SENIORS CATEGORY*

- 3.1. Anyone over the age of 55 is eligible to shoot in the Seniors Category in addition to their Division.

### 4. *SUPER SENIORS CATEGORY*

- 4.1. Anyone over the age of 65 is eligible to shoot in the Super Seniors Category in addition to their Division.

### 5. *JUNIOR CATEGORY*

- 5.1. Anyone 14 years old and over, and 18 years old and under at the start of the calendar year is eligible to shoot in the Juniors Category in addition to their Division.



## APPENDIX 5 – CLASSIFICATION

Competitors are classified according to their performance in the previous two (2) calendar year period.

### 1. *A CLASS*

- 1.1. Achieving 75 Series Points and over at two (2) or more National matches, and/or
- 1.2. Achieving 75 Series Points and over at five (5) or more Provincial matches.

### 2. *B CLASS*

- 2.1. Achieving 60 Series Points and over at one (1) or more National matches, and/or
- 2.2. Achieving 60 Series Points and over at four (4) or more Provincial matches.

### 3. *C CLASS*

- 3.1. Achieving 40 Series Points and over at three (3) or more Provincial matches.

Classification is valid from the start of any calendar year to the end of that calendar year.

## APPENDIX 6 – SERIES

### 1.1. GENERAL SERIES SCORING

- 1.2. The scoring for Series shall be as follows, unless specifically defined within the detail of each Series.
- 1.3. Series Points for the Series/League standings are attained by shooting in SAPPRF Series matches.
- 1.4. Those shooters wishing to have their score tracked must become SAPPRF members.
  - 1.4.1. Membership retroactive grace period to count past matches for current Series Points is seven (7) days.
- 1.5. The Points System is based on a performance system where the first-place shooter in each Division receives 100 points and all other shooter's scores within each Division are determined by dividing their score by the Division winner's score and multiplying that number by 100.
- 1.6. Series Points for the field are calculated using the following formula:  
Shooters score / Division winners score x 100, rounded to 3 decimal places.  
Example:  
You received 89 match points.  
The Division winner received 105 match points.  
Therefore;  $(89 / 105) \times 100 = 84.7619$  rounded to 84.762 Series Points
- 1.7. Three (3) match scores are required to qualify for a Series.
- 1.8. Total Series Points for the season will be the sum of the shooter's three (3) best match scores.

### 1.9. SERIES TIE-BREAKING

- 1.9.1. The Championship match score will act as the Tie Break score for any Series/League ties.
  - 1.9.1.1. Failing a Championship within a Series/League then the last match of such Series/League will act as the Tie Break Match.

## 2. SERIES

### 2.1. NATIONAL PRS-SA SERIES

- 2.1.1. Only scores from 2 Day National Matches count towards the National Series, and the International PRS Points Race.

### 2.2. PROVINCIAL PRS-SA SERIES

- 2.2.1. Only Members from within a Province may compete in their Provincial Series.
- 2.2.2. The following scores count towards the Provincial Series within each Province.
  - 2.2.2.1. All 1 day Provincial Match scores.
  - 2.2.2.2. Each 1 day scores of 2 day National Matches.

### 2.3. 22LR PRS-SA SERIES

- 2.3.1. All 22LR scores count towards the 22LR Series.

### 2.4. TEAM SERIES

- 2.4.1. Teams
  - 2.4.1.1. A Team may consist of a maximum of three (3) PRS-SA Members.
  - 2.4.1.2. PRS-SA Members may only belong to one (1) team.
  - 2.4.1.3. Team members must be defined when the Team is formed.
    - 2.4.1.3.1. Team members may not be substituted or added.

- 2.4.1.4. Teams must appoint a team manager/liaison.
- 2.4.1.5. Teams must provide a Team Name and Logo when they are registered.
- 2.4.2. Sponsorship / Representation
  - 2.4.2.1. A team may only be sponsored by and/or represent one (1) brand per team.
- 2.4.3. Scoring
  - 2.4.3.1. Only scores from National Matches count towards a Team's score.
    - 2.4.3.1.1. Scores are based on Division Scores achieved by each team member.
  - 2.4.3.2. Scores may only be accumulated by teams from the date when the team is registered.
  - 2.4.3.3. The highest two (2) scores from each Team's members at a National Match are added together for the Team's score.
    - 2.4.3.3.1. If only 1 Team member attends the match, then their score will count as the Team's score.
- 2.4.4. Series
  - 2.4.4.1. The total Team Series Points for the season will be the sum of the Team's three (3) best match scores.
  - 2.4.4.2. Trophies will be available at the end of the Series for First, Second and Third placed teams.
  - 2.4.4.3. The Team Series will be tracked on the PRS-SA website, including a homepage feature leaderboard for the top 5 teams (including logo).
  - 2.4.4.4. Tie-Breaker
    - 2.4.4.4.1. The Team Score from the South African PRS National Championship will act as the Tie-Breaker.
      - 2.4.4.4.1.1. In the event of a tie, then the highest 2 team member's PRS Skills stage score, at the SA-PRS National Championship, and then time will break the tie.
- 2.4.5. Cost
  - 2.4.5.1. Teams will cost R2,500.00 to register for the season 2020.

## APPENDIX 7 – NATIONAL CHAMPIONSHIP & INTER-PROVINCIAL TEAM CHAMPIONSHIP

### 1. GENERAL

- 1.1. The South African PRS-SA National Championship shall be run;
  - 1.1.1. once in any single calendar year, and
  - 1.1.2. concurrently with the South African PRS-SA Inter-Provincial Team Championship.
- 1.2. National Championships, as far as possible, shall be allocated to each Provincial Federation in turn and a roster detailing this allocation for the following calendar year shall be accepted by each Provincial Federation concerned and shall be approved at the National Council Annual General Meeting.
- 1.3. If for any reason, a Provincial Federation is unable to stage the National Championship which it has accepted in terms of the above paragraph, then that championship shall then be offered to the Provincial Federation, which in terms of the roster is due to stage the championship the following year.
  - 1.3.1. The Provincial Federation relinquishing the championship shall then be moved to the end of the roster.
- 1.4. A National Level Match Organiser may apply to their Provincial Federation for permission to stage a National Championship allocated to that Provincial Federation.
- 1.5. A Provincial Federation, having been allocated a National Championship shall be responsible for recommending to the National Council at which recognised National Match within the Province it shall be staged.
- 1.6. A National Championship shall not be advertised or staged until the Match Organiser of the event at which it is to be staged has received permission in writing from the National Council.
- 1.7. The Provincial Federation in whose area of jurisdiction a National Championship is to be staged, shall notify all other Provincial Federations accordingly at least two (2) months before the date of the event, and the Match Organiser concerned shall send copies of the approved Match Entry to the Secretary General and to all Provincial Bodies at least one month before the closing date of entries.
- 1.8. The Match Entry shall clearly state;
  - 1.8.1. The Divisions & Categories that will be available, and
  - 1.8.2. Match Rules, and
  - 1.8.3. that the Championship is being staged with permission of SAPPRF.

## 2. *QUALIFICATIONS*

- 2.1. Competitors shall have been normally resident within the Republic of South Africa for a period of twelve consecutive months or more, immediately preceding the date of the Championship, and shall be members of SAPPRF and the Provincial Federation which they are representing at the closing date of entries.
- 2.2.

## 3. *TROPHIES*

- 3.1. All Championship floating trophies shall remain the property of SAPPRF and shall not be handed over to the winners of a Championship.
- 3.2. The Provincial Federation under whose auspices a Championship is staged shall be responsible for the return of floating trophies to SAPPRF as soon as possible after the event.

## 4. *MEDALS*

- 4.1. Gold Medals shall be provided by SAPPRF and shall be awarded to:
  - 4.1.1. First prize winners in all Individual National Championship Divisions.
  - 4.1.2. The competing members of the Winning Team of all National Team Championship Divisions.

## 5. *PROVINCIAL TEAMS*

### 5.1. *INTENTION TO COMPETE*

- 5.1.1. Provincial Federations wishing to enter in the National Team Championships shall notify the Match Organiser of the event and the National Council in writing of their intention to participate, before the closing date of entries for that event.
- 5.1.2. Each Provincial Federation may only enter one team per Division.
- 5.1.3. Members of teams must be selected as per the published Provincial Federation Selection Policy.

### 5.2. *TEAM NOMINATIONS*

- 5.2.1. Provincial Federations shall submit details of their team, in writing, to the Match Organiser of the event and to the National Council, no later than seven (7) days before the first competition day of the event.
- 5.2.2. The nominations shall state the first and last names of the competitors.
- 5.2.3. The total number of nominations allowed in each Division is as follows:
  - 5.2.3.1. Open: 5 Competitors
  - 5.2.3.2. Tactical: 5 Competitors
  - 5.2.3.3. The members nominated are eligible to receive Provincial Colours, subject to fulfilling the selection criteria.
- 5.2.4. Team nominations for National Team Championships shall be certified by a responsible officer of the Provincial Federation concerned as being correct and in accordance with the rules.
- 5.2.5. Provincial Federations have to inform the Match Organiser and SAPPRF of the name of their Team Manager and Team Captain before Team nominations can be accepted.
  - 5.2.5.1. Failing a dedicated Team Manager, the Team Captain shall ipso facto be the Team Manager.

### 5.3. FINAL TEAM SELECTION

- 5.3.1. The final selection of the Provincial Team shall be submitted by the Team Manager to the Match Organiser of the Championship and to the SAPPRF Representative by not later than 17h00, or such other time as the SAPPRF Representative shall determine, on the day prior to the first day of competition.
- 5.3.2. The selected team shall be chosen from those competitors previously nominated.
- 5.3.3. Selected teams shall consist of 4 competitors.
  - 5.3.3.1. The unselected nominee shall be the Reserve.
- 5.3.4. Should a team at the time of selection be able to produce only three competitors, then that team shall compete with those three competitors.

### 5.4. TEAM SUBSTITUTIONS

- 5.4.1. If any competitor included in the final selection is unable to compete by reason of injury, illness or death occurring after the Final Selection, and as certified by a medical certificate, the Team Manager may substitute the Reserve declared at the time of the Final Selection.
- 5.4.2. Notice of this substitution shall be given in writing to the Match Organiser and to the SAPPRF Representative before the commencement of the first stage of the Championship concerned and shall be accompanied by the relevant medical certificate if required.

### 5.5. TEAM MATCH

- 5.5.1. The Team Match will be shall occur within the National Championship Match, and the same competition rules and regulations shall apply.

### 5.6. TEAM SCORING

- 5.6.1. At the end of the competition, the highest three (3) scores from the individuals within each team shall be added together to form the Teams Score.
- 5.6.2. Should a team member be;
  - 5.6.2.1. Disqualified, then zero (0) points will be awarded to that team member in the team competition.
  - 5.6.2.2. Forced to retire or Withdraw for any reason, then the points that they accumulated up until that point will stand.
- 5.6.3. The Team with the highest score shall be the South African National PRS-SA Provincial Team Champions.
- 5.6.4. Should a Tie Break occur between any teams, then the scores for the Skills Stage(s) will be combined, and the team with the highest score is ranked higher.
  - 5.6.4.1. Should a Tie Break still remain, then the times for the Skills Stage(s) will be combined, and the team with the quickest time is ranked higher.
  - 5.6.4.2. Should a Tie Break still remain, then those teams that are tie will nominate a competitor from within that team to reshoot a Skills Stage, to be determined by the Match Director. The winner of that Skills Stage will decide the Tie-Break. Appendix 9 - Pro-Am Teams

## 6. PROVINCIAL ROSTER

- 6.1. Gauteng - 2020
- 6.2. Western Cape - 2021
- 6.3. Kwa-Zulu Natal - 2022

- 6.4. Limpopo - 2023
- 6.5. Mpumalanga - 2024
- 6.6. Eastern Cape - 2025
- 6.7. Freestate - 2026
- 6.8. Northern Cape - 2027
- 6.9. North West - 2028

## APPENDIX 8 - SHOOTER / SPOTTER MATCHES

*To be decided.*

## APPENDIX 9 – SKILLS STAGES

The following Skills Stages have been designed as intermediate technicality stages to test competitor's skill, accuracy and speed.

### OVERVIEW

1. Skills Stages are intended to serve several purposes:
  - 1.1. To provide a standardized way in which to deal with Ties.
    - 1.1.1. If two competitors are tied for the same position, the sum of the skill stage scores will be used to determine the winner.
    - 1.1.2. If the competitors have the same combined score, the competitors with the fastest combined time will receive the higher (better) placement.
  - 1.2. As a training tool for competitors and Match Directors.

### GENERAL

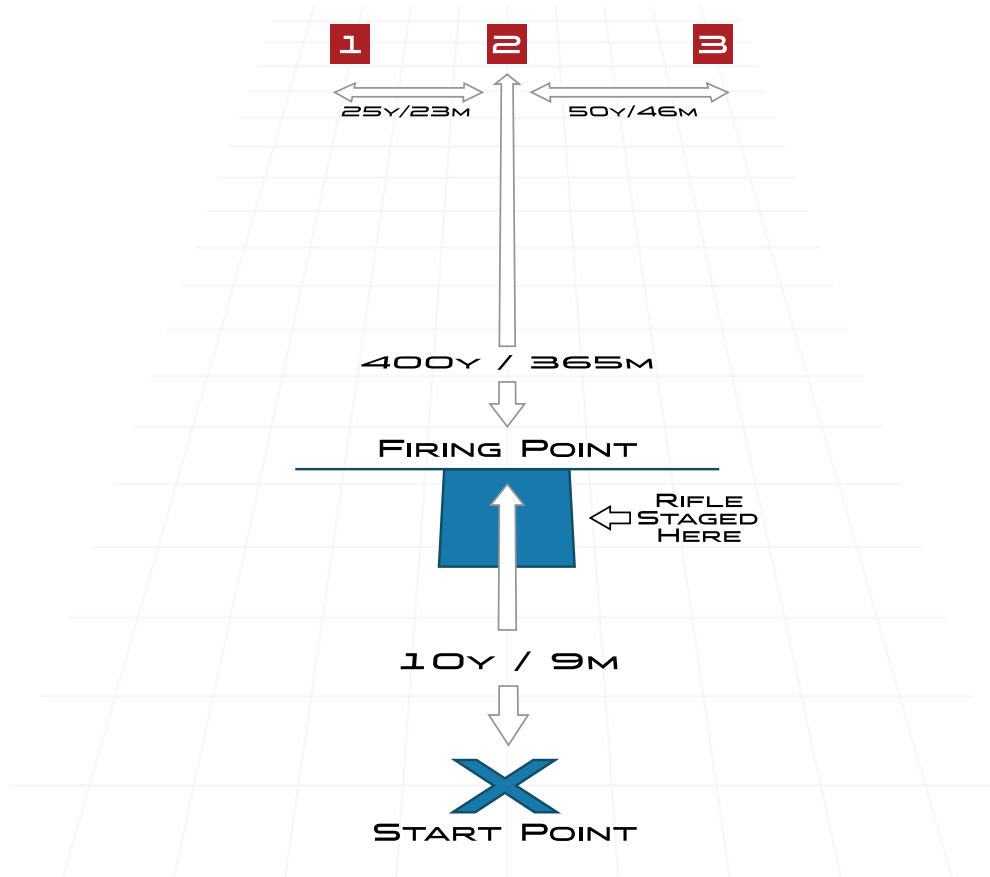
2. Start condition of rifle: At all times rifles will start Skill Stages in the following configuration:
  - 2.1. Bolt Action Rifles: Magazine in, and Bolt Open.
  - 2.2. Semi-Automatic Rifles: Magazine in, Bolt Open and Safety engaged.
3. Skills Stages MUST utilise a suitable shot timer that is capable of recording the sound of a suppressed rifle safely.
4. Targets may be either Square or Round.
5. Target distance specification should not exceed;
  - 5.1. 10m / 10y from their specified range.
  - 5.2. 5m / 5y from their specified distance from centreline.
6. Specifications for the Barricades and Props are included in the Appendix.

The following pages layout the Skills Stages in detail.



## SKILLS STAGE 1 – SPEED

<b>Targets</b>	3
<b>Positions</b>	1
<b>Round Count</b>	unlimited
<b>Stage Time</b>	90s
<b>Max Score</b>	6



### STAGE SETUP

Rifle and competitor equipment may be staged at the firing location. The competitor may take a brief sight picture of the Course Of Fire through their scope when they stage their rifle.

The competitor will start 10y / 9m behind the firing line.

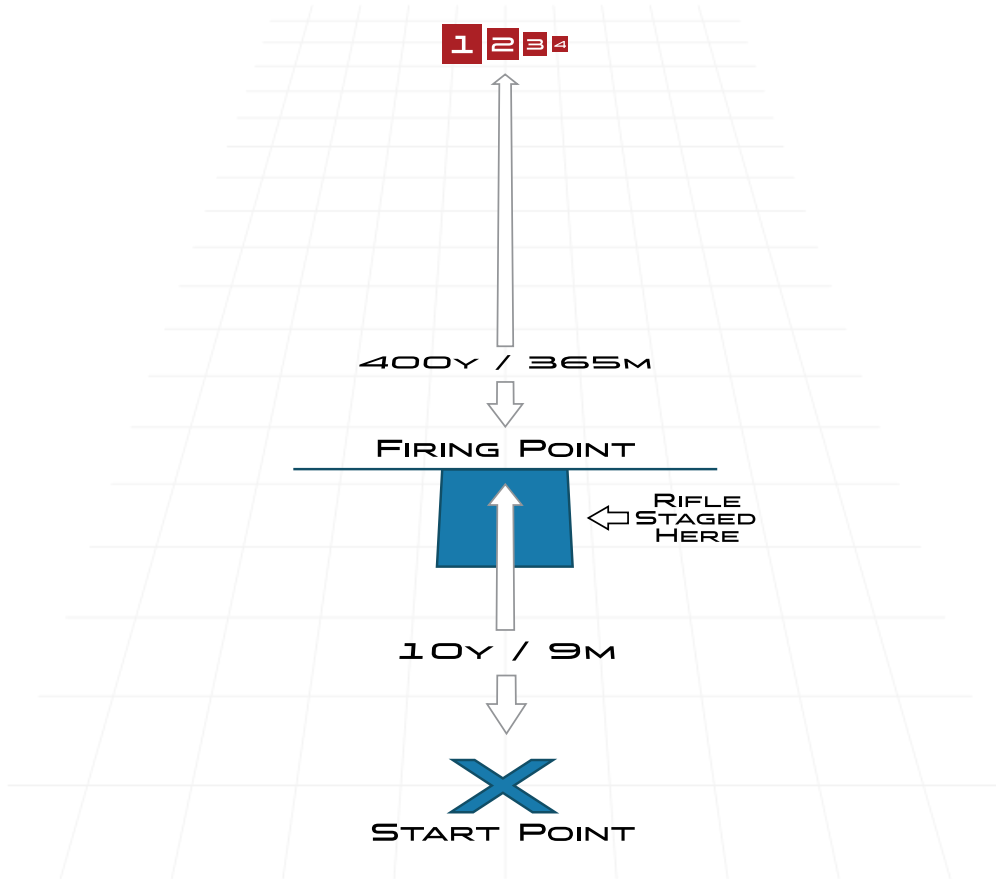
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	25y / 23m left of centerline	12in / 30cm / 2.8 MOA
2	400y / 365m	On centerline	12in / 30cm / 2.8 MOA
3	400y / 365m	50y / 46m right of centerline	12in / 30cm / 2.8 MOA

### STAGE BRIEFING

At the start signal the competitor will move to the firing location, assume a prone position and engage the targets from left to right (1, 2, 3) and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets, they will then reengage in the same fashion from right to left (3, 2, 1) starting with the far-right target.

SKILLS STAGE 2 – TEST YOUR LIMITS)

<b>Targets</b>	5
<b>Positions</b>	1
<b>Round Count</b>	Max 12
<b>Stage Time</b>	90s
<b>Max Score</b>	8



**STAGE SETUP**

Rifle and competitor equipment may be staged at the firing location. The competitor may take a brief sight picture of the Course Of Fire through their scope when they stage their rifle. The competitor will start 10y / 9m behind the firing line.

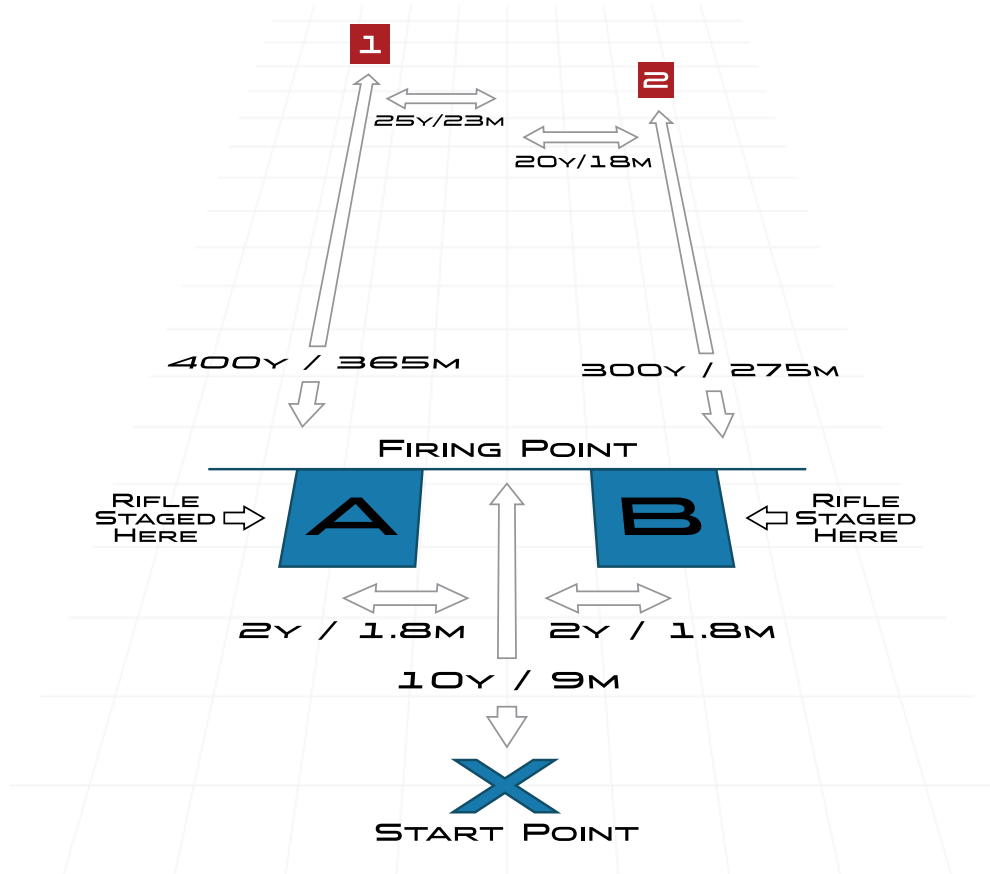
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	On centerline	10in / 25cm / 2.4 MOA
2	400y / 365m	On centerline	8in / 20cm / 1.9 MOA
3	400y / 365m	On centerline	6in / 15cm / 1.4 MOA
4	400y / 365m	On centerline	4in / 10cm / 0.9 MOA

**STAGE BRIEFING**

At the start signal the competitor will move to firing location, assume a prone position and engage the TYL Rack (1,2,3,4) from largest target to smallest target, 2 hits required to move on to the next smallest target. Maximum of 12 rounds.

### SKILLS STAGE 3 – SHUFFLE

<b>Targets</b>	2
<b>Positions</b>	2
<b>Round Count</b>	8 (4 per magazine)
<b>Stage Time</b>	90s
<b>Max Score</b>	8



#### STAGE SETUP

Rifle and competitor equipment may be staged at the firing location A. The competitor may take a brief sight picture of the Course Of Fire through their scope when they stage their rifle. Only 4 rounds may be loaded in each magazine (or rifle for Classic Division). The competitor will start 10y / 9m behind the firing line.

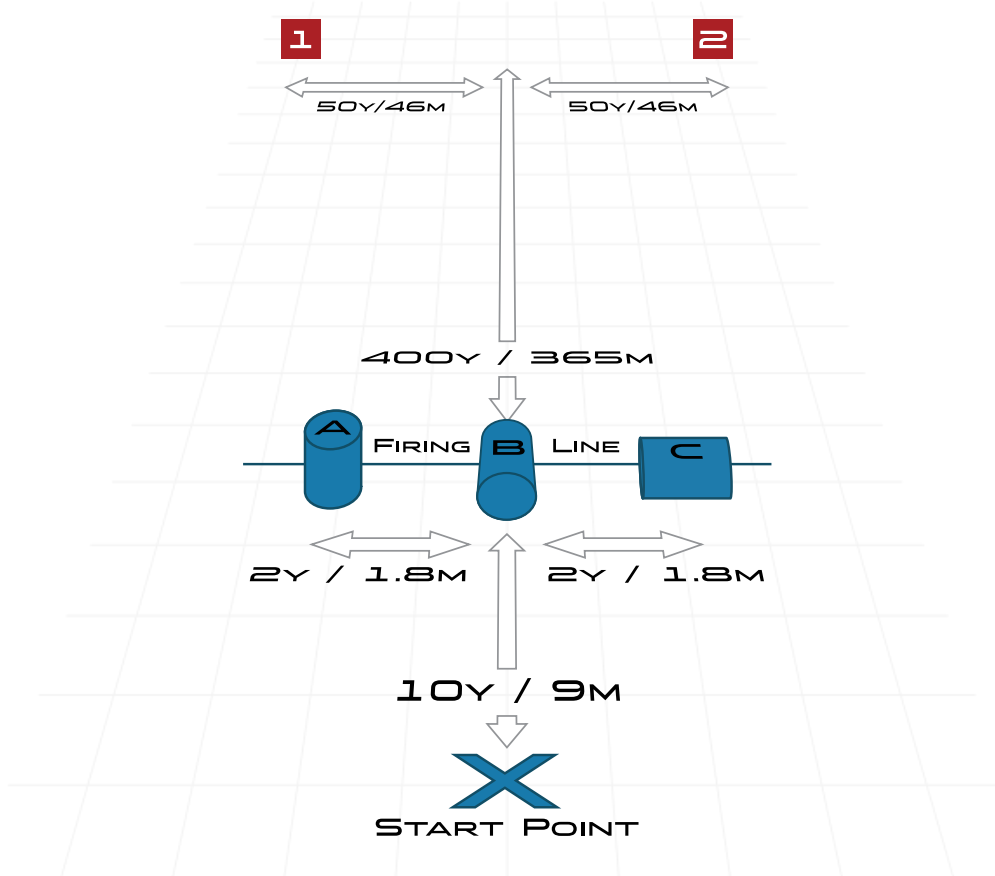
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	25y / 23m left of centerline	12in / 30cm / 2.8 MOA
2	400y / 365m	20y / 18m right of centerline	8in / 20cm / 2.5 MOA

#### STAGE BRIEFING

At the start signal the competitor will move to firing location A, assume a prone position and engage the 2 targets – two shots each, Hit or Miss. Then the competitor shall transition to firing location B, perform a mandatory magazine change, and engage the 2 targets– two shots each, Hit or Miss.

## SKILLS STAGE 4 – BARRELS

<b>Targets</b>	2
<b>Positions</b>	3
<b>Round Count</b>	6
<b>Stage Time</b>	90s
<b>Max Score</b>	6



### STAGE SETUP

The competitor will start 10y / 9m behind the firing line, with their rifle at port arms, magazine in, and bolt back, or safety engaged as the case may be for semi-automatic rifles.

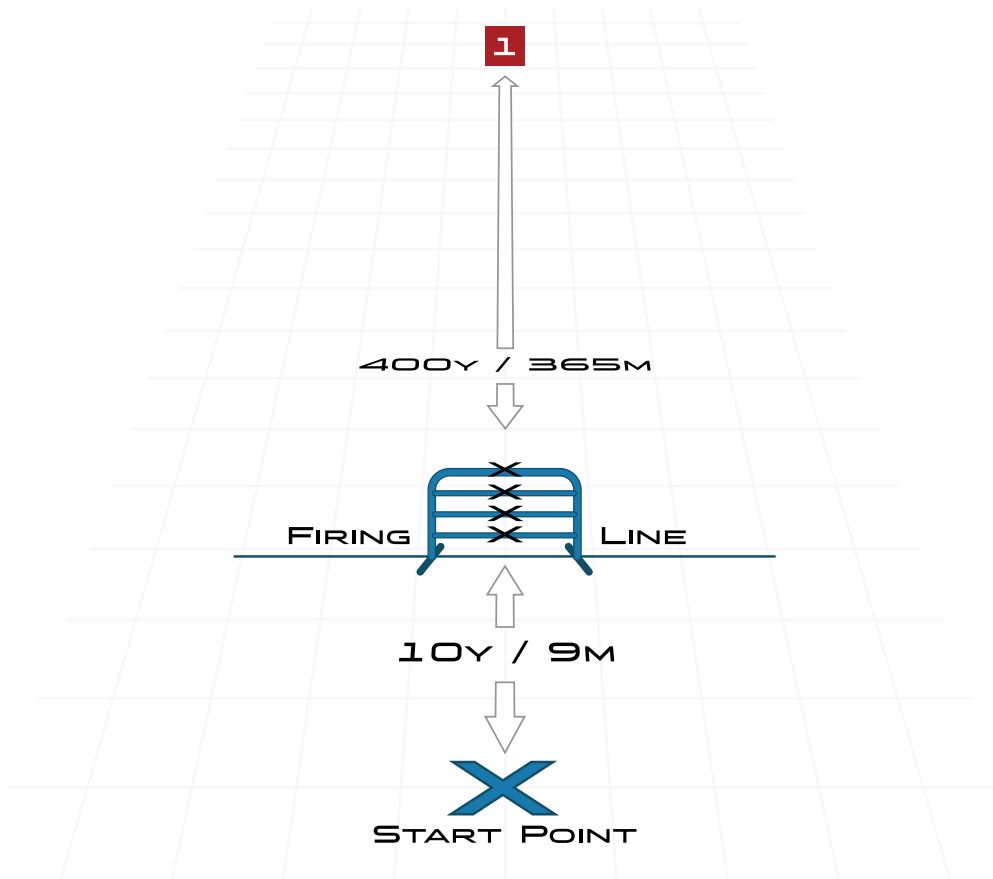
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	50y / 46m left of centerline	12in / 30cm / 2.8 MOA
2	400y / 365m	50y / 46m right of centerline	12in / 30cm / 2.8 MOA

### STAGE BRIEFING

At the start signal the competitor will move to either of the 3 barrels (A, B, C) and engage the 2 targets with 1 shot each, Hit or Miss. Once all targets have been engaged, the competitor shall transition to one of the other barrels and engage the same targets in the same manner. Once all targets have been engaged, the competitor shall transition to the last barrel and engage the same targets in the same manner.

## SKILLS STAGE 5 – GATE

<b>Targets</b>	1
<b>Positions</b>	4
<b>Round Count</b>	8
<b>Stage Time</b>	90s
<b>Max Score</b>	8



### STAGE SETUP

The competitor will start 10y / 9m behind the firing line, with their rifle at port arms, magazine in, and bolt back, or safety engaged as the case may be for semi-automatic rifles.

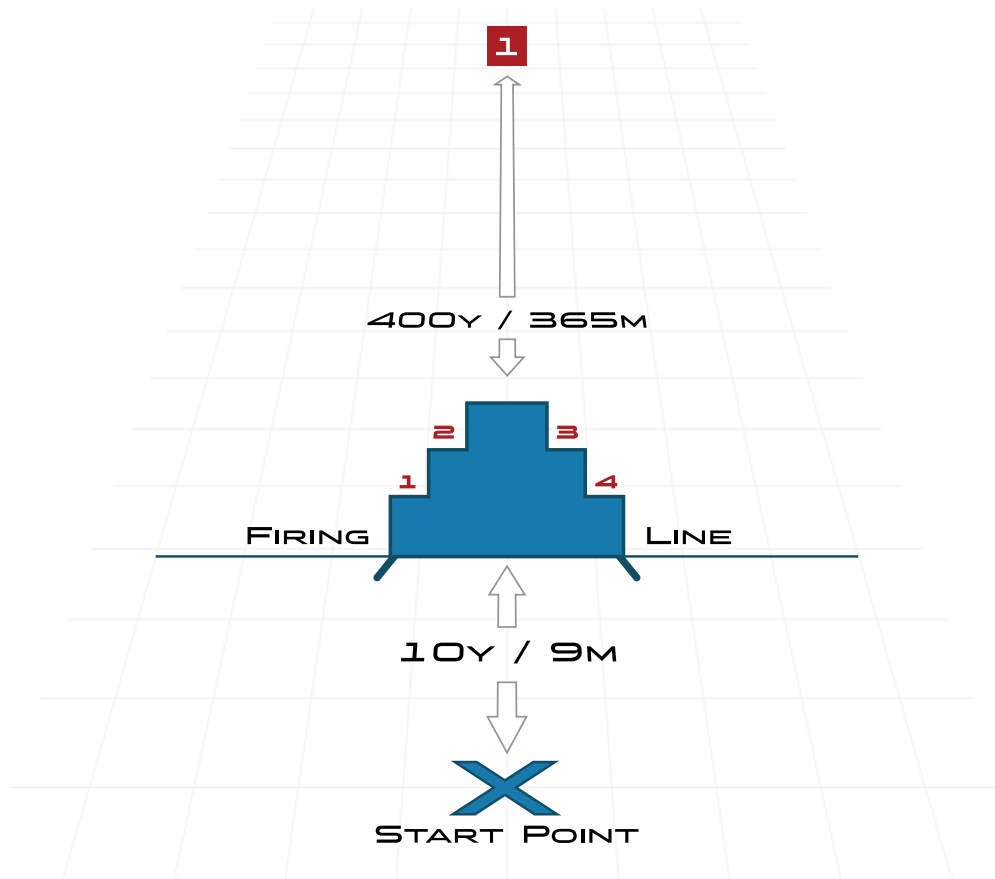
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	On centerline	10in / 25cm / 2.4 MOA

### STAGE BRIEFING

At the start signal the competitor will move to the barricade and engage the target from each of the indicated shooting positions with 2 shots each, Hit or Miss.

## SKILLS STAGE 6 – PRS BARRICADE

<b>Targets</b>	1
<b>Positions</b>	4
<b>Round Count</b>	8
<b>Stage Time</b>	90s
<b>Max Score</b>	8



### STAGE SETUP

The competitor will start 10y / 9m behind the firing line, with their rifle at port arms, magazine in, and bolt back, or safety engaged as the case may be for semi-automatic rifles.

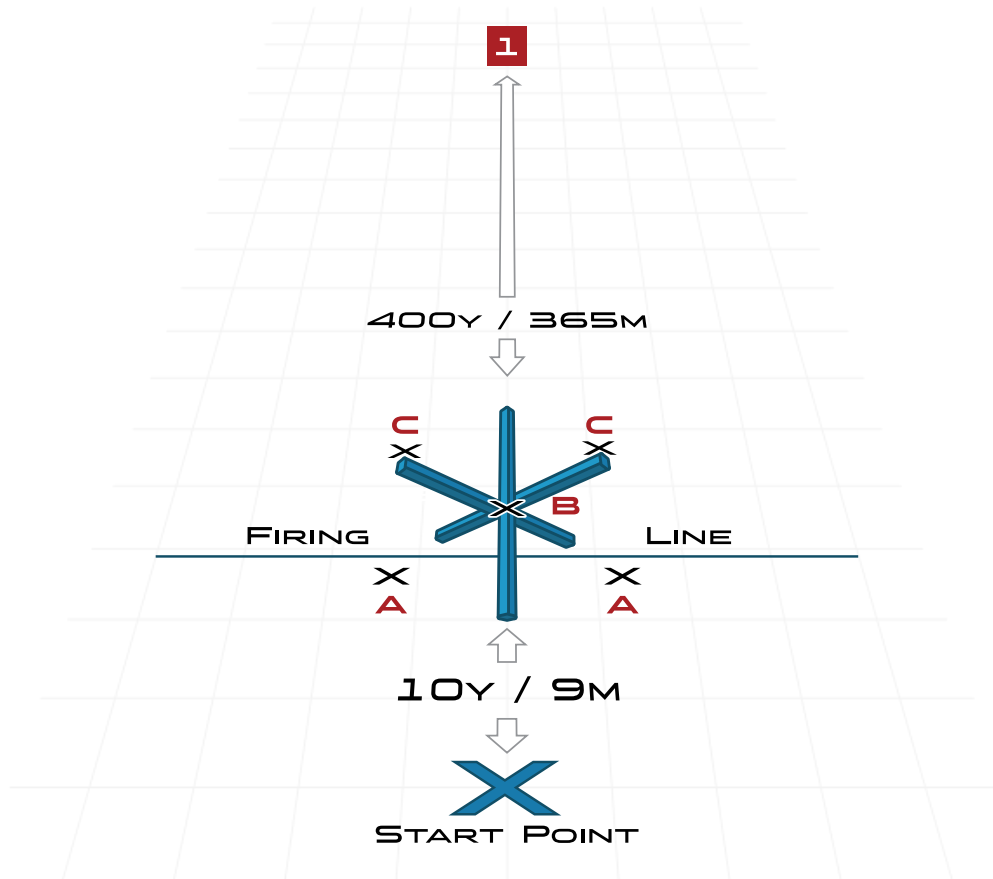
TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	On centerline	10in / 25cm / 2.4 MOA

### STAGE BRIEFING

At the start signal the competitor will move to the barricade to a firing point of their choice (1, 2, 3, 4) and engage the target with 2 shots, Hit or Miss. The competitor will then move to the remaining firing positions in any order and engage the target in the same manner.

