

FLATHILL STEEL



Europe Pro Match

20-21 July 2024

Safety and Rules:

Safety is paramount and everyone's responsibility. Anyone who observes an unsafe act or event, must/can call a "cease fire" at any time during the course of a match.

1. Treat all guns as if they are loaded
2. Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all time, either up, towards the firing line or in the safezone on each station.
3. All movement with the rifle must be done with the bolt open
4. Don't close the bolt until you're in position and the have the rifle pointed towards the target
5. If you are running a semi-auto, place the weapon on SAFE during transitions and say out loud "SAFE" before moving
6. Keep your finger off the trigger and outside the trigger guard until you are ready to shoot
7. The chamber flag is mandatory and must be in the camber until the RO tells you to remove it
8. Cheating equals match DQ
9. Unsportsmanlike conduct may result in a warning, a stage DQ or match DQ. The assessment is up to the RO and/or the MD and not up for discussion
10. Follow the international PRS rules on precisionrifleseries.com

Equipment/behavior:

Magazines must not be filled with more than 10 rounds. Violation of this rule will result in a warning the first time, stage DQ the second time and match DQ the third time.

Binoculars, spotting scopes and range finders can be used at all times.

It's allowed to start the stage with tripods deployed.

For match flow: Be ready with the rifle and equipment on the starting line as soon as the shooter before you is finished shooting. Please help out picking brass unless the RO tells you otherwise on stage.

All targets beyond 600m will be equipped with T1000 hit indicators.

"Hit to move" means = You must hit the first target before you move on to the next target. If you miss the first shot on the first target, you shall fire the second shot at same target until you hit.

If you have concerns regarding other shooters behavior, bring this up with the RO/MD as soon as possible. Not after the price ceremony..

All RO's will be equipped with a shot timer from Shooters Global.

There will be food available at the clubhouse for purchase. Toilets can also be found here. Price ceremony and match brief is at the clubhouse.

There will be a zero range open from 1700-2000 on Friday and on request. If you need to zero during the day, ask your RO.

All stages start standing with the rifle in hand, bolt open unless otherwise instructed in the briefing. Shooter will start on timer beep or on command.

All stages are 2 minutes!

Hope you enjoy the match!

MD's: Eivind Sæther (+4793836656) & Bjørn Sørland (+4799123574)

DAY 1:

Station 1 – Stage 1: Re-Engage

Number of rounds: 12

Range: 210m-302m

Time: 2:00 min

Targets: 2 targets:

A: ø10cm – 210m (0,47mil) – right targets are spare targets

B: ø20cm – 302m (0,66mil) – right targets are spare targets

B: ø10cm – 302m (0,33mil) – right target is a spare target

Course of fire:

Engage the targets from near to far from 4 different positions. On target B, the shooter must hit the big target before engaging the small target. If the shooter misses the big target on target B, the shooter must re-engage this target with one round before moving to the next position. Only 3 rounds per position.

Station 2 - Stage 2: Hilltop

Number of rounds: 12

Range: 296m – 392m

Time: 2:00 min

Targets: 3 targets:

C: ø20cm – 298m (0,67mil)

D: ø25cm – 333m (0,75mil)

E: ø25cm – 392m (0,64mil)

Course of fire:

Engage the targets from near to far with one round each from two different positions. Move to the third position and engage the targets from near to far with two rounds each. Hit or miss



Station 3 – Stage 3: The Botnia Container

Number of rounds: 12

Range: 296m – 376m

Time: 2:00 min

Targets: 6 turquoise targets:

U: ø20cm – 302m (0,67mil)

V: ø20cm – 297m (0,67mil)

W: ø20cm – 299m (0,67mil)

X: ø20cm – 374m (0,57mil)

Y: ø20cm – 376m (0,57mil)

Z: ø20cm – 375m (0,57mil)

Course of fire:

Engage the turquoise Botnia targets in the order U to Z with one round each from two different positions on the container. Hit or miss.



