

PRS COPENHAGEN



10.03.24

MATCHBOOK

STILLING 33, HØNSEBAKKEVEJ
3630 JÆGERSPRIS

www.prs-ksc.dk

LET'S HAVE FUN



We would like to welcome you to the first PRS-match of the year in Jægerspris. We hope you are as excited as we are.

You will be:

- ❖ Running 8 stages
- ❖ Shooting 76 rounds
- ❖ From 29 positions
- ❖ In less than 15 minutes

It's going to be a blast.....

Any questions – please contact:



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PROGRAM



- Kl. 9:30 – 9:45 Match Briefing
- Kl. 9:45- 10:00 Sight in (100 meter only)
- Kl. 10:00 – 12:30 The first four stages
- Kl. 12:30 – 13:00 Lunch – We will serve a sandwich from the local bakery. Remember to bring your own drinks.
- Kl. 13:00 – 15:30 The last four stages
- Kl. 15:30 – 16:00 Announcing the scoreboard and celebrating the winner.
- Kl. 16:00 Piss off.....

All members of PRS-KSC Copenhagen will stay and help collecting all steel targets from the terrain and breakdown of barricades.

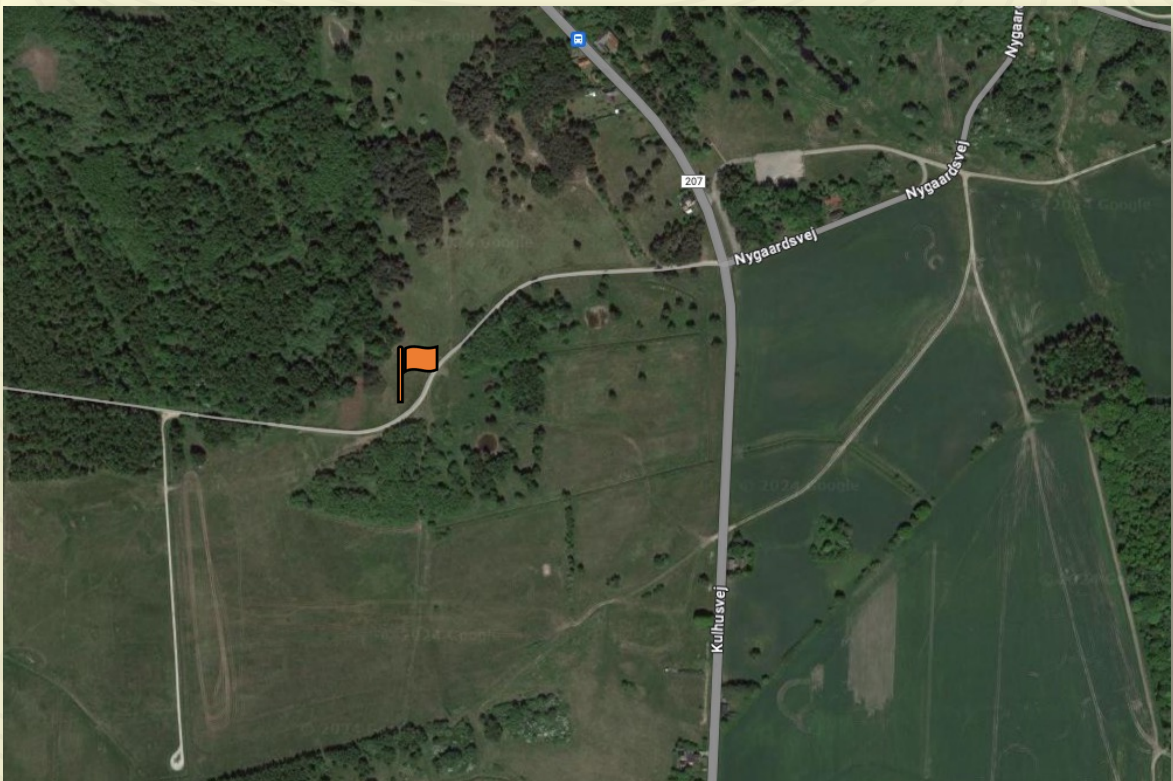
DON'T GET LOST



Drive to Jægerspris and continue past Jægerspris Castle. Follow the road on a 90 degree right and continue for 4,6 km by Kulhusvej. On your left you will find Hønsbakkevej. Follow that road for 500 m and come and say hello.

