
CUSTER SPORTSMEN'S CLUB P.22 PRS COMPETITION RULES

SAFETY REQUIREMENTS:

SAFETY is of paramount importance at the Custer Sportsmen's Club (CSC). Consequently, violation of any of safety requirements will incur a match disqualification (MDQ), see below.

UNSAFE GUN HANDLING - MDQ:

Examples of unsafe gun handling include, but are not limited to:

- Having a loaded firearm at any time other than when specifically ordered to make ready on the line by a Range Officer (RO).
- All CSC events are conducted on "cold ranges."
- Rifles are to be unloaded with safety flag inserted into chamber and bolt open at all times unless and until instructed by a RO to load and make ready.
- Where no designated Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm (e.g. defensive sidearm) and proceeds immediately to a match official for the express purpose of safely unloading the firearm will not be subject to disqualification. Competitor must also have match official present when loading his/her carry firearm when exiting the range at end of match.
- Handling any firearm at your car or truck; your vehicle is not a Safety Area. Gun handling at your car will incur a MDQ!
- Handling any firearm behind the line while waiting on the stages; rifles are to be racked or cased while waiting on the stage(s) and may not be handled until summoned to the starting position by the RO.
- "180 violations;" If at any time during the course of fire, a competitor allows the muzzle of their firearm to point rearwards further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, loaded or not.
- "Sweeping;" Allowing the muzzle of a rifle to point at (i.e. "sweep") any part of the competitor's or anyone else's body during a course of fire.
- EXCEPTION - A match disqualification will not apply for inadvertent sweeping of the lower extremities (below the belt) while slinging the rifle, provided that - the safety is applied or the bolt is open and the competitor's fingers are clearly outside of the trigger guard.
- When proceeding to the starting box, or leaving the stage upon completion of the course of fire, rifles must be carried with the muzzle pointed straight up until safely racked or cased.
- If casing your rifle between stages, the muzzle must be pointed straight up or into a berm while casing it and may not sweep you or anyone else at any time.
- While transporting rifles anywhere on the range away from the stages, if an exposed muzzle sweeps anyone (competitor, range official, bystander, et al)

- Failure to keep the finger outside the trigger guard while: Clearing a malfunction where the competitor is clearly not aiming at a target(s), During loading, reloading, or unloading, a competitor drops their firearm or causes it to fall, loaded or not.
- Handling live or dummy ammunition (including practice or training rounds, snap caps, or empty cases), loaded magazines, or loaded speed-loading devices in a Safety Area.
- The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or on their belt, in their pockets or in their range bag, provided the competitor does not physically remove loaded magazines or ammunition from their retaining or storage device while within the Safety Area.
- Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing them, return them to the competitor.
- Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm (as opposed to a Range Official) will be disqualified.
- Using metal piercing, incendiary and/or tracer ammunition and/or using any ammunition which has been deemed unsafe by a Range Official.
- Ammunition declared unsafe by a Range Official due to multiple squibs must be withdrawn, but will not subject the competitor to disqualification.

ACCIDENTAL/NEGLIGENT DISCHARGES - MDQ:

A competitor who causes an accidental discharge must be stopped by the Range Officer immediately. An accidental discharge is defined as follows:

- A shot which travels over a backstop, a berm, or in any other direction specified in the written stage briefing by the match organizers as being unsafe.
- If a competitor who legitimately fires a shot(s) at a target(s) which subsequently travels in an unsafe direction (e.g. skipping off the range floor, skipping off of barrels or props, et al), through no fault of the competitor, may not be disqualified.
- All walls and vision barriers, unless otherwise stipulated in the written stage briefing, are deemed to be solid and to extend downwards to the ground and upwards to infinity; any shot fired over, under, or through a wall or vision barrier not fired through a designated shooting port will be asserted to have been fired in an unsafe direction and will incur a MDQ.
- A shot which strikes the ground within 3 feet of the competitor.
- A shot which occurs while loading, reloading, unloading, or clearing a malfunction.
- A shot which occurs while transferring a firearm between shoulders or hands.
- A shot which occurs during movement, except while legitimately and clearly engaging targets.

UNSPORTSMANLIKE CONDUCT - MDQ:

- Competitors will be disqualified from a match for any conduct which a Match Official deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, tantrums, failing to comply with the reasonable directions of or abusing a Match Official or Competitor, and/or any other behavior likely to bring the sport into disrepute. The Match Director must be notified as soon as possible.
- The Match Director will be the sole and final arbiter of unsportsmanlike conduct or dress.

PROHIBITED SUBSTANCES - MDQ:

- All persons are required to be in complete control both mentally and physically at all times during any CSC match.
- CSC 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.
- Competitors and officials at must not be impaired by drugs (including alcohol) of any sort during matches. Any person, who is, in the considered opinion of a Match Official, “under the influence” will be disqualified from the match and required to leave the range.

Miscellaneous Safety Requirements:

- Personal Protective Equipment... If a Range Officer deems that a competitor about to attempt a course of fire is not wearing adequate eye and/or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue.
- If a Range Official notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range Official will immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- 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 Official, in which case the provisions of the preceding rule will apply.
- A competitor who intentionally loses or displaces eye and/or ear protection during a course of fire in an obvious attempt to gain a reshoot will be disallowed these provisions, will be asserted to have engaged in Unsportsmanlike Conduct, and will incur a MDQ.
- All berms are off limits to all persons at all times.

- Anyone within the confines of an active shooting bay must wear eye and hearing protection at all times; this includes all spectators.
- A match director may physically modify a stage at any time for the reasons of safety. These actions may not be protested by either those who have completed or who have yet to complete the stage.
- Safety chamber flags are **REQUIRED** to be in any firearm used in the match. The chamber flag **MUST** remain in the chamber at all times unless directed by an official OR when working on/cleaning the unloaded firearm at a safety area. Failure to adhere to this rule will result in a Match DQ.
- Under no circumstance can a competitor leave the stage with a loaded firearm.

STAGE PROCEDURES

Stage Briefings:

- A stage brief will be conducted prior to the start of each stage and all questions must be asked and answered prior to the start of the first shooter from each squad.
- Ro's will point out each target to shooters except on blind stages in which case no shooter will be told the location of any target.
- If there is any potential of altering the intent of a course of fire or stage procedure in response to a question(s), the RO will NOT "clarify," "interpret," or otherwise modify the COF or stage intent, but will instead refer the question to the Match Director for a ruling.
- In the event that a competitor contravenes the course requirements, but is not specifically prohibited from doing so in the Written Stage Briefing, the Match Director must be immediately summoned for a ruling.
- The Match Director may require modifications to the course of fire, and/or may declare that the action is "forbidden".
- Following the declaration of a "Forbidden Action," the shooter(s) whose action(s) resulted in such declaration will be required to reshoot the course of fire.
- All scores of a competitor who refuses this - or any other -mandated reshoot will be removed from the match results.
- Only the match director may modify the written stage briefing at any time for reasons of: clarity or consistency, safety, forbidding actions that may result in an unsafe situation, and/or to prohibit the exploitation of an unintended loophole intended to circumvent a stage requirement or gain an unfair competitive advantage in lieu of modifying course design or physical construction. Any such change(s) to a stage will be documented on the walk-through by the Match Director. The Match Director's ruling is final and not subject to appeal or protest.
- At no time may you manipulate or activate moving props; moving targets, et al, will be demonstrated for each squad during their walk-through.

- A stage(s) may be designated as a “no preview” (e.g. surprise) stage. For these stages, the briefing will include only special requirements (e.g. alternate start position/condition, shooter-handled props, et al)
- **Bolt must be in the “OPEN” position until the start signal! (Magazines may be inserted)**
- Alternative start conditions and positions may be specified in the written stage briefing.
- When the written stage briefing specifies an “empty” firearm at the start, the bolt must be closed, the hammer must down on an empty chamber, and the magazine well must be empty.
- Unless stipulated otherwise in the stage procedure, all spare ammunition and equipment will be held in the competitors hands, or on their person. Exceptions will be bags, and tripods.
- There will be no coupled magazines allowed. Spare magazines are allowed to be attached to the rifle.
- Ro's are not permitted to signify to the shooter in anyway where the rounds are impacting during the course of fire, unless they are creating a safety hazard.

Reshoots:

A competitor may be required to reshoot a stage under the following conditions:

- Course of fire or stage procedure materially altered by MD due to competitor's actions.
- Range equipment failure (position of a target changed, premature activation of moving target, mover not reset, mechanical or electrical malfunction, or any other failure of range equipment).
- RO suspected an unsafe condition (unsafe firearm or ammunition, squib), but unsafe condition either did not exist (e.g. no bullet lodged in barrel on a squib call), or was not due to shooter.
- Inadvertent physical contact between CRO or RO and competitor. DELIBERATELY contacting range official in an obvious attempt to gain a reshoot is deemed Unsportsmanlike Conduct.
- All scores of a competitor who refuses a mandated reshoot will be removed from the match results.
- Under no circumstance will malfunctions or failure of any competitor equipment of any nature comprise grounds for a reshoot.

RANGE COMMANDS:

“MAKE READY”

- Signifies the commencement of the course of fire as regards applicable safety rules.

“SHOOTER READY”

- The lack of any negative response indicates that the competitor fully understands the requirements of the course of fire and is ready to proceed.

“STAND BY”

- The RO will stop the competitor if they are creeping, or disengage the safety, and restart at the “are you ready” command.

“AUDIBLE START SIGNAL”

- At some point between 1-3 seconds the RO will start the shooter with the beep of a timer, or A verbal Command and then start the static timer
- Courses of fire may require self-starts, non-audible visual starts (e.g. lights) triggered by the timer, or verbal audible commands.

“IF YOU ARE FINISHED, UNLOAD & SHOW CLEAR”

- The RO will visually inspect the chamber and magazine well of rifle. It is the competitor’s responsibility to ensure that the firearm is unloaded.
- Insert chamber block or flag at this time.

“RANGE CLEAR”

- Signifies the conclusion of the course fire as regards applicable safety rules.

“STOP!”

- Signifies that the course of fire (COF) must end immediately. The range officer (RO) will direct the competitor to “unload & show-clear”. The reasons for the “stop” command will be explained to the competitor once the range is deemed “clear” and safe by the range officer.

22 PRS Divisions:

In the .22 PRS Matches, the only caliber allowed will be **.22 Long Rifle**. No other rimfire calibers will be allowed. (E.G. .22 Short, .22 Magnum, .17 HMR etc.)

Bolt Gun- Optics 9x Plus:

- There will be no restrictions on Equipment in Bolt Gun Optics 9-plus

Bolt Gun Optics 9x Minus:

- There will be no restrictions on Equipment in Bolt Gun Optics 9-minus other than the optic on the rifle will have a maximum magnification of 9X or less.

Bolt Gun Irons:

- There will be no restrictions on the Equipment in the Bolt Gun Irons, other than there will be no optical sight on the rifle. Fiber optics will be allowed.

Auto Optics 9x Plus:

- There will be no restrictions on Equipment in Auto Optics 9-plus

Auto Optics 9x Minus:

- There will be no restrictions on Equipment in Auto Optics 9-minus other than the optic on the rifle will have a maximum magnification of 9X or less.

Auto Irons:

- There will be no restrictions on the Equipment in the Auto Irons, other than there will be no optical sight on the rifle. Fiber optics will be allowed.

SCORING:

- Unless otherwise designated, COF's will include multiple targets with multiple engagements in a fixed round count.
- Exceptions to this rule will be Moving Targets, Spinning Targets, or specific COF Instructions
- Each target struck with a bullet, will be scored a hit, and noted in the scoring device. Unless, otherwise noted in the COF, each hit will be worth (1) Point.
- If a Spinning Target is used in the COF, and the target spins, it will be scored a single bonus of 3-points. If it spins multiple times, only (1) bonus will be scored. Otherwise each hit on target scores 1 point. The COF may designate maximum amount of hits on spinning target.
- RO's who are spotting during a course of fire, will call "Impact". "Impact" is the only word that shall be used to let the shooter know the target was struck with a bullet and scored as a hit. The word "Hit" can be confused for miss.
- Ro's are not permitted to signify to the shooter in anyway where the rounds are impacting during the course of fire, unless they are creating a safety hazzard. **There will be no "Coaching" a shooter, by the RO or Competitors during the course of fire.**
- Normal courses of fire will be timed with a a static countdown timer, with audible beep when the time expires. At the timers end or when the shooter has completed all their shots, impacts will be tallied in the scoring device.
- RO's or Score keepers will show each shooter the score of the stage when completed on the scoring device.

Penalties:

- Courses of fire will typically be fixed round count stages. If a competitor fails to follow the instructions of the COF, and shots are fired, the RO will designate to the competitor that no impact was made, and the reason. The shot is forfeit, and can not be made up. (I.E. the potential point is lost, and is considered the penalty.)

Tie Breakers:

- Each match will include a .22 PRS Standards stage. This will be timed with a timer that records the last shot fired.
- IF the RO notices the timer is not recording the time from a .22 Rifle, or Suppressed Rifle, they will manually "tap" the timer at the time of the last shot if the stage time has not expired. This will provide a stage time.
- Scoring will be handled as per the normal rules, except a time will be noted. In the event of a tie at the end of a match with multiple shooters having scored the same number of hits through the match. The competitor with the highest

number of hits on the Standards Stage will be named the winner, with the other competitors being ranked below by number of hits.

- If (2) or more competitors score the same amount of hits on the Standards Stage, the fastest recorded time on the timer will be used to determine the winner.

APPENDIX "A"

TYPES OF TARGETS:

6", 4", 2"

Round, Square, and IPSC Targets:



Know Your Limits Rack:

3"-2.5"-2"-1.5"-1" and 1/2"



Spinner:

