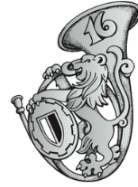




Matchbook

2022 Precision Rifle World Championships in France

Sponsored by



GENERAL STAGE 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.

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 initialling the score sheet.
- Any grievance must be addressed during the 30 minute 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 in the top 10 of each division, the winner will be decided by a shoot-off.
- 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.

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.
 1. 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.
 1. 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.

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.

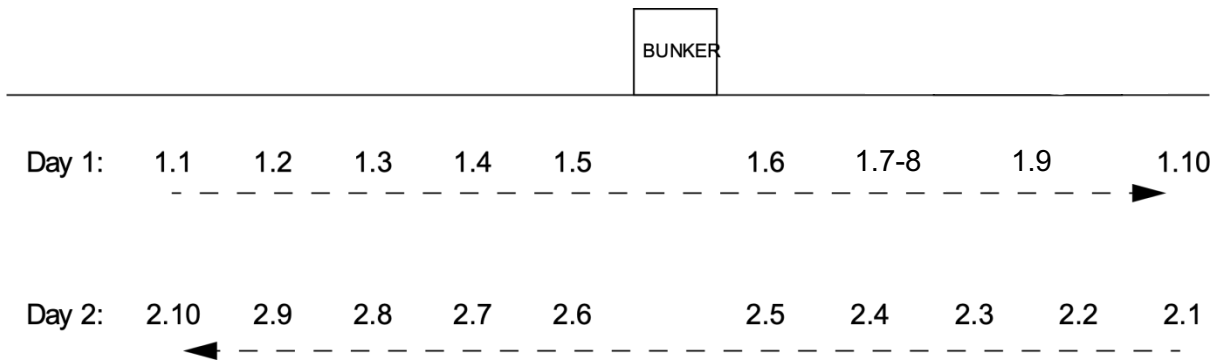
NO CHEATING, OR WHINING. Violation of any of these rules could result in a 0 for the stage or removal from the competition. This is up to the discretion of the Match Director.

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.

Number of ammunitions in the magazine corresponding to the number of shots to be fired on the stage. "Match savers" are allowed, in the pocket or attached to the rifle.

Stage Shooting Order



The stages are shot in order on both days, with squad 1 starting on stage 1, squad 2 on stage 2, etc.

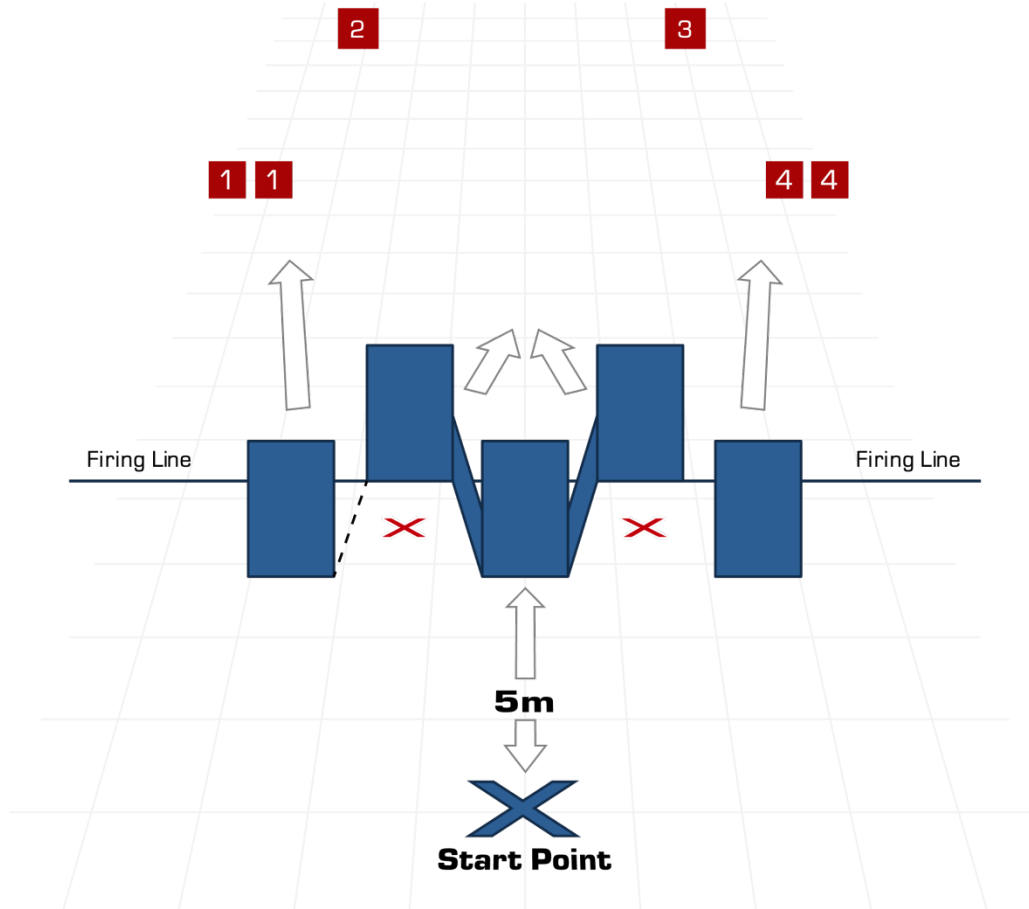
Please note that on the first day the stages are shot from left to right and on the second day, the stages are shot from right to left.

Positions: 2

Targets: 4

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
1	325m	10cm	1.1						
2	425m	20cm	1.6						
3	425m	20cm	1.6						
4	325m	10cm	1.1						

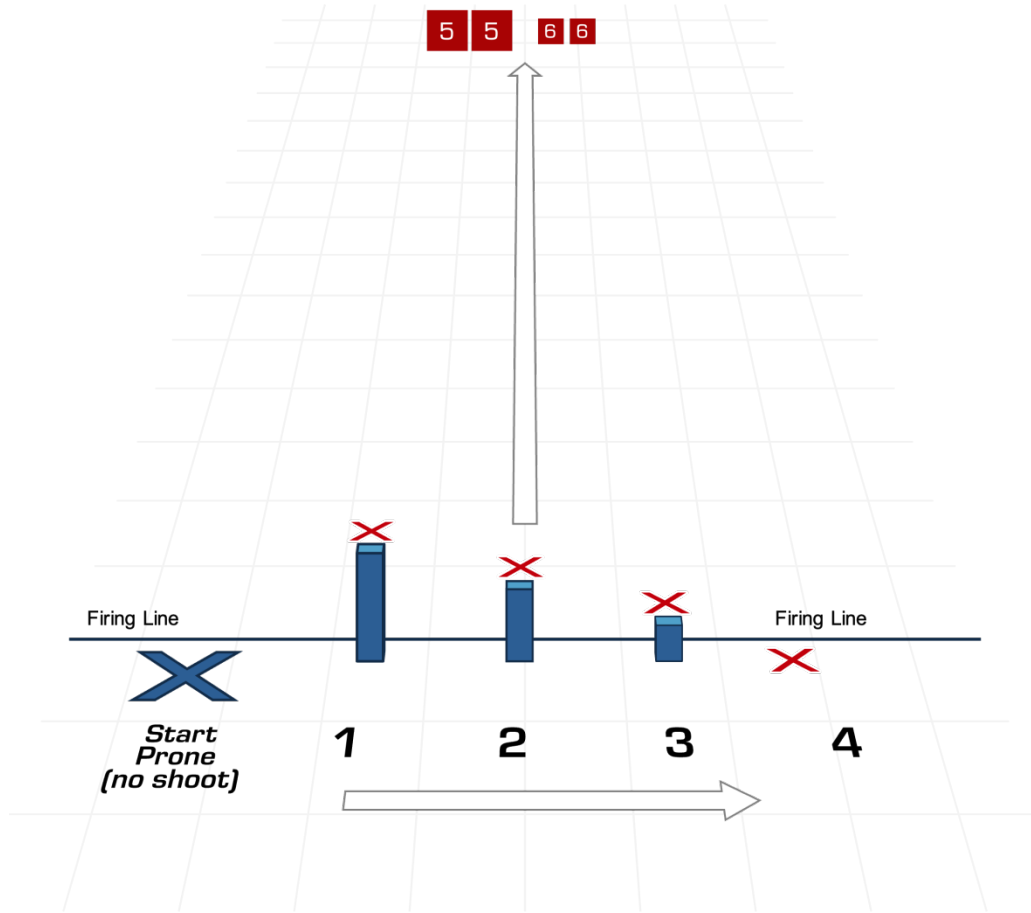
Stage Notes

Start 5m 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.

Each target must be engaged once from each of the two indicated shooting positions and in the order of the number.

Note: It is not required to shoot prone from either position... but it might help.

A second target is provided at 1 & 4 for redundancy.

Positions: 4
Targets: 2
Time: 90s
Max Score: 8


#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
5	270m	20cm	2.6						
6	270m	10cm	1.3						

Stage Notes

The shooter must start prone at the indicated start position, bolt open, and looking at the target through their riflescope.

Each target must be engaged once from each of the indicated shooting positions and in the order of the number.

The 4 positions must be shot in order from 1 to 4.