Station 4 – Stage 4: Fox Antlers

Number of rounds: 10

Range: 346m – 510m

Time: 2:00 min

Targets: 2 targets:

G: Fox 40cm x 25cm – 346m

H: Fox 40cm x 25cm – 505m

Course of fire:

Engage the targets from near to far with one round each from 5 chosen positions on the antlers. You can't re-use the fourth position. Hit or Miss

Station 5 – Stage 5: Hog hunt

Number of rounds: 12

Range: 358m – 578m

Time: 2:00 min

Targets: 3 targets:

F: 20cm x 20cm – 348m (0,57mil)

P: 25cm x 25cm – 436m (0,56mil)

Q: Hog 50cm x 30cm – 579m (0,86mil x 0,52mil)

Course of fire:

Engage the targets with two rounds each from near to far from the prone position. Move to the next position and engage the targets far to near with one round each. Finally, move to the last position and engage the targets near to far with one round each. Hit or miss



Station 6 – Stage 6: KYL Troopline

Number of rounds: 12

Range: 384m – 581m

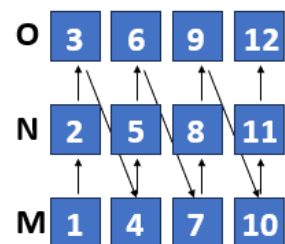
Time: 2:00 min

Targets: 3 target racks:

M: 25cm + 20cm + 15cm + 10cm – 384m (0,66 - 0,26mil)

N: 30cm + 25cm + 20cm + 15cm – 515m (0,58 - 0,29mil)

O: Fox + 30cm + 25cm + 20cm – 581m (0,69- 0,34mil)



Course of fire:

Engage the targets from big to small from near to far. Shooter must hit the big target on target M before engaging the big target on target N and so on. After all big targets are hit from near to far, engage the second biggest targets from near to far, then the second smallest target near to far and finally the smallest targets near to far. In other words; Hit to move to the next target rack

Station 7 – Stage 7: Rocks

Number of rounds: 12

Range: 356m – 498m

Time: 2:00 min

Targets: 3 targets:

I: 20cm x 20cm – 359m (0,56mil)

I: 15cm x 15cm – 359m (0,42mil)

J: 25cm x 25cm – 406m (0,62mil)

J: 20cm x 20cm – 406m (0,49mil)

K: 30cm x 30cm – 510m (0,60mil)

K: 25cm x 25cm – 510m (0,50mil)

Course of fire:

Engage the big and the small target from near to far from two different rocks. Shooter must do a mandatory magazine change between the two rocks. Hit or miss

Station 8 – Stage 8: Troopline

Number of rounds: 14

Range: 167m – 796m

Time: 2:00 min

Targets: 8 targets:

1: 10cm x 10cm - 167m (0,60mil) – right target is a spare target

2: ø15cm - 225m (0,67mil) – right target is a spare target

3: 35cm x 35cm – 535m (0,65mil)

4: 35cm x 35cm – 616m (0,56mil)

5: 35cm x 35cm – 644m (0,54mil)

6: Hog 50cm x 30cm – 709m (0,70mil x 0,42mil)

7: Hog 50cm x 30cm – 771m (0,65mil x 0,39mil)

8: Wolf 60cm x 40cm – 803m (0,75mil x 0,50mil)

Course of fire:

Engage targets from prone position near to far with one shot on target 1 and 2, then two shots on the rest. Hit or miss



Scores Day 1:

Stage 1: ____/12

Stage 2: ____/12

Stage 3: ____/12

Stage 4: ____/10

Stage 5: ____/12

Stage 6: ____/12

Stage 7: ____/12

Stage 8: ____/14

Day 1: ____/96



DAY 2

Station 1 – Stage 9: Drenggr Skillstage

Number of rounds: 10

Range: 302m

Time: 2:00 min

Targets: 2 targets:

B: ø20cm – 302m (0,66mil) – right targets are spare targets

B: ø10cm – 302m (0,33mil) – right target is a spare target

Course of fire:

Engage the big and then the small target with one round each from 5 positions on the barricade. Shooter must use all 4 positions before choosing a final position which is not the same as the one used on the 4th position.

Hit or miss. This stage is a TIEBRAKE-stage. Winner of this stage overall wins a Drenggr bag!



Station 2 – Stage 10: Pan adventure

Number of rounds: 10

Range: 296m – 392m

Time: 2:00 min

Targets: 3 targets:

C: ø20cm – 298m (0,67mil)

D: ø25cm – 333m (0,75mil)

E: ø25cm – 392m (0,64mil)

Course of fire:

Engage targets in order C, D, E, D, E, C, E, C, D and D with one shot each from the tanktrap. Double-tap the last target D after the 9th shot! Hit or miss.

