

Järpen PRS -2026

Safety:

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

- All weapons are to be considered loaded at all time.
- Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all time.
- All movement with the rifle must be done with the bolt open, barrel straight up or in the direction of fire.
- Don't close the bolt until you're in position and the have the rifle pointed towards the target. You can't search a target with a closed bolt! You will get one warning the second is a DQ.
- Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- The chamber flag must be in the camber until the RO tells you to remove it.
- Cheating equals match DQ. 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.

Equipment/behavior:

This is going to be a great and fun day.

Use the gear you brought and borrow gear from fellow shooters if needed.

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

The rifles must be placed in the designated area at each stage unless you're the next shooter up.

It's allowed to load more rounds in your magazine then the announced maximum rounds for each stage. But if you fire more rounds then MAXIMUM you will get at stage DQ, ZERO points.

All targets beyond 600m will be equipped with T1000 hit indicators or equal, larger then 40cm.

If the stage time is 120s that's MAX time, if the timer tells the last shoot registered was 102.01s, **IT'S NOT a HIT**, because it was registered after 120s!

Help your fellow shooters, especially new shooters, the best you can. Spread your knowledge.

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

"Hit or miss" means = You go to the next target or position regardless if you HIT or NOT.

The ROs will NOT help you to remember the course of fire, they will tell you if you hit the wrong target if possible and that's it!

All stages will have a spotter, but it's up to all shooters to help each other spotting.

If the RO/spotter does not see a hit and someone else on glass does, then there can be a discussion, but if no one else was on glass, the shooter will not get a point because HE says it was a HIT! The discussion must be done directly, not minutes or stages later...

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

Stage 1 – Use the terrain...

Number of rounds: 12

Range: A1 417m / 439m measured from first pos.

Time: 120s

Target: 439m 20x20cm ■ 0,45MIL

417m 20x20cm ■ 0,48MIL

417m 25cm ● 0,6MIL

417m 30cm ● 0,72MIL

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, fire four rounds from each of the three given positions, near to far and big to small.

“Hit to move” applies from each position

On this stage, each competitors stage time will be documented and used as a tiebreaker if needed.



Stage 2 – BIG Poles and angels...

Number of rounds: 12

Range: S1 458m - S2 521m – S3 572m – S4 671m

Time: 130s

Target: S1 458m 50x50cm (1,1MIL)  30cm (0,66)  15cm (0,33) 

S2 521m 50cm (0,96MIL)  30cm (0,58)  20cm 521m (0,38) 

S3 572m 60cm (1,07MIL)  40cm (0,7)  20cm (562m)(0,35) 

S4 671m 60cm (0,9MIL)  40cm (0,6)  30cm (0,45) 

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order below, the large and then the small target(s) with one round each from the barrel of your choice, each barrel is one target rack.

All barrels must be used, last position is prone or switching to a used barrel, not the last one used!

“Hit to move” applies on each distance/rack.

Shooting order: S2, S1, S4, S3

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Stage 3 – Short Trail

Number of rounds: 10

Range: D1 425m / D2 557m

Time: 120

Target: D1 40cm (0,94MIL) ● 20cm (0,47) ●

D2 40cm (0,72MIL) ● 25cm (0,45) ●

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. Large and then small with one round from each pos.

“Hit to move” applies on each rack, MAX 2 rounds/rack.

Target distans measured from first pos.

COF: D2, D1-D2, D2-D1



Stage 4 – You better make it precise!

Number of rounds: 11

Range: A2 429m A3 481m

Time: 120s

Target: A2 30, 25, 20, 15, 10cm ● (0,7MIL, 0,58, 0,47, 0,35, 0,23)

A3 25cm ●

Course of fire:

Shooters will start standing with the rifle in hand, bolt open.

At the timer beep, get into a modified prone position engage the big plate of the A2 TYL “Left plate” with one round, second round on confirm target A3, continue with TYL big to small every second shoot. **“Hit to Move”** on the target size of the TYL and **“Hit or Miss”** every time you shoot on confirm target.

Last round will be on the TYL if all targets have been hit, send the last one on the smallest again.



Stage 5 – Positioning is KEY

Number of rounds: 11

Range: C2 431m

Time: 110s

Target: 40cm (0,93MIL) ● 25cm (0,58) ● 15cm (0,34) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order big, medium from every position, two round/pos. Switch barricade and repeat. Third barricade you shoot from the tops of the tanktrap, decide your own order of the positions, all three must be used. On the third, last round is for the small plate if you hit big and medium first! **“Hit to move”**

Shoot targets from the RIGHT side, LEFT is spare!



Stage 6 – Stupstocken

Number of rounds: 10

Range: E1 526m E2 593m

Time: 120s

Target: E1 50cm (0,95MIL)



E1 25cm (0,47)



E2 50x50cm (0,84)



E2 30x30cm (,051)



Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order bellow.

“Hit to move” applies on rack with two targets.

You choose position order yourself but you can never use the same pos. twice.

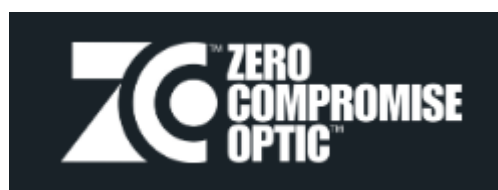
There are 5 different positions.

Target order: E1 – E1

E2 – E2

E1 – E1

E2 – E2 , E1 – E1



Stage 7 – Trippel skill

Number of rounds: 10

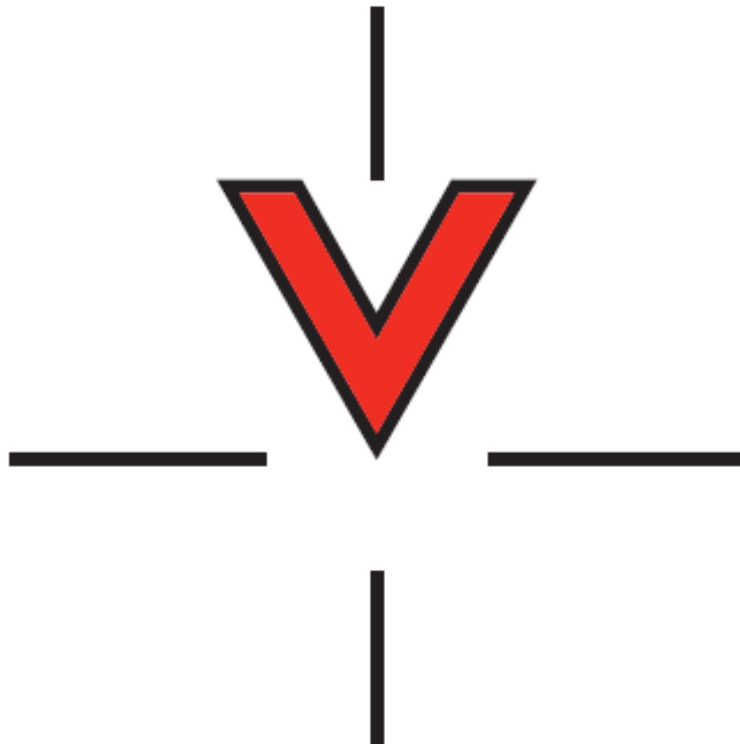
Range: P1 504m A3 623m P2 658m

Time: 120s

Target: P1 30cm (0,6MIL) ● A3 25cm (0,4MIL) ● P2 50cm (0,76) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order bellow.
one round / pos. **"Hit or miss"**

Target order: P2 - P2 - P2
 P1 - P1 - P1
 P2 - P1 - A3 - A3



Stage 8 – Would you take out a mosse from here?

Number of rounds: 8

Range: H3 425m F3 775m

Time: 120s

Target: H3 25cm (0,58MIL) ● F3 70cm (0,9) ■

Shooters will start standing with the rifle in hand, bolt open up in the tower.

At the timer beep, engage targets in the order bellow.

2 rounds for one pos. then move to the other side of mark in the tower for the next target order.

“Hit or miss”

Target order: F3 - H3
F3 - H3
H3 - F3
H3 - F3

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Stage 9 – The Tripod

Number of rounds: 10

Range: I1 431m – I2 475m – I3 627m

Time: 120s

Target: I1 431m 20x20cm (0,46) 

I2 475m 50cm (1,05) + 20cm (0,43) 

I3 627m 60x60cm (0,96) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, choose your position order yourself you need to use all five positions on the prop. No re use of a position.

I2 is big and small, “**Hit to Move**” on this target.

“**Hit or Miss**” on all single targets.

Engage targets in order: I3 – I3
I2 – I2
I1 – I3
I3 – I1
I2 – I2

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Stage 10 – Steel tree

Number of rounds: 11

Range: J1 539m – J2 599m – J2.2 613m - J3 665m

Time: 130s

Target: J1 539m 30cm (0,55MIL) ●

J2 599m 40cm (0,66) ●

J2.2 613m 25cm (0,41) ■

J3 665m 40cm (0,6) ●

“Hit to move”

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. Always start on the correct first target in the course of fire order.

You can never use the same pos. twice. (There are different 10 positions)

Target order: Pos.1 J2 – J2.2

Pos.2 J3 – J1

Pos.3 J1 – J2 – J3

Pos.4 J3 – J2 – J2.2 – J1



Stage 11 – Move your ass

Number of rounds: 11

Range: C1 711m – S3 775m NOT conf. – H2 830m NOT conf. (From 3rd pos.)

Time: 140s

Target: H2 40cm (0,48)



C1 35cm (0,49)



S3 40cm (0,51)

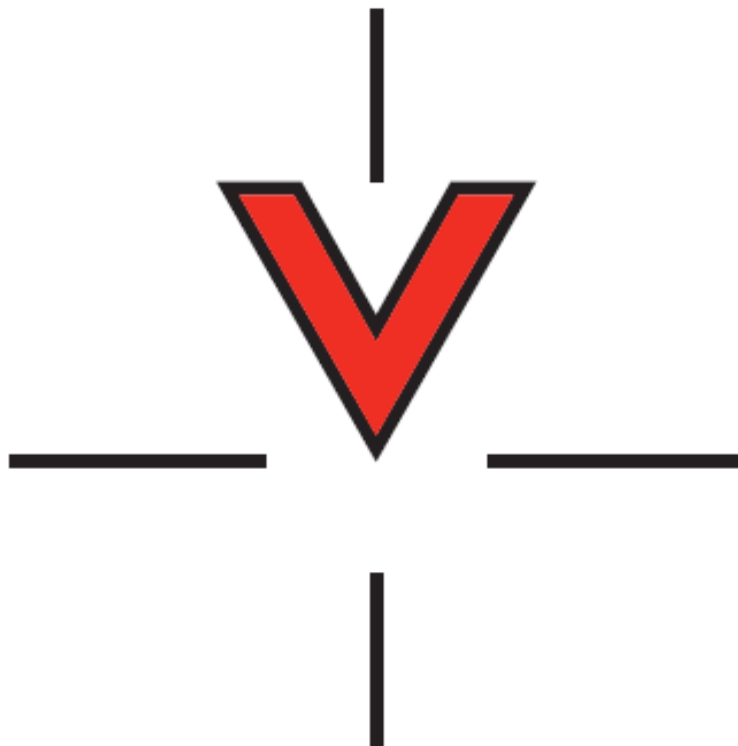


Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. **“Hit or miss”** on target racks with 2 targets.

Target order: Pos.1 C1 – C1 – H2 – H2

Pos.2 H2 – H2 – S3

Pos.3 S3 – S3 – C1 – H2



Stage 12 – Heavy TRAP

Number of rounds: 12

Range: Q1 686m – Q2 779m

Time: 120s

<u>Target:</u>	Q1 50x50cm (0,73)		25x25cm (0,36)	
	Q2 60x60cm (0,77)		40x40cm (0,51)	

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order below from the three tops.

“Hit to Move” on each rack.

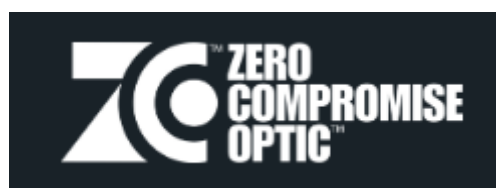
Target order: Pos.1 Q2 – Q2

Pos.2 Q1 – Q1

Pos.3 Q2 – Q2

Pos.4 Q1 – Q1

Pos.5 Q1 – Q1 + Q2 – Q2 (Must be on the center top)



Stage 13 – Precision is key

Number of rounds: 13

Range: S1 650m – Q3 790m – S4 861m – C1 708m – Q4 876m – X3 977m

Time: 140s

Target: S1 650m 50cm (0,77MIL)  30cm (0,46)  2 Round

Q3 790m 40cm (0,51)  2 Round

S4 861m 60cm (0,7)  40cm (0,47)  30cm (0,35)  3 Rounds

C1 708m 40 (0,56)  2 Rounds

Q4 876m 60x60cm (0,68)  2 Rounds

X3 977m 60x70cm (0,72)  2 Rounds

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow.

“Hit to move” on each target rack if there are more then one target in the COF below.

Target order: S1 x2
Q3 x2
S4 x3
C1 x2
Q4 x2
X3 x2



Stage 14 – Skill Stage, “Long version”

Number of rounds: 10

Range: F1 731m – F2 880m

Time: 120s

Target: F1 50x50cm (0,68 MIL)  F2 60cm (0,68) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage two rounds from each position in the order below:

(N-N, F-F, F-F, N-N, N-F) **“Hit or miss”**

5th pos. re use one but not the last one!

Target order: F1 – F2

F2 – F2

F1– F1

F2 – F2

F2 – F1

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Stage 15 – Use the logs...

Number of rounds: 10

Range: D1 573m – C2 567m – S2 710m

Time: 120s

Target: D1 40cm (0,71) ● C2 40cm (0,7) ● S2 50cm+30cm (0,71/0,42) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order below. Always start on the correct first target in the course of fire order.

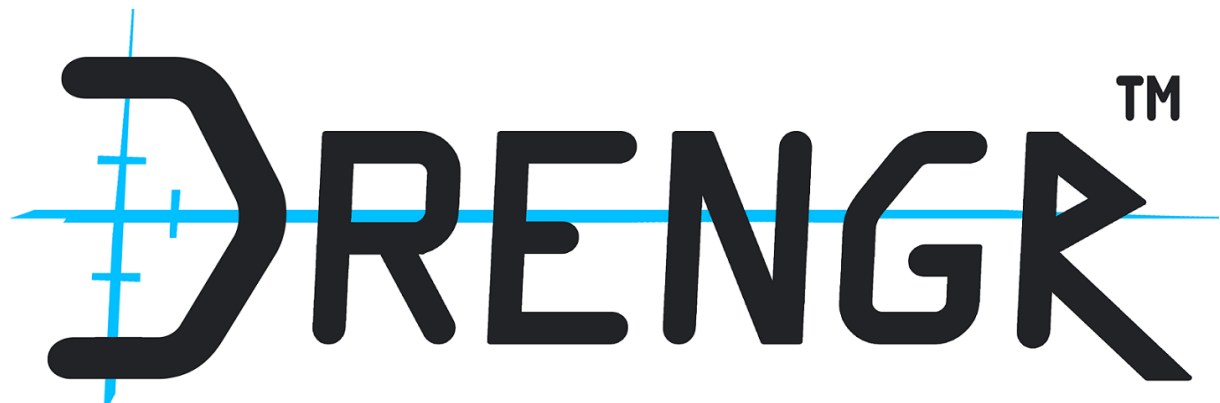
You can never use the same pos. twice.

One pos. is one log, therefore never the same log again. **“Hit or Miss”**

Target order: Pos.1 D1 – D1 – C2

Pos.2 C2 – C2 – S2 – S2 (S2 Big then medium)

Pos.3 S2 – S2 (S2 Big then medium) – D1



Stage 16 – Go to fast, You might miss...

Number of rounds: 12

Range: X1 227m – X2 271m

Time: 110s

Target: 20cm (0,88) ● 30cm (1,11) ■

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. You can never use the same pos. twice.

Position order is up to you, but you need to use all areas of the prop told by the RO.

“Hit or miss”

Target order: X2 – X1

X1 – X2

X2 – X1

X1 – X2

X2 – X1

X1 – X2



Stage 17 – Even faster...

Number of rounds: 8

Range: Left 176m (L1) – Right 221m (R1)

Time: 75s

Target: Left 20cm (1,1MIL)  Right 20cm (0,9MIL) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. You need to change pos. between every target. Position order is up to you, but you need change after every round.

“Hit or miss”

Target order: R1, L1, R1, L1, R1, L1, R1, L1