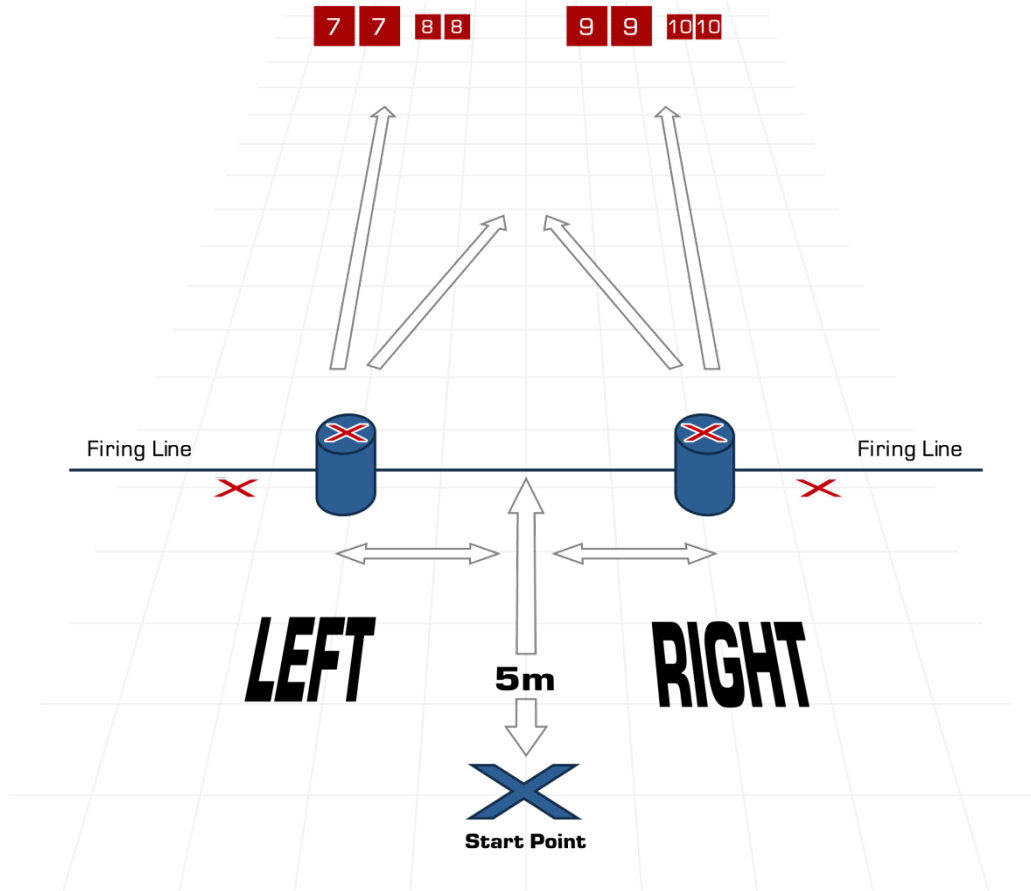
Note: A second target is provided at 5 & 6 for redundancy.

Positions: 4

Targets: 4

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
7	270m	15cm	1.9						
8	270m	10cm	1.3						
9	270m	15cm	1.9						
10	270m	10cm	1.3						

Stage Notes

Start 5m 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.

The second magazine must be placed on the 2nd position of choice (Left or Right), and both magazines may be filled to capacity.

Each magazine may not cross the centerline during the stage. Should this occur, then any shots taken will score zero until the offending magazine is returned to its originating side.

The targets must be shot once each from each side (Left or Right) in the order of the number. Only 2 shots may be fired from each of the 4 available shooting positions.

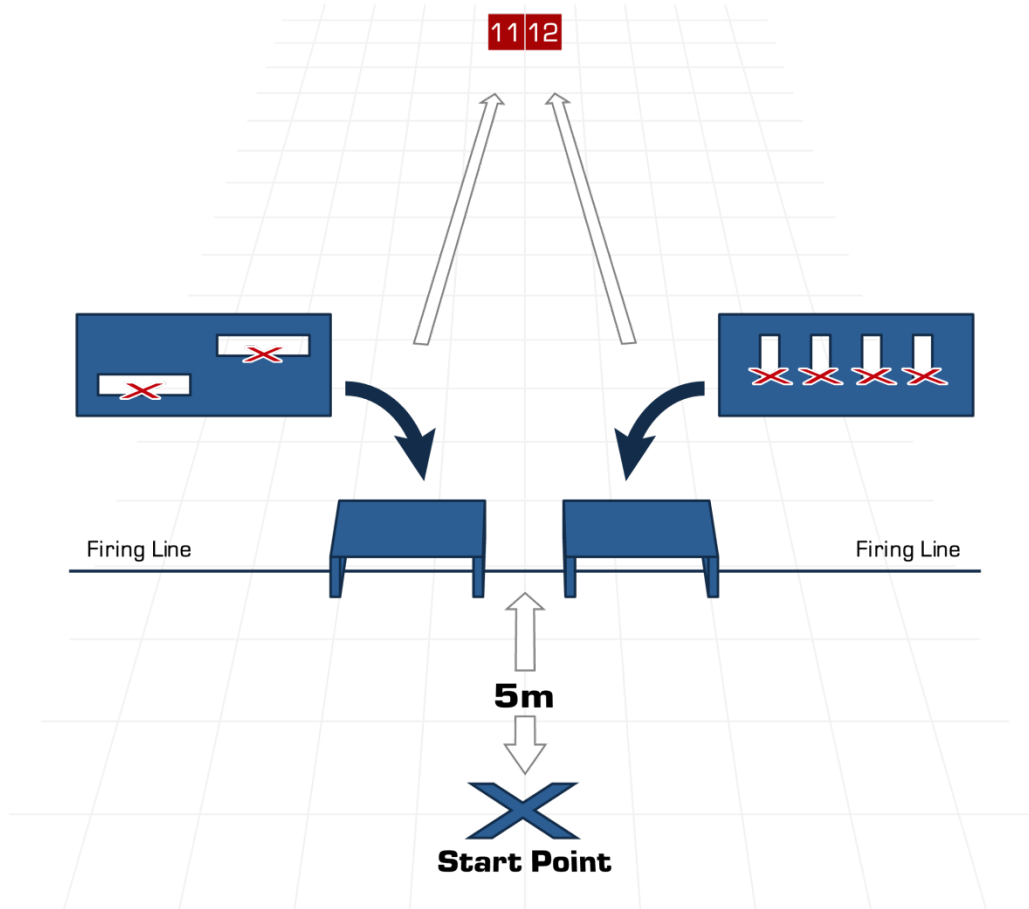
Day 1 Stage 4 - Maginot

Positions: 6

Targets: 2

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
11	400m	15cm	1.3						
12	400m	15cm	1.3						

Stage Notes

Start 5m 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.

The targets must be engaged four times from each bunker.

On the left hand Maginot bunker (horizontal slots), two engagements must be made from the indicated apertures.

On the right hand Maginot bunker (vertical slots), one engagement must be made from each of the indicated apertures.

Note: There is no required order when hitting the targets from within each bunker. (ie. 11 - 12 - 11 - 12, or 11 - 11 - 12 - 12, or 12 - 11 - 11 - 12, etc - are all allowed).

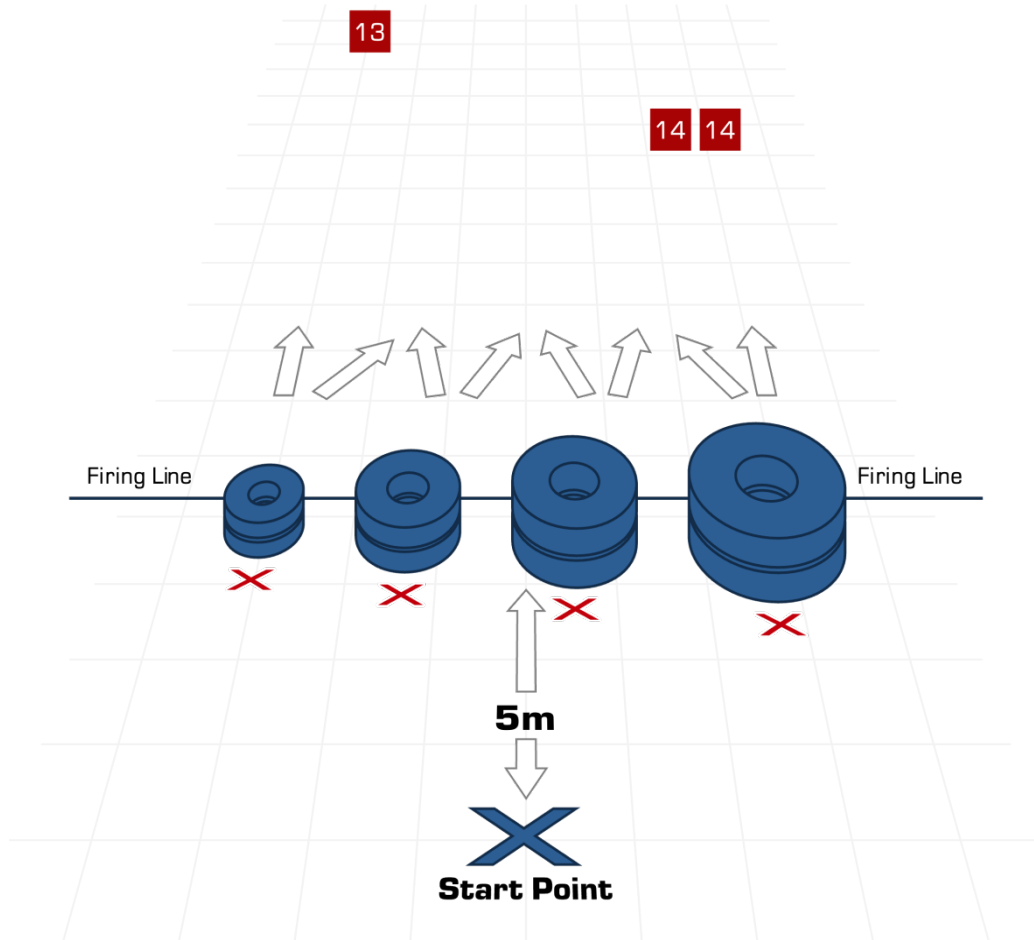
Day 1 Stage 5 - The Donut Shop

Positions: 4

Targets: 2

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
13	400m	25cm	2.1						
14	250m	10cm	1.4						

Stage Notes

Start 5m 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.