Station 3 – Stage 11: Container prop

Number of rounds: 12

Range: 296m – 376m

Time: 2:00 min

Targets: 6 turquoise targets:

U: ø20cm – 302m (0,67mil)

V: ø20cm – 297m (0,67mil)

W: ø20cm – 299m (0,67mil)

X: ø20cm – 374m (0,57mil)

Y: ø20cm – 376m (0,57mil)

Z: ø20cm – 375m (0,57mil)

Course of fire:

Engage the turquoise Botnia targets in the following order: U-X-V-Y-W-Z with two shots each from the container. Hit or miss.

Station 4 – Stage 12: KYL & Foxes

Number of rounds: 11

Range: 347m – 510m

Time: 2:00 min

Targets: 8 targets:

L: 30cm x 30cm – 485m (0,62mil)

L: 25cm x 25cm – 485m (0,52mil)

L: 20cm x 20cm – 485m (0,41mil)

L: 18cm x 18cm – 485m (0,37mil)

L: 15cm x 15cm – 485m (0,31mil)

L: 10cm x 10cm – 485m (0,21mil)

G: Fox 40cm x 25cm – 340m

H: Fox 40cm x 25cm – 499m

Course of fire:

Engage the KYL from left to right (big to small) alternating on the Foxes before each shot on the KYL-rack. Shooter will start on the target G and then alternating the KYL from left to right for the first 3 targets on the KYL, then alternating on the furthest Fox (target H) for the next 3. In other words, shooting order is: G-KYL-G-KYL-G-KYL-H-KYL-H-KYL-H. Hit or miss.

Station 5 – Stage 13: Leupold hunter

Number of rounds: 12

Range: 358m – 578m

Time: 2:00 min

Targets: 3 targets:

F: 20cm x 20cm – 351m (0,55mil)

P: 25cm x 25cm – 440m (0,56mil)

Q: Hog 50cm x 30cm – 587m

Course of fire:

Engage the targets with one round each from near to far from two different positions before moving to the final position and engage targets with two rounds each from far to near. Hit or miss

Station 6 – Stage 14: KYL's

Number of rounds: 12

Range: 384m – 581m

Time: 2:00 min

Targets: 3 target racks:

M: 25cm + 20cm + 15cm + 10cm – 384m (0,66 - 0,26mil)

N: 30cm + 25cm + 20cm + 15cm – 515m (0,58 - 0,29mil)

O: Fox + 30cm + 25cm + 20cm – 581m (0,69- 0,34mil)

Course of fire:

Engage the target M from left to right with one round on each of the 4 targets from the first position. Move to the second position and engage target N from left to right with one round on each of the 4 targets. Finally move to the last position and engage target O from left to right with one round on each of the 4 targets. Hit or miss



LEUPOLD

Station 7 – Stage 15: Lumbers

Number of rounds: 12

Range: 356m – 498m

Time: 2:00 min

Targets: 3 targets:

I: 20cm x 20cm – 359m (0,56mil)

I: 15cm x 15cm – 359m (0,42mil)

J: 25cm x 25cm – 406m (0,62mil)

J: 20cm x 20cm – 406m (0,49mil)

K: 30cm x 30cm – 510m (0,60mil)

K: 25cm x 25cm – 510m (0,50mil)

Course of fire:

Engage the big targets near to far from position 1. Move to position two and engage the small targets near to far. Move to the third position and engage big and small targets near to far. Hit or miss

Station 8 – Stage 16: Vision Troopline

Number of rounds: 12

Range: 535m – 796m

Time: 2:00 min

Targets: 6 targets:

2: ø15cm - 225m (0,67mil) – right target is a spare target

3: 35cm x 35cm – 535m (0,65mil)

4: 35cm x 35cm – 616m (0,56mil)

5: 35cm x 35cm – 644m (0,54mil)

6: Hog: 50cm x 30cm – 709m (0,70mil x 0,42mil)

8: Wolf 60cm x 40cm – 803m (0,75mil x 0,50mil)

Course of fire:

Engage the targets near to far with one round from the rock. Move to the stairs and engage the targets far to near with one round each. Hit or miss.

CHASSIS



VISION & DESIGN

Scores Day 2:

Stage 9: ____/10

Stage 10: ____/10

Stage 11: ____/12

Stage 12: ____/11

Stage 13: ____/12

Stage 14: ____/12

Stage 15: ____/12

Stage 16: ____/12

Day 2: ____/91

Total: ____/187



K A H L E S

Map of area:

