



## RULES AND REGULATIONS

### INTRODUCTION

Canadian Rimfire Precision Series' objective is to provide a fun and competitive environment where both new and seasoned shooters can enjoy the challenging and dynamic shooting style of "PRS" type matches. PRS matches involve positional shooting off a variety of unique props and barricades that include Roof Tops, Tank Traps, Suspended Platforms and others. Participants will engage targets at various distances from 50 to 350 meters.

Our unique take on this series is that we are limiting rifles to the .22LR platform. This includes both semi-auto and bolt action rifles. Shooters will be divided into one of two Divisions – Production and Open.

This document outlines the policies and procedures governing our matches.

Version V01.02 – Released May 6, 2018

Version V01.03 – Released October 17, 2018

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# A. ORGANIZATION

## Key Roles.

1. Director – Rick Katigbak
2. Director – Andrew Donisan
3. Director – William Gould

# B. SAFETY

## A. General Rifle Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend destroy.
2. Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.
3. Keep your finger out of the trigger guard until you are ready to fire.
4. Know your target and what is beyond.
5. Always wear proper eye and ear protection and ensure others have the same before firing.
6. Individual Range safety rules always supersede the above rules.

## B. Rifle Safety During a CRPS Match

1. Due to the many different types of 22 rifles, chamber flags are essential equipment to quickly ensure rifles are in a safe condition. CRPS will be providing chamber flags for all competitors who do not have chamber flags.
2. CRPS competitions are always cold ranges. All rifles are to be unloaded, with magazines out, or empty and actions open. Rifles shall only be loaded or magazines inserted when directed by the Range Officers. Chamber flags shall be utilized and kept in the action until directed to be removed by the Range Officer.
3. Ground rifles in a proper rifle rack, or where ever the Range Officer designates as a safe location and direction.
4. There will be no manipulation of the bolt or action outside of the designated safe areas.

5. Rifles with removable magazines are strongly encouraged. Rifles with fixed tubular magazines are discouraged as they are more difficult to make safe. Range Officers should pay extra attention to shooters with fixed magazines.
6. When moving to another shooting location, always ensure the rifle is pointed in a safe direction.

### **C. Rifle Safety During Your Stage**

1. Always wait for the Range Officer's command of "load and make ready" until you insert or load the magazine and remove the chamber flag.
2. Stages always begin with magazine in and bolt to the rear or with an empty chamber (if unable to put the bolt to the rear) unless specifically directed by the match booklet and the Range Officer. Semi-auto rifles MUST have their safety engaged until directed by the Range officer.
3. Any movement or barricade transition must be done with the action open and an empty chamber. The only exception to this rule will be with the use of semi automatic rifles but only at the approval of the Match Director. If the MD allows this, the shooter must engage the safety, and yell "safe" loud enough for the RO to hear with ear protection.
4. During movement, the 180 rule must always be adhered to. The 180 rule refers to only pointing the rifle with in 90 degrees of straight forward. There may be stages when a Range Officer reduces the 180 rule even more. Always follow directions and be aware of where you are pointing your rifle.

### **D. Safety Violations and Penalties**

1. Violation of the cold range rule: Any shooter who has violated the cold range rule shall be issued a warning. A second violation will result in a stage zero. Next violation will result in a match DQ and removal from competition. This includes a live round in the chamber, magazine inserted, a closed action, or chamber flag