Each target must be engaged once from anywhere on each of the 4 tyre stacks in the order of the number.

Note: A second target is provided at 14 for redundancy.

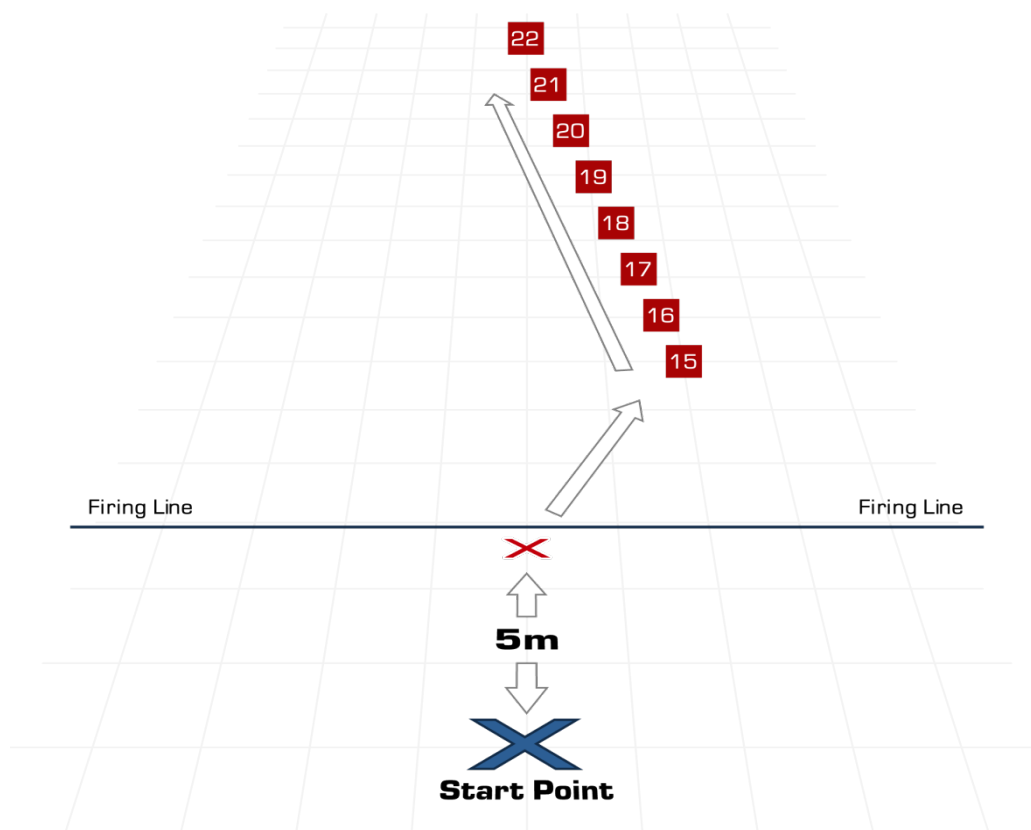
Day 1 Stage 6 – TYL Gone Sideways

Positions: 1

Targets: 8

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
15	350m	25cm	2.5						
16	400m	25cm	2.2						
17	450m	25cm	1.9						
18	500m	25cm	1.7						
19	550m	25cm	1.6						
20	600m	25cm	1.4						
21	650m	25cm	1.3						
22	700m	25cm	1.2						

Stage Notes

Start 5m 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.

Targets must be engaged from near to far.

Hit to move on.

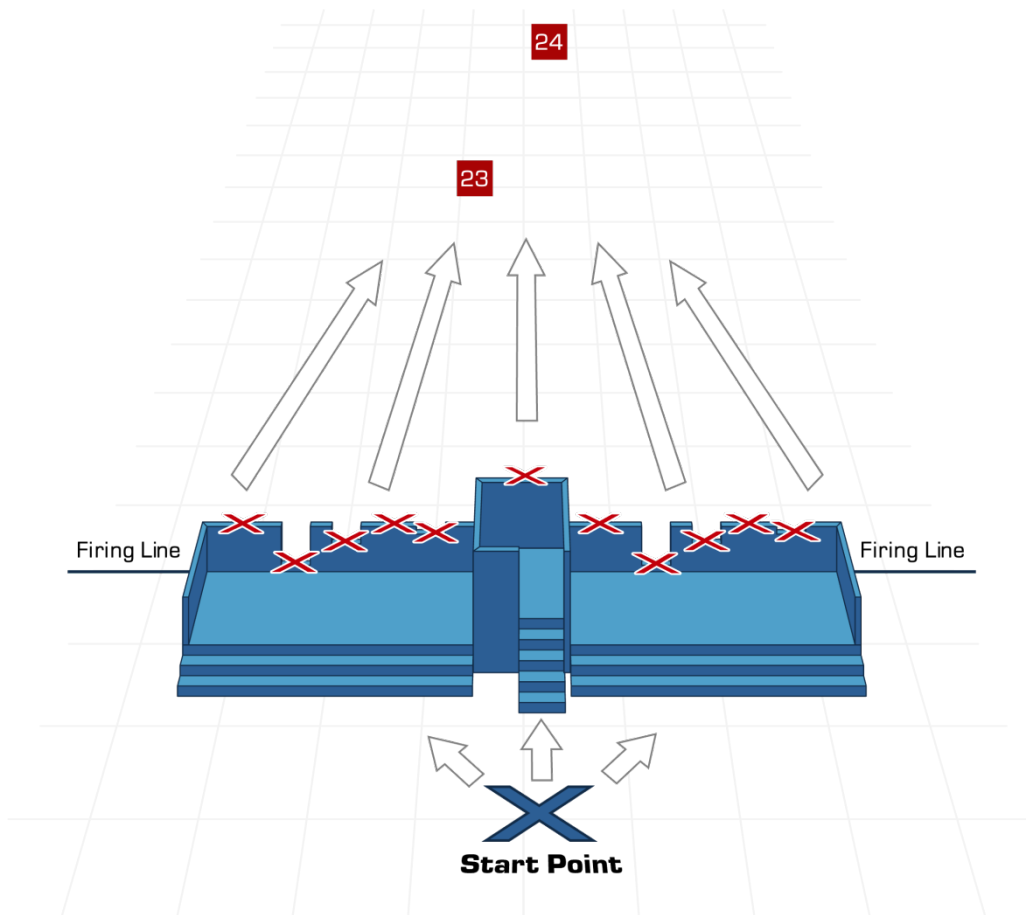
Maximum of 8 shots allowed.

Positions: 9

Targets: 2

Time: 180s

Max Score: 20



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
23	400m	20cm	1.7						
24	610m	40cm	2.3						

Stage Notes

Start 5m 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.

The targets must both be engaged in the order of the number:

- once each from any four of the five available positions on the right, and
- twice each from the single position on the tower, and
- once each any four of the five available positions on the left.

You may not return to any one position after having engaged a target from it.

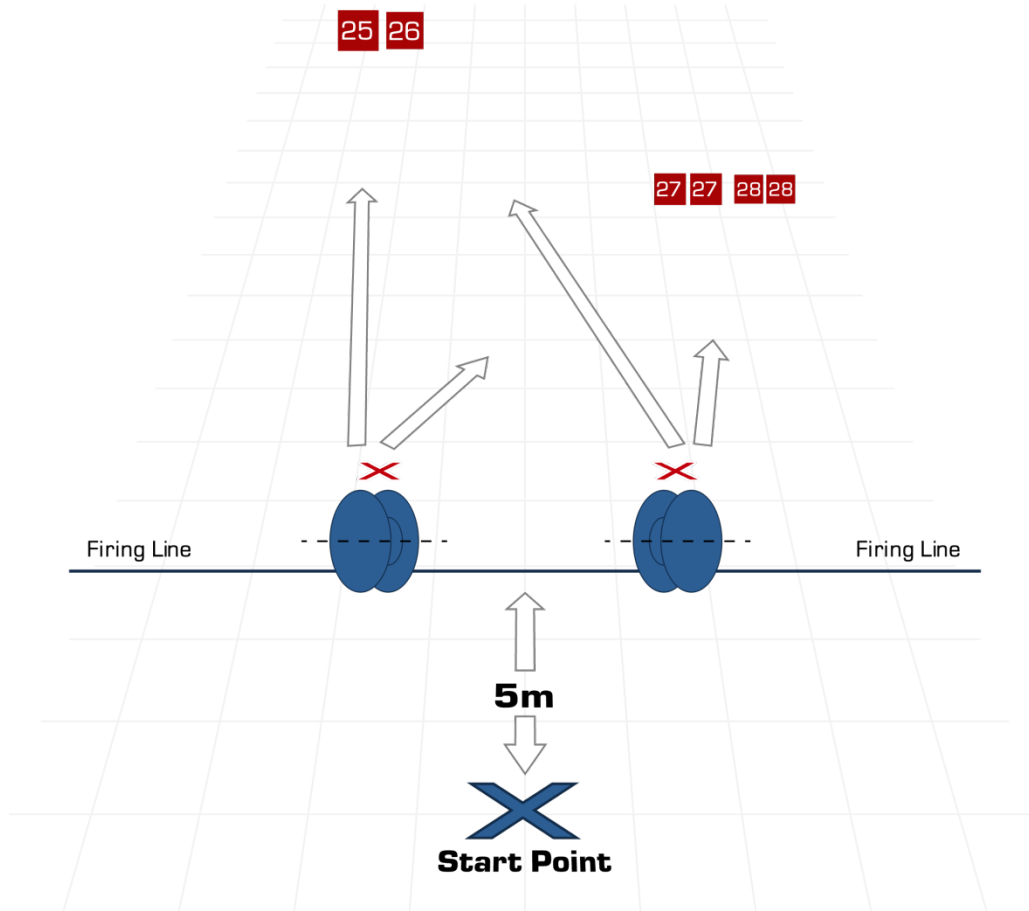
Note: Please speak to the RO if you are too short to reach any of the positions. There will be a bench available.

Positions: 2

Targets: 4

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
25	500m	35cm	2.4						
26	500m	25cm	1.7						
27	250m	15cm	2.1						
28	250m	10cm	1.4						

Stage Notes

Start 5m 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.

Each target must be engaged once from each of the reels and in the order of the number.

Note: Any position may be used above the centerline of the reels.

A second target is provided at 27 & 28 for redundancy.



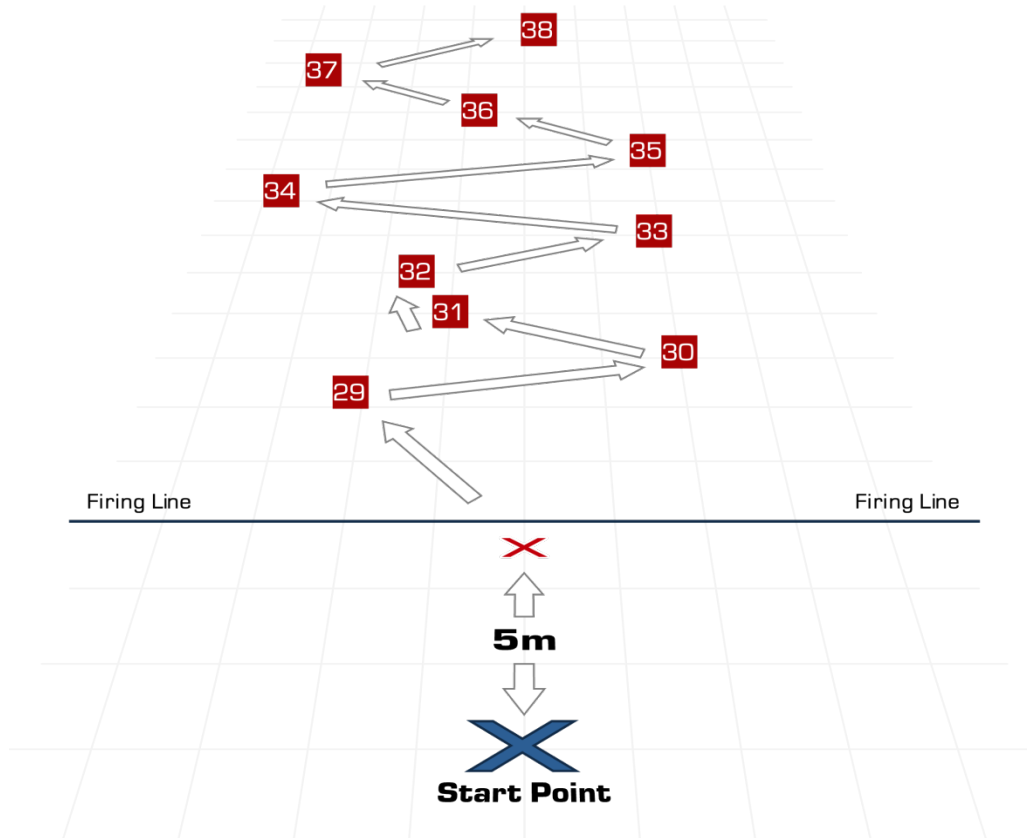
Day 1 Stage 10 – MT TARGET Super Trooper Part I

Positions: 1

Targets: 10

Time: 90s

Max Score: 10



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
29	400m	25cm	2.2						
30	425m	25cm	2.0						
31	450m	25cm	1.9						
32	510m	30cm	2.0						
33	560m	35cm	2.2						
34	575m	35cm	2.1						
35	600m	35cm	2.0						
36	620m	35cm	1.9						
37	680m	40cm	2.0						
38	700m	40cm	2.0						

Stage Notes

Start 5m 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.

Targets must be engaged from near to far with one shot each.



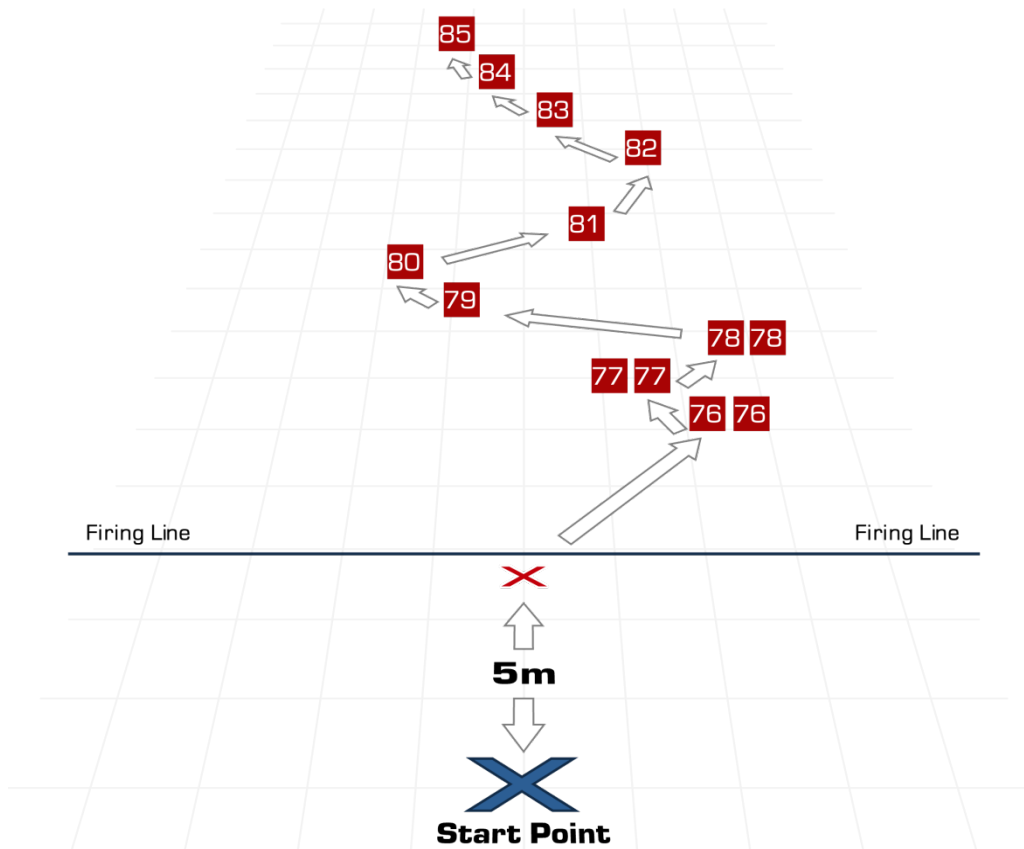
Day 2 Stage 1 – MT TARGET Super Trooper Part 2

Positions: 1

Targets: 10

Time: 90s

Max Score: 10



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
76	200m	10cm	1.7						
77	275m	10cm	1.3						
78	350m	15cm	1.5						
79	425m	15cm	1.2						
80	500m	25cm	1.7						
81	575m	30cm	1.8						
82	650m	35cm	1.9						
83	725m	40cm	1.9						
84	800m	50cm	2.2						
85	875m	50cm	2.0						

Stage Notes

Start 5m 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.

The targets must be engaged once each from Near to Far.

Hit to move on - Maximum 10 shots.

Note: A second target is provided at '76', '77' and '78' for redundancy.

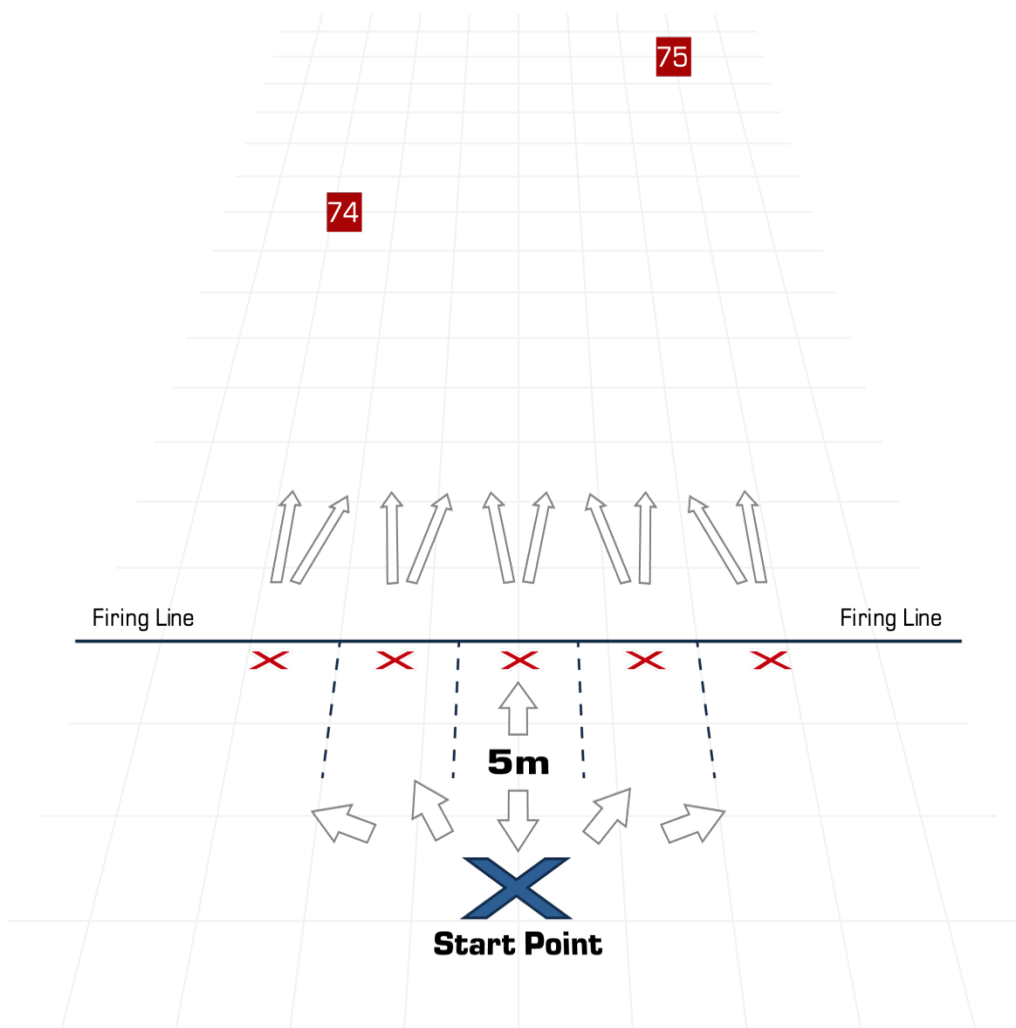
Day 2 Stage 2 – Heartrate Hold Over

Positions: 5

Targets: 2

Time: 90s

Max Score: 10



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
74	390m	25cm	2.2						
75	500m	25cm	1.7						

Stage Notes

Start 5m 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.

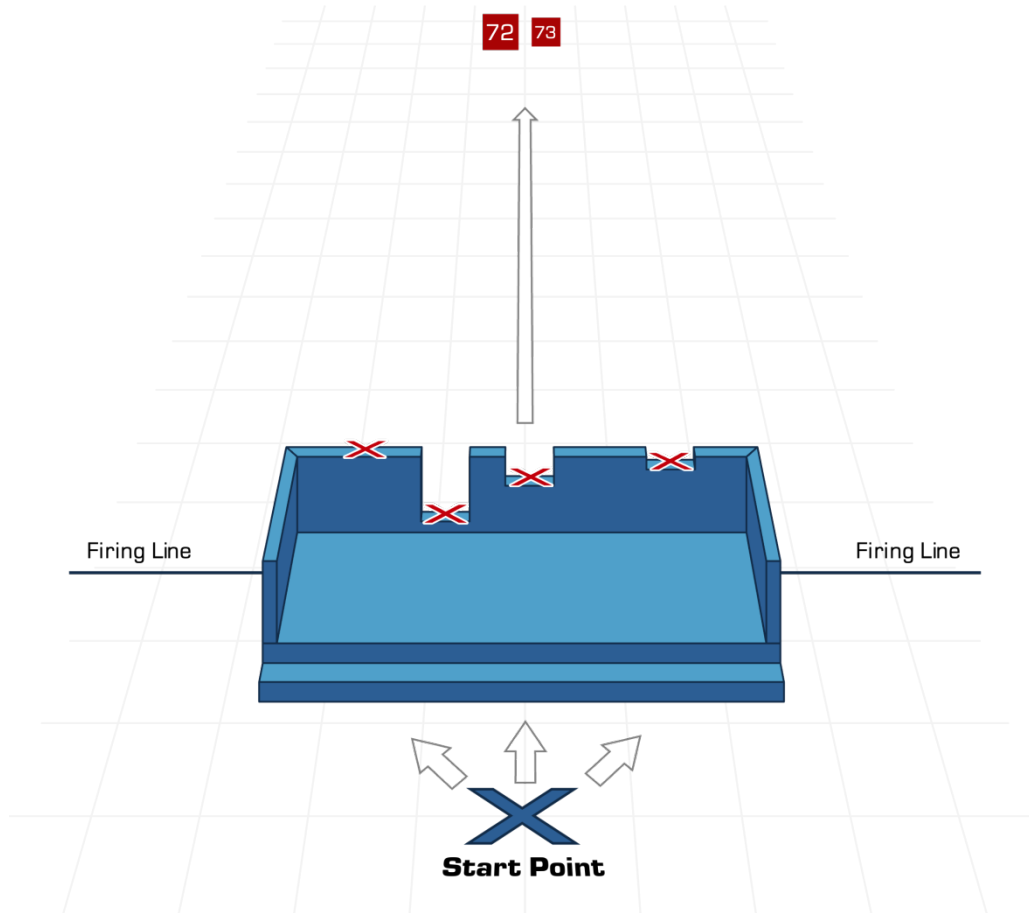
Each target must be engaged once from each of the five indicated prone positions and in ascending order.

Positions: 4

Targets: 2

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
72	600m	40cm	2.3						
73	600m	35cm	2.1						

Stage Notes

Start 5m 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.

Each target must be engaged from each position and in ascending order.

4 of those engagements must be strong side, and 4 must be weak side. (Eye, Shoulder, Trigger hand)

Note: There is no required order of weak / strong / position.

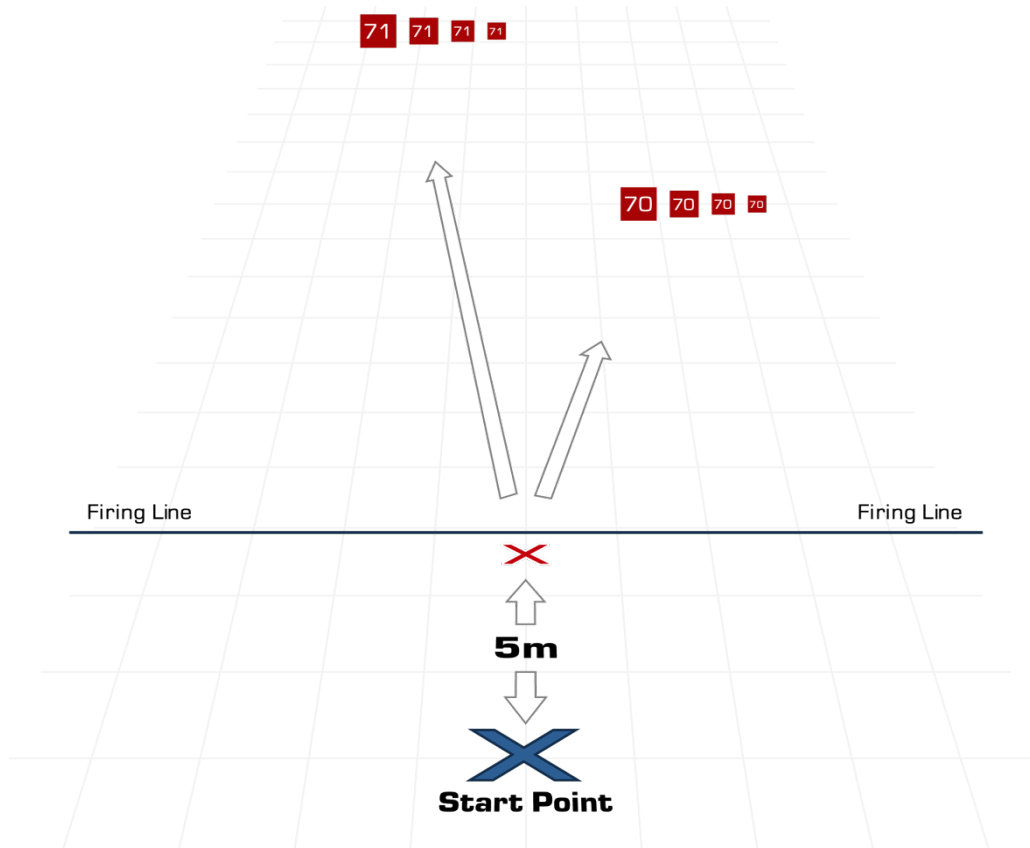
Day 2 Stage 4 – Double TYL

Positions: 1

Targets: 8

Time: 90s

Max Score: 8



<i>Rack</i>	<i>Target Range</i>	<i>Target Size</i>	<i>Target MOA</i>	<i>Drop</i>	<i>Wind Speed</i>	<i>Wind Low</i>	<i>Wind High</i>	<i>Wind Width</i>	<i>Score</i>
70	400m	25cm	2.1						
70	400m	20cm	1.7						
70	400m	15cm	1.3						
70	400m	10cm	0.9						
71	750m	50cm	2.3						
71	750m	40cm	1.8						
71	750m	30cm	1.4						
71	750m	20cm	0.9						

Stage Notes

Start 5m 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.

Each target must be engaged from Big to Small on each rack and from near to far.
Hit to move on - Maximum 8 shots.

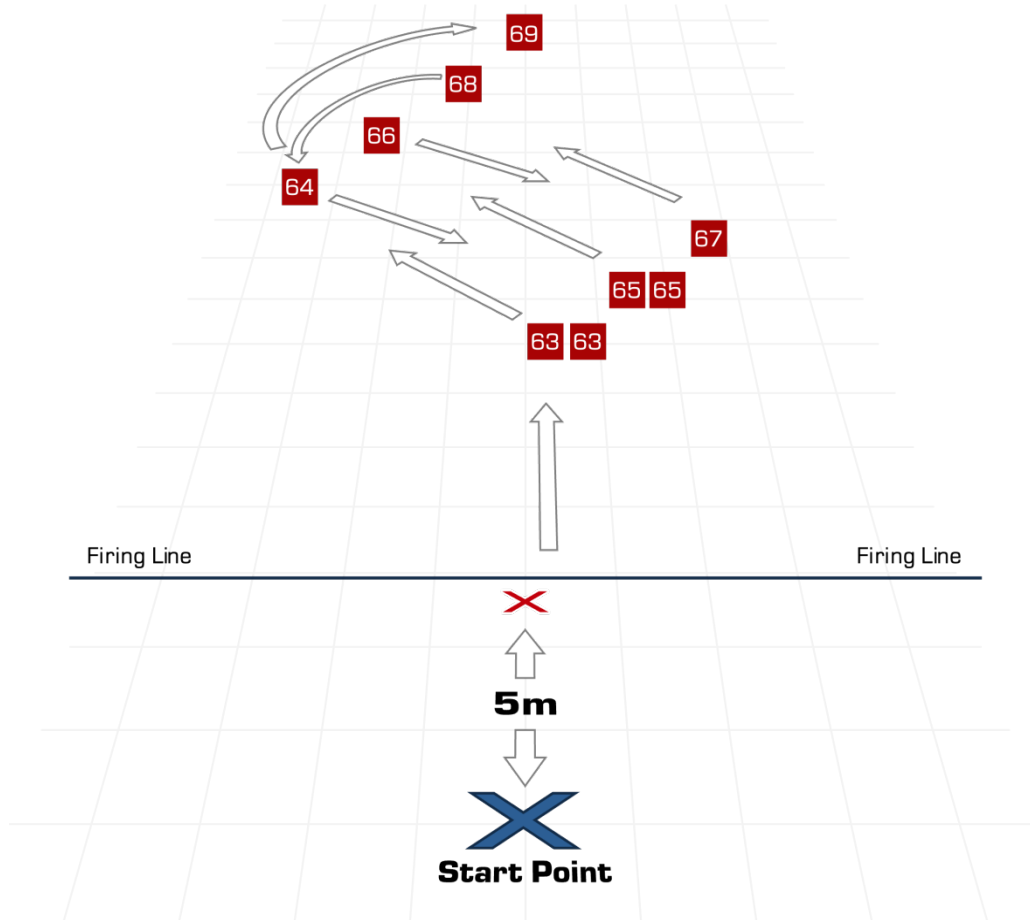
Day 2 Stage 5 – Power Ping Pong

Positions: 1

Targets: 7

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
63	300m	15cm	1.7						
64	600m	30cm	1.7						
65	400m	20cm	1.7						
66	700m	35cm	1.7						
67	500m	25cm	1.7						
68	800m	40cm	1.7						
69	900m	50cm	1.9						

Stage Notes

Start 5m 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.

The targets must be engage in the following sequence:

63 → 64 → 65 → 66 → 67 → 68 → 64 → 69

Hit to move on - Maximum 8 shots.

Note: A second target is provided at '63' and '65' for redundancy.



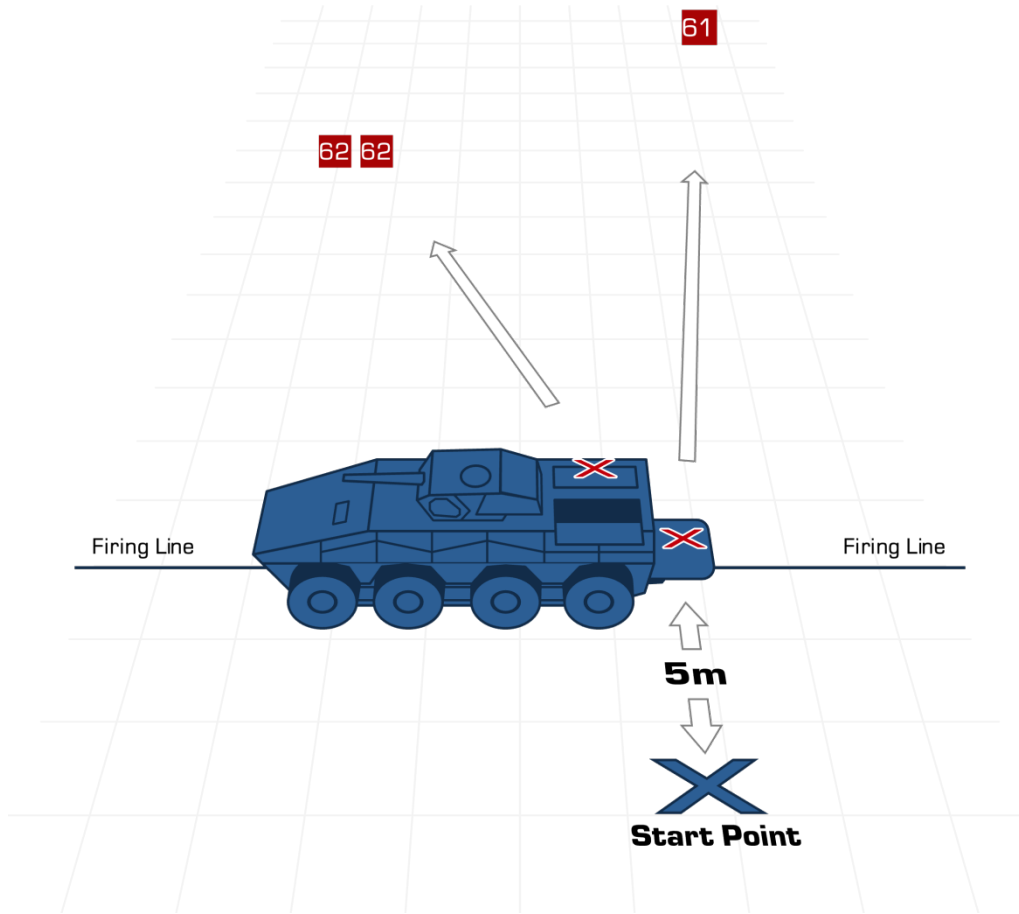
Day 2 Stage 6 – 16th BCP Don't Tank This Stage

Positions: 2

Targets: 2

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
61	500m	30cm	2.1						
62	350m	15cm	1.5						

Stage Notes

Start 5m 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.

Both targets must be engaged twice from each position and in ascending order.

Care needs to be taken when climbing into and out of the tank, and muzzle direction must be safe at all times.

Note: A second target is provided at '62' for redundancy.

For short competitors, a bench will be provided inside the tank.

Should you require assistance on the stage, the RO may take your rifle and then pass it to you once you have climbed onto the rear platform.

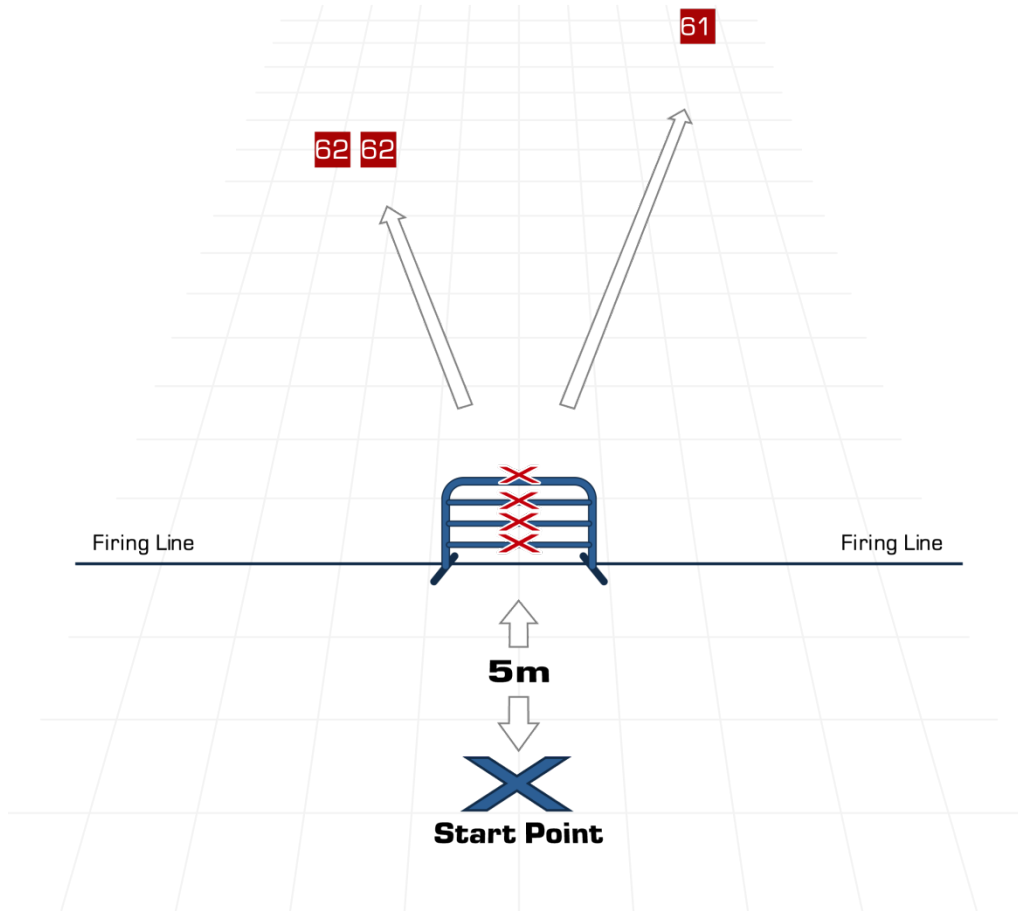
Day 2 Stage 6 (alt) -Gate

Positions: 4

Targets: 2

Time: 90s

Max Score: 8



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
61	500m	30cm	2.1						
62	350m	15cm	1.5						

Stage Notes

Start 5m 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.