## SKILLS STAGE 7 – TANK TRAP

<b>Targets</b>	1
<b>Positions</b>	3
<b>Round Count</b>	6
<b>Stage Time</b>	90s
<b>Max Score</b>	6



### STAGE SETUP

The competitor will start 10y / 9m behind the firing line, with their rifle at port arms, magazine in, and bolt back, or safety engaged as the case may be for semi-automatic rifles.

The Tank Trap must be aligned with the upper most post lying from back low to front high towards the target.

TARGET	RANGE	LOCATION	SIZE
1	400y / 365m	On centerline	10in / 25cm / 2.4 MOA

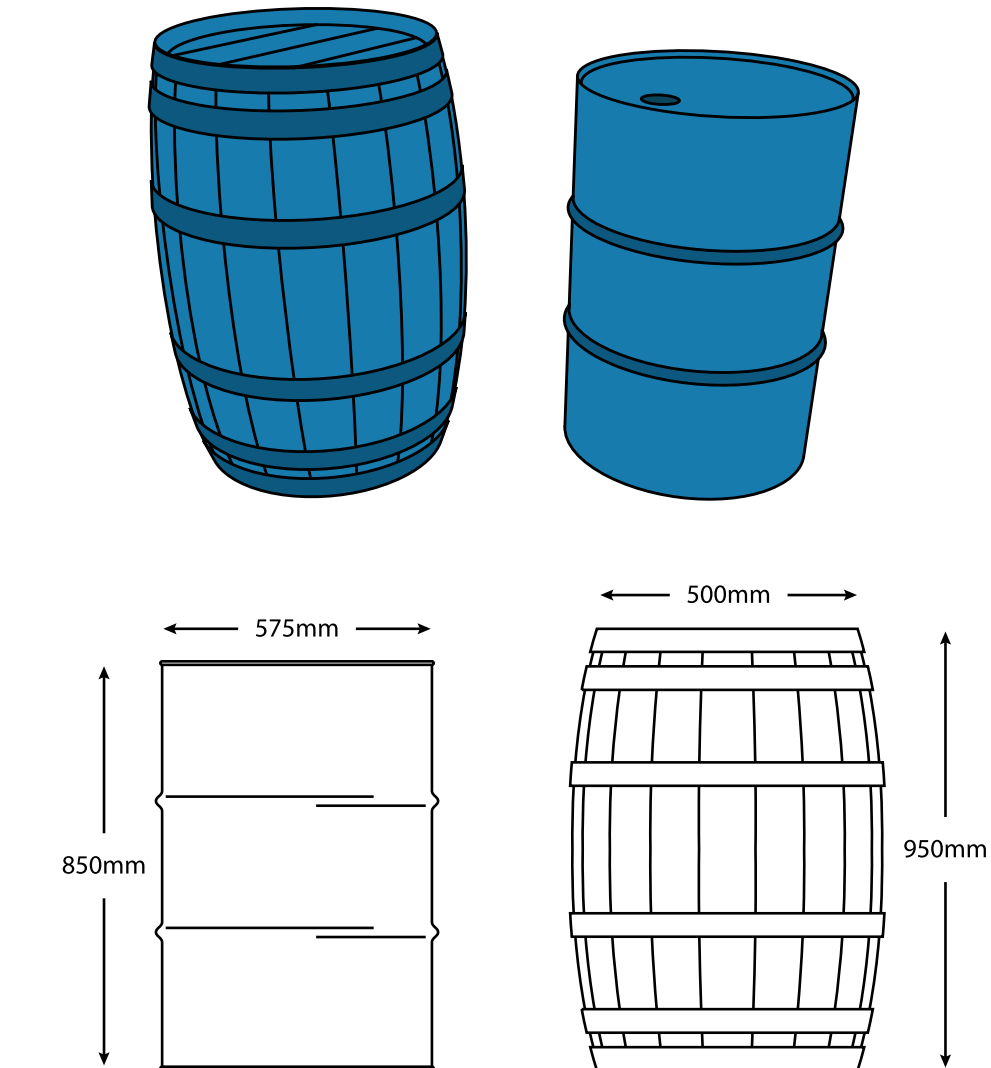
### STAGE BRIEFING

At the start signal the competitor will move to one of the 3 shooting positions (Low - A, Mid - B, or High - C) and engage the target with 2 shots each, Hit or Miss. Once the target has been engaged twice, the competitor shall transition to another shooting position and engage the target with 2 shots each, Hit or Miss. Once the target has been engaged twice, the competitor shall transition to the last shooting position and engage the target with 2 shots each, Hit or Miss.

## APPENDIX 10 – SKILLS STAGES BARRICADE & PROP DESIGN SPECIFICATIONS

## BARRELS

Barrels can be Traditional Barrels or metal 44/55 Gallon Drums, or similar, but must be constructed of sufficiently hard material so as not to buckle from any side.



### Dimensions:

Height: The barrel must be between 850mm and 950mm.

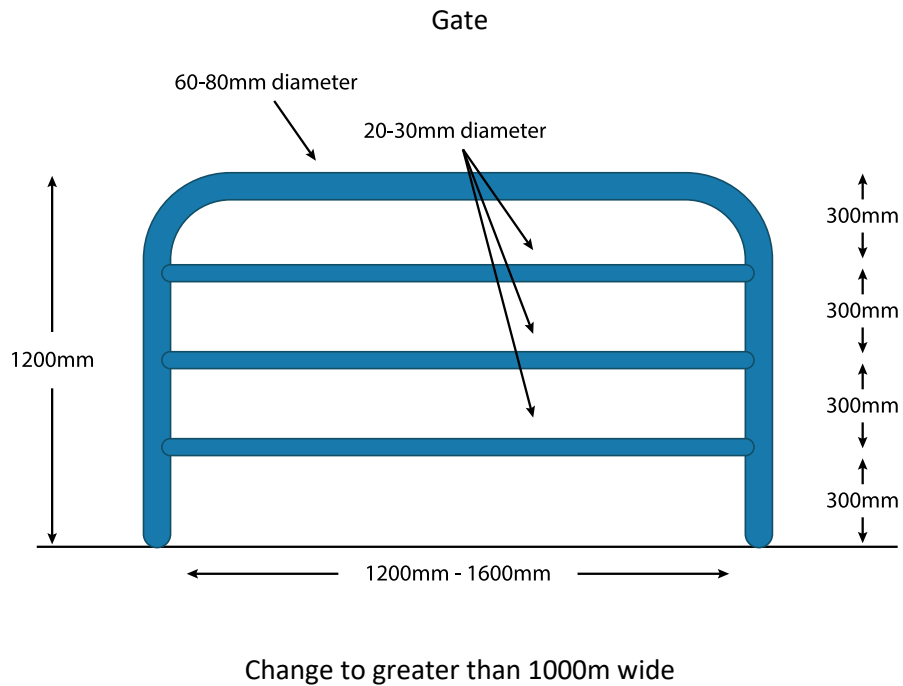
Top diameter: The barrel must have a usable top surface that is between 500mm and 575mm wide.



## GATE

The Gate must be constructed of round bars/poles. The top corners may be square or rounded (like the below examples).

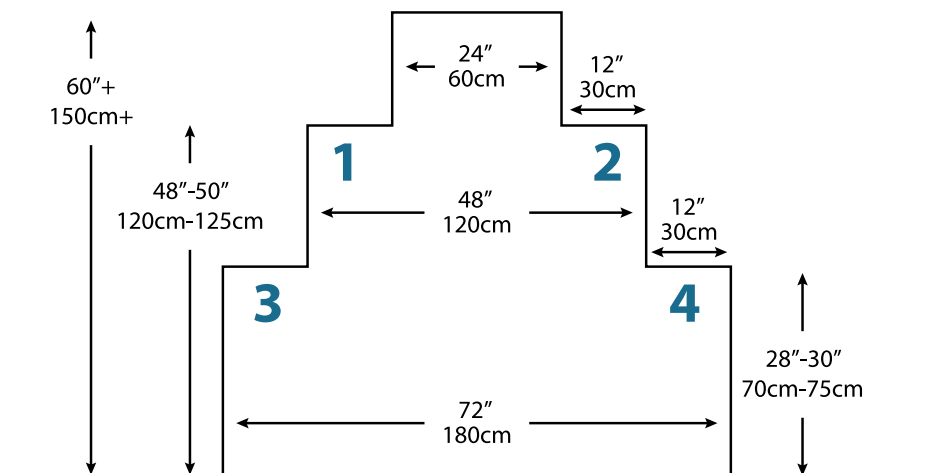
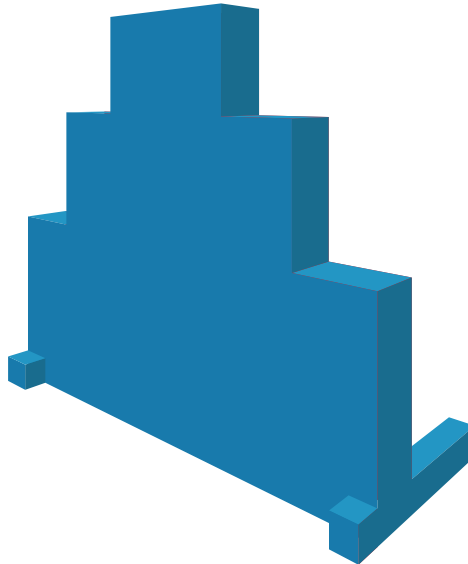
The Barricades must be sturdy with sufficient legs and bracing so as not to wobble when on level ground.



## PRS BARRICADE

The PRS Barricade must have the following external dimensions. The Barricade can therefore be made in 2 halves, and does not have to be solid.

Given the size of the Barricade, care must be made to ensure that the Barricade is constructed sturdy enough, with sufficient legs and bracing so as not to wobble when on level ground.

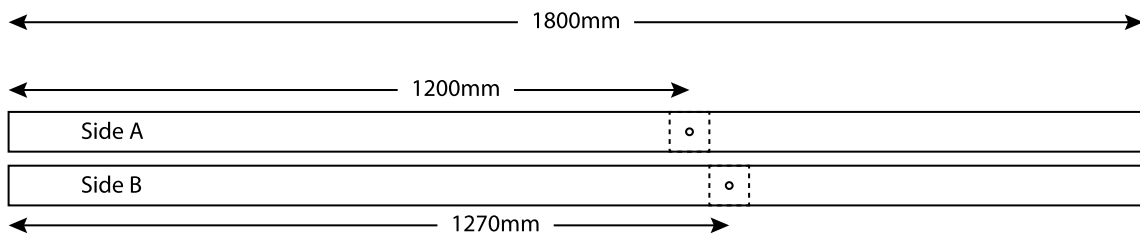
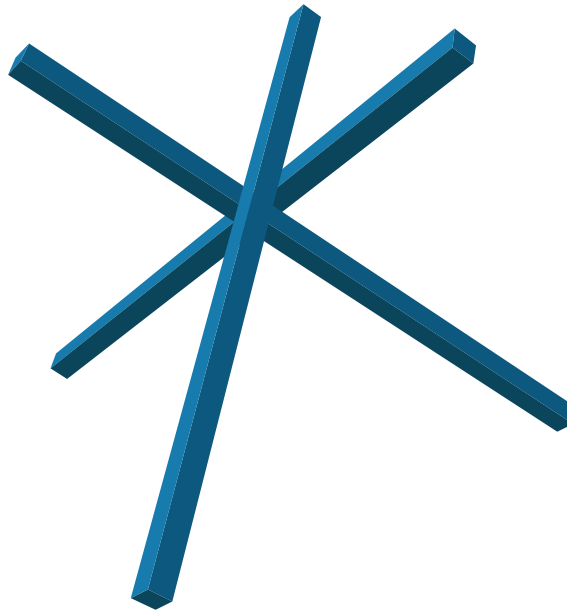


### Dimensions:

Positions 1 and 2 are 120cm – 125cm (48"-50") tall x 120cm (48") wide x 10cm – 12cm (4"-5") thick.  
Positions 3 and 4 are 70cm – 75cm (28"-30") tall x 180cm (72") wide x 10cm – 12cm (4"-5") thick.

## TANK TRAP

The Tank Trap must be constructed from 3 x 1.8m long wooden square poles.



### Dimensions:

3 X Wooden square posts – 70mm x 1800mm x 1800mm.

Holes will be needed to be drilled right through at 1200mm, and then on the adjacent side at 1270mm.