You can also get directions in Google Maps by clicking on 

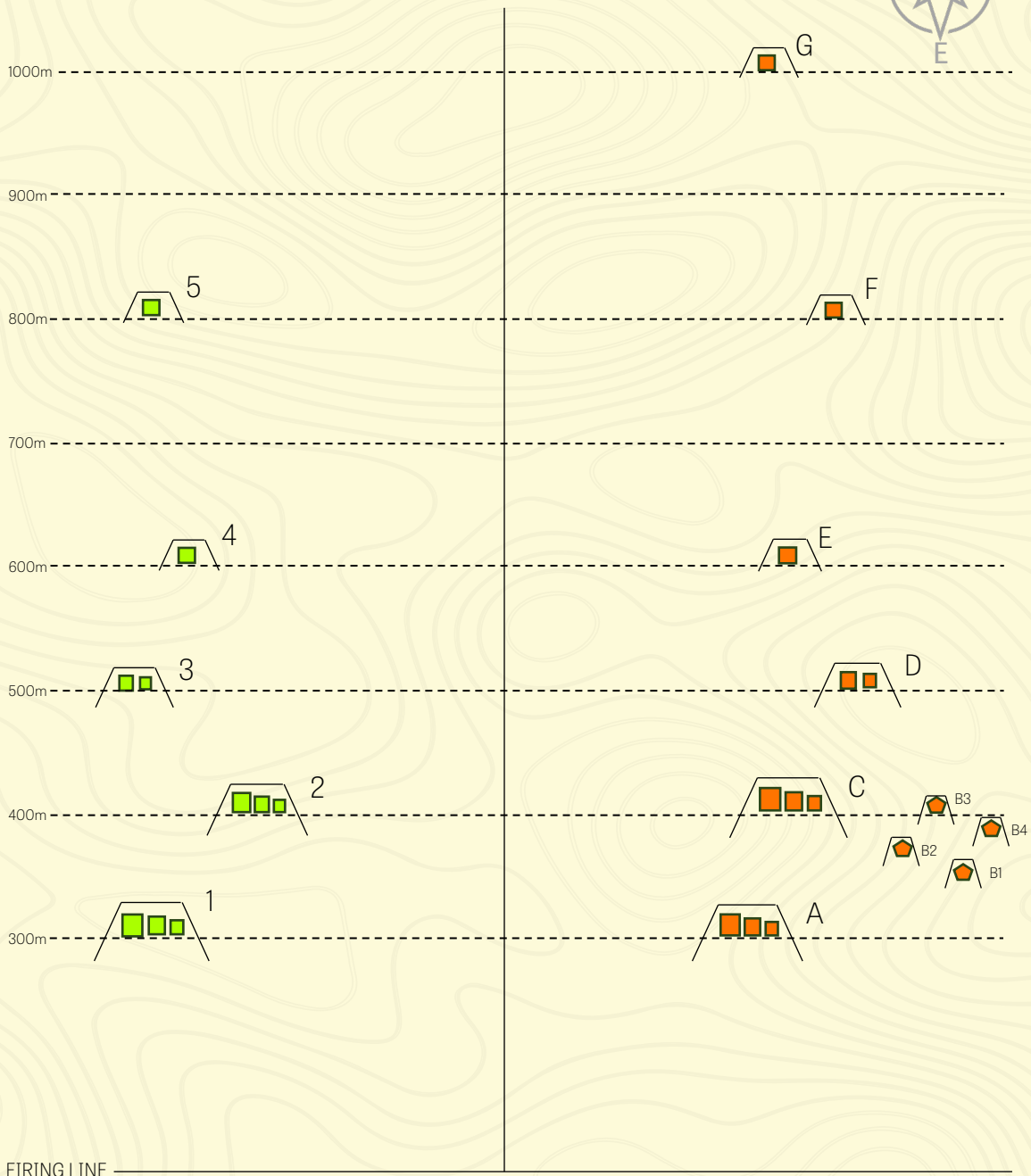
If you use Apple Maps – search for Hønsbakkevej, Jægerspris



TARGETS



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Stage 1 - 4

Stage 5 - 8

TARGETS



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Stage 1 - 4

#	Target Range	Target Size	Target MIL
1	300m	20cm 15cm 10cm	0,66 0,5 0,33
2	400m	30cm 20cm 15cm	0,75 0,5 0,38
3	500m	40cm 30cm	0,8 0,6
4	600m	40cm	0,67
5	800m	50cm	0,62

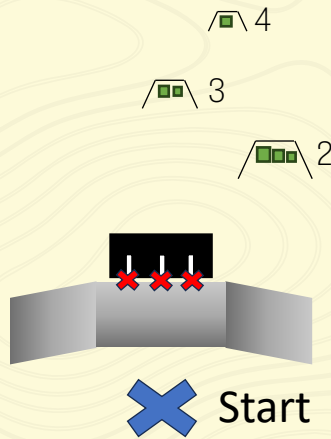
Stage 5 - 8

#	Target Range	Target Size	Target MIL
A	300m	20cm 15cm 10cm	0,66 0,5 0,33
B1	350m	18x35CM	0,51 1,0
B2	365m	18x35CM	0,49 0,95
B3	400m	18x35CM	0,45 0,87
B4	380m	18x35CM	0,47 0,92
C	400m	30cm 20cm 15cm	0,75 0,5 0,37
D	500m	40cm 30cm	0,8 0,6
E	600m	40cm	0,66
F	800m	50cm	0,62
G	1000m	50cm	0,5

#1 UKRANIAN HERO



PRS-KSC
COPENHAGEN



#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
2	400m	30cm 20cm 15cm	0,75 0,5 0,38					
3	500m	40cm 30cm	0,8 0,6					
4	600m	40cm	0,67					

Positions: 3 Targets: 6 Time: 120 sec Max score: 9 Shots: 9

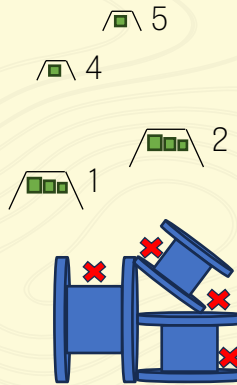
Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

3 shots of 3 sequences from 3 different positions. There can only be shot 1 sequence from the same position. The sequences need to be shot in the order below. The positions may be shot in any order the shooter prefer. Hit or miss to move on.

1. Sequence: 2 big, 3 big, 4
2. Sequence: 2 medium, 3 small, 4
3. Sequence: 2 small, 3 small, 4

#2 DRUMS OVERTURNED



X Start

#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
1	300m	20cm 15cm 10cm	0,66 0,5 0,33					
2	400m	30cm 20cm 15cm	0,75 0,5 0,38					
4	600m	40cm	0,67					
5	800m	50cm	0,62					

Positions: 4 Targets: 8 Time: 100 sec Max score: 10 Shots: 10

Stage notes:

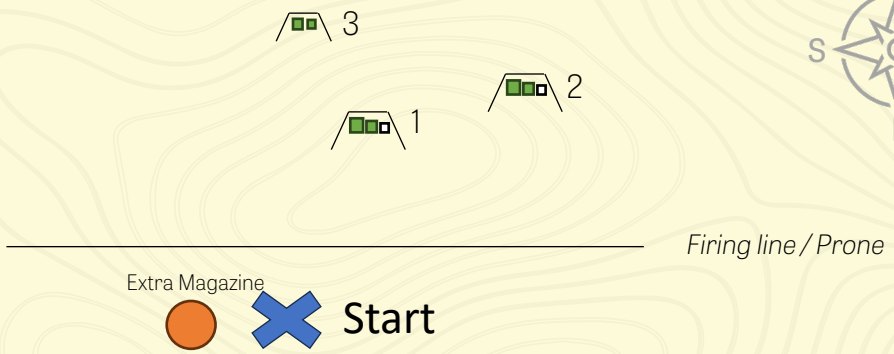
Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

4sequences from 4 different positions. There can only be shot 1 sequence from the same position. The sequences need to be shot in the order below. The positions may be shot in any order the shooter prefer.

Hit or miss to move on.

1. Sequence: 1 big, 1 medium, 1 small
2. Sequence: 2 shots at target 4
3. Sequence: 2 big, 2 medium, 2 small
4. Sequence: 2 shots at target 5

#3 TIE BREAK



#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
1	300m	20cm 15cm	0,66 0,5					
2	400m	30cm 20cm	0,75 0,5					
3	500m	40cm 30cm	0,8 0,6					

Positions: 1 Targets: 6 Time: 120 sec Max score: 6 Shots: 6

Stage notes:

Start 5m behind the firing line, rifle is at the firing line with all required gear, magazine in and loaded with 3 cartridges, bolt open. Another magazine loaded with 3 cartridges is placed at the starting position.

2 sequences from 1 different positions. The sequences need to be shot in the order below.

- 1. Sequence: 1 big, 2 big, 3 big
- 2. Sequence: 1 medium, 2 medium, 3 small

When the first sequence is shot, open bolt, release magazine and then run back to the starting position to retrieve the extra magazine. Then shot the second sequence. Hit or miss to move on. Tie Break.

#4 OIL DRUMS



#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
1	300m	20cm 15cm	0,66 0,5					
2	400m	30cm 20cm	0,75 0,5					
3	500m	40cm 30cm	0,8 0,6					
4	600m	40cm	0,66					
5	800m	50cm	0,63					

Positions: 5 Targets: 8 Time: 120 sec Max score: 10 Shots: 10

Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

5 sequences from 5 different positions. There can only be shot 1 sequence from the same position. The sequences need to be shot in the order below. The positions may be shot in any order the shooter prefer.

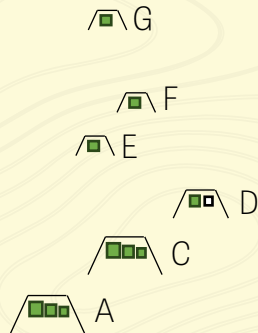
Hit or miss to move on.

- 1. Sequence: 1 big, 1 medium,
- 2. Sequence: 2 shots at target 4
- 3. Sequence: 2 big, 2 medium,
- 4. Sequence: 2 shots at target 5
- 5. Sequence: 3 big, 3 small

#5 LINE THEM UP



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Firing line / Prone

X Start

#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
A	300m	20cm 15cm 10cm	0,66 0,5 0,33					
C	400m	30cm 20cm 15cm	0,75 0,5 0,37					
D	500m	40cm 30cm	0,8 0,6					
E	600m	40cm	0,66					
F	800m	50cm	0,62					
G	1000 m	50cm	0,5					

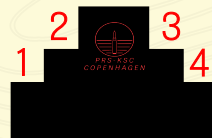
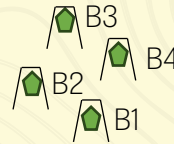
Positions: 1 Targets: 10 Time: 100 sec Max score: 10 Shots: 12

Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

Shoot the following target from prone - A big, A medium, A small, C big, C medium, C small, D big, E, F, G. You have 12 shots to engage the 10 targets. Hit to move on

#6 DO YOU REMEMBER



× Start

#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
B1	350m	18x35CM	0,51 1,0					
B2	365m	18x35CM	0,49 0,95					
B3	400m	18x35CM	0,45 0,87					
B4	380m	18x35CM	0,47 0,92					

Positions: 4 Targets: 4 Time: 120 sec Max score: 12 Shots: 12

Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

Three shoots from all 4 positions in the following order:

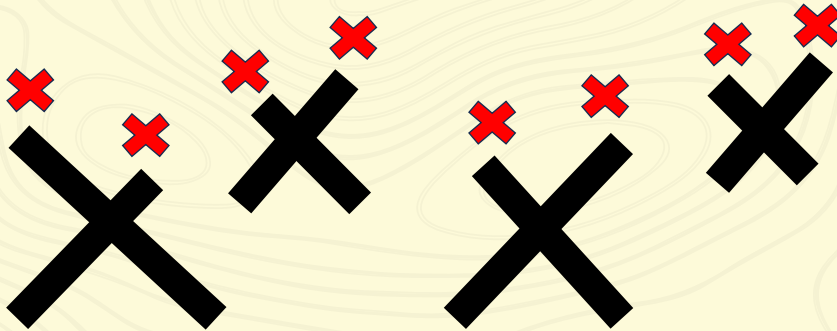
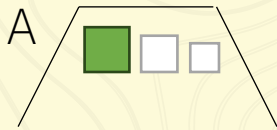
- Position 1: B1, B2, B4
- Position 2: B3, B2, B1
- Position 3: B4, B2, B3
- Position 4: B4, B2, B1

Hit or miss to move on

#7 SPEEDY TANKTRAP



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 Start

#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
A BIG	300m	20cm	0,6					

Positions: 8 Targets: 1 Time: 90 sec Max score: 8 Shots: 8

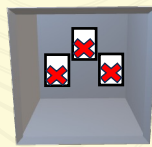
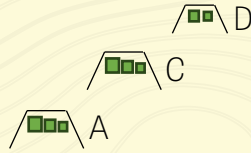
Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

One shot at target A-BIG from every 8 positions marked with an X. The positions may be shot in any order the shooter prefer.

Hit or miss to move on.

#8 BOX OF SHAME



X Start

#	Target Range	Target Size	Target MIL	Drop	Wind Speed	Wind Low	Wind High	Score
A	300m	20cm 15cm 10cm	0,66 0,5 0,33					
C	400m	30cm 20cm 15cm	0,75 0,5 0,37					
D	500m	40cm 30cm	0,8 0,6					

Positions: 3 Targets: 8 Time: 120 sec Max score: 9 Shots: 9

Stage notes:

Start 5m behind the firing line, magazine in, bolt open, facing the targets, at high ready, carrying all required gear.

3 shots of 3 sequences from 3 different positions. There can only be shot 1 sequence from the same position. The sequences need to be shot in the order below. The positions may be shot in any order the shooter prefer. Hit or miss to move on.

1. Sequence: A big, C big, D big
2. Sequence: A medium, C medium, D small
3. Sequence: A small, C small, D small

ALL THE LEGAL SHIT



GENERAL STAGES BRIEFING

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

ALL THE LEGAL SHIT



SCORING

- ❖ Scoring: 1 point per hit
- ❖ After each stage the shooter will need to initial the score sheet for the stage. Shooters shall do this immediately after finishing their stage. Each shooter must acknowledge their score by initialing the score sheet.
- ❖ Any grievance must be addressed during the 30minute arbitration period at the end of the match. If any problems are not brought up during this time, then tough luck.
- ❖ Ties: In the event of a tie, the winner will be decided by the tie break stage. The one with most point and the best time, in that prioritised order, will be the lead.
- ❖ Steel scoring and spotting: Steel targets will be scored as hit or miss. If you have a question about a call the spotter made, take it up with an RO. Do NOT discuss the call with the spotter. That being said, we're all human. In the event that a mistake is made, or a spotter does not catch a hit, we will do our best to understand the problem it, and correct where possible. However, our spotters, SOs / ROs and the Match Director have the final say.

ALL THE LEGAL SHIT



GENERAL RULES

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

1. Shooters and observers must attend the safety briefing and sign range release forms BEFORE zeroing. Ensure that you are signed into the range register BEFORE zeroing.
2. The range is a COLD range. No loaded firearms off the firing line at any time.
3. Hearing and eye protection is mandatory.
4. **Maintain muzzle control at all times.** Rifles should be carried muzzle up or down. Magazines (even empty ones) shall be REMOVED from the rifle when not firing. Your muzzle will NOT cover any part of your body or anyone else's body.

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

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

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

Equipment restrictions:

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

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

No person shall consume or be under the influence of alcohol or drugs during the match. Any person found to be impaired and unsafe as a result of any drugs or alcohol will be directed to stop shooting and removed immediately from the range.

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

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

ALL THE LEGAL SHIT



SCORING

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

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

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

DO NOT TAMPER WITH THE RANGE OR STAGES. If you tamper with the range, by moving props, flattening plants, dislodging rocks, etc, you WILL receive a Stage DQ and a 0 for the stage.

DO NOT DISTRACT/ARGUE WITH THE SPOTTERS OR SCOREKEEPERS. If you have a question about a call, take it up with the Stage RO or Match Director.

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

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

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