Both targets must be engaged once from each position and in ascending order.

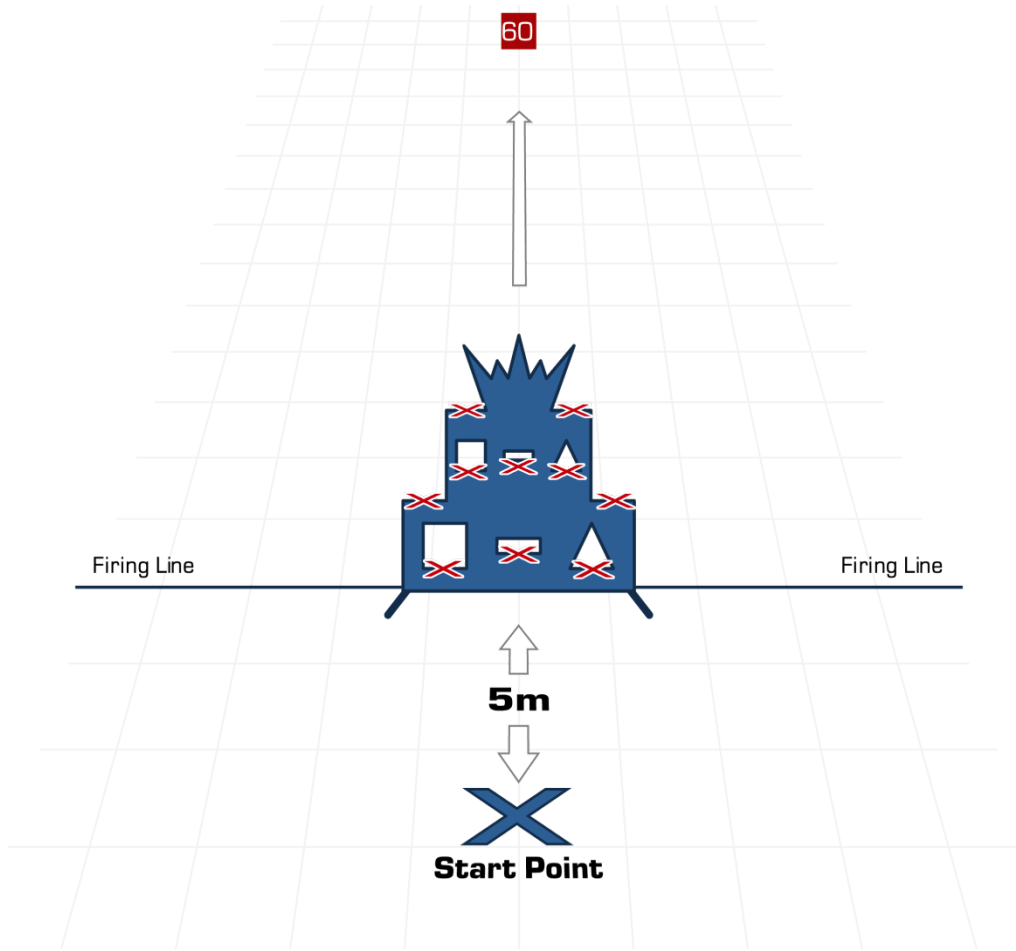
Note: A second target is provided at '62' for redundancy..

Positions: 8

Targets: 1

Time: 90s

Max Score: 8

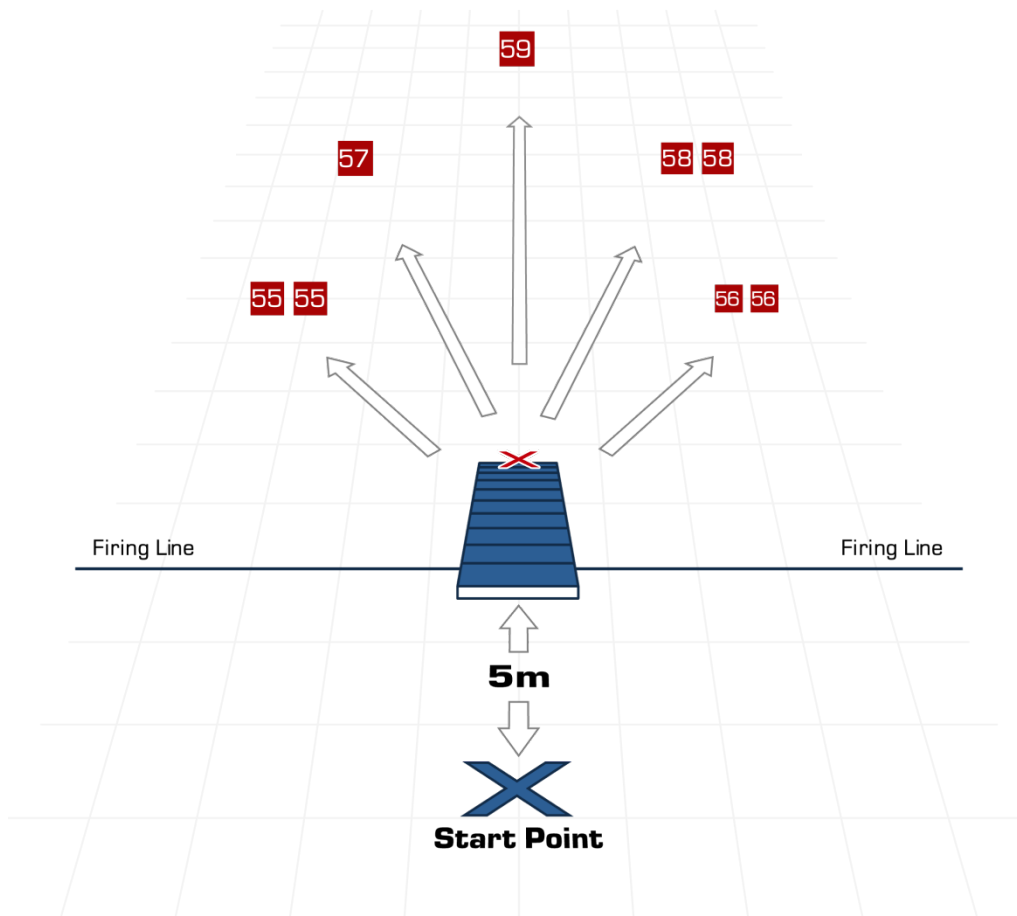


#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
60	390m	25cm	2.2						

Stage Notes

Start 5m 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.

The target must be engaged from eight of the 10 indicated positions.

Positions: 1
Targets: 5
Time: 90s
Max Score: 10


#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
55	250m	15cm	2.1						
56	250m	10cm	1.4						
57	375m	20cm	1.8						
58	375m	15cm	1.4						
59	500m	25cm	1.7						

Stage Notes

Start 5m 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.

Each target must be engaged twice from on top of the roof and in the order of the number.

The shooter nor any of their equipment may touch the ground.

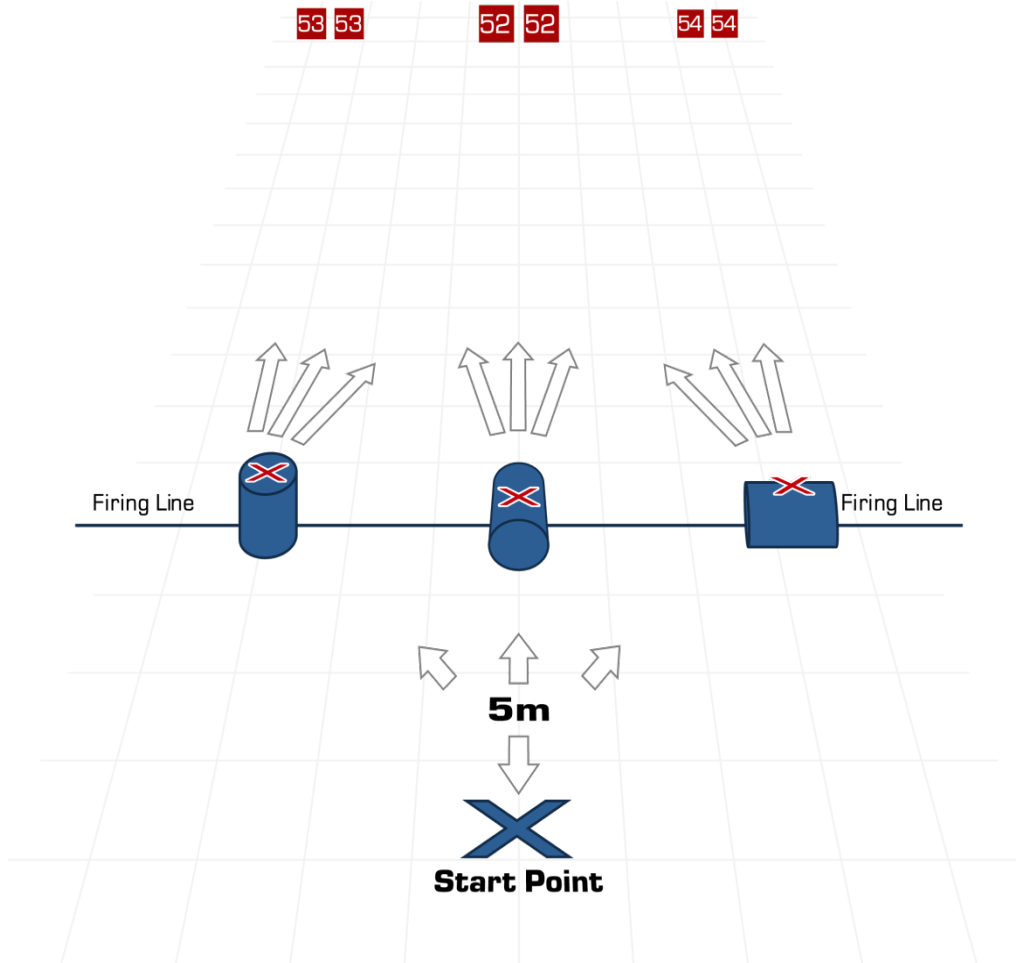
Note: A second target is provided at '55', '56' and '58' for redundancy.

Positions: 3

Targets: 3

Time: 90s

Max Score: 9



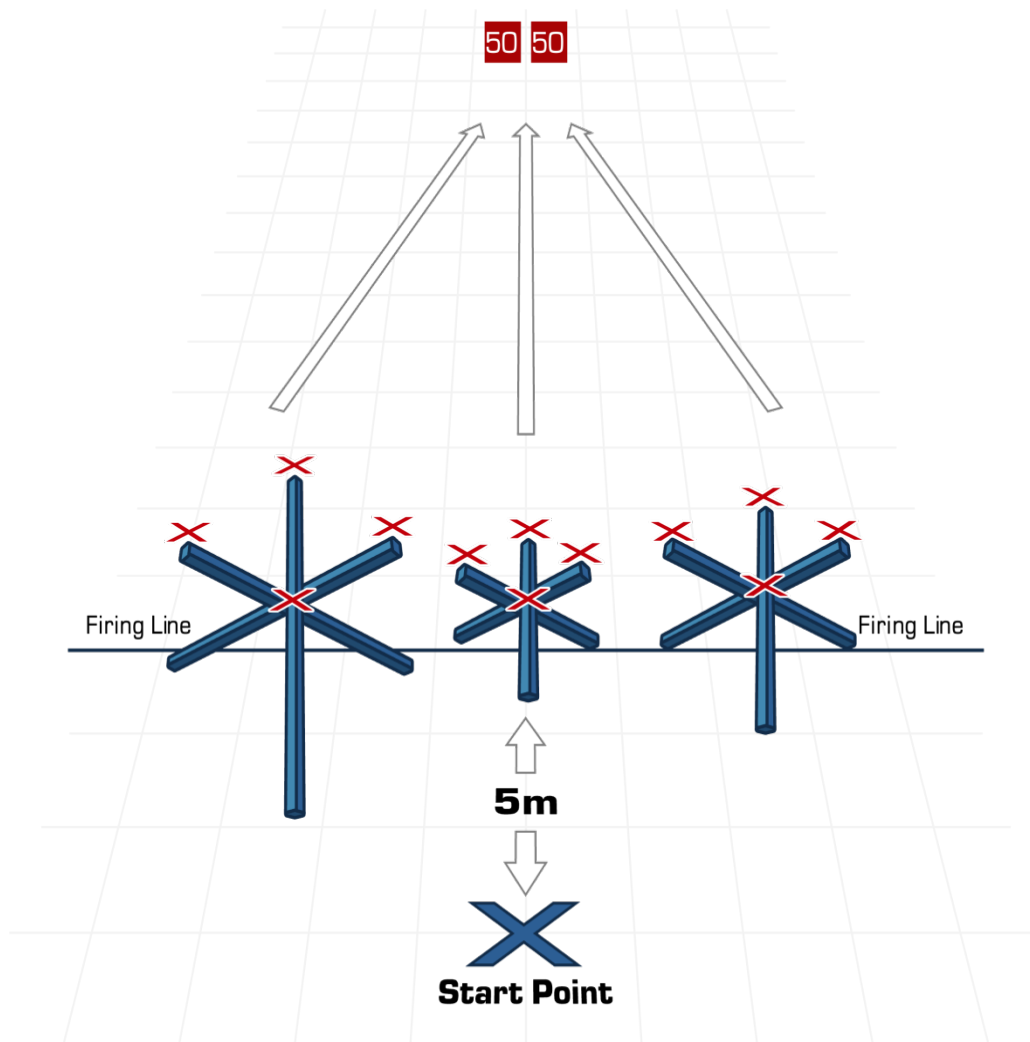
#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
52	280m	20cm	2.5						
53	280m	15cm	1.8						
54	280m	10cm	1.2						

Stage Notes

Start 5m 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.

Each target must be engaged once from each position and in order of the number.

Note: A second target is provided for redundancy on each target.

Positions: 9
Targets: 1
Time: 90s
Max Score: 9


#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
50	325m	20cm	2.1						

Stage Notes

Start 5m 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.

The target must be engaged nine times from the available twelve positions.
Maximum one shot per position.

Note: A second target is provided for redundancy.

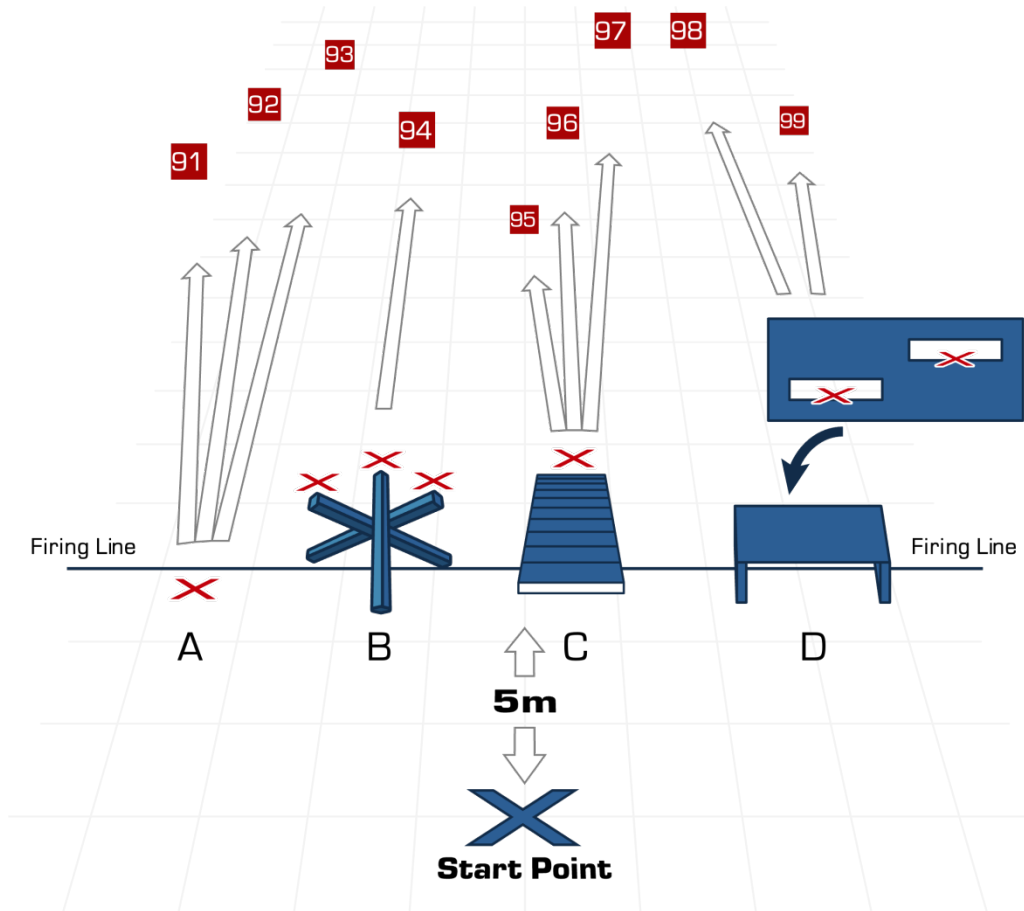
Day 3 Tie Breaker - Helter Skelter

Positions: 7

Targets: 9

Time: 180s

Max Score: 13



#	Target Range	Target Size	Target MOA	Drop	Wind Speed	Wind Low	Wind High	Wind Width	Score
91	400m	25cm	2.2						
92	450m	20cm	1.5						
93	500m	15cm	1.0						
94	400m	25cm	2.2						
95	350m	15cm	1.5						
96	400m	20cm	1.7						
97	500m	25cm	1.7						
98	250m	10cm	1.4						
99	500m	25cm	1.7						

Stage Notes

Start 5m 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.

A & C: The targets must be engaged once each and in order of the number.

B & D: The target(s) must be engaged from each of the indicated positions and order of the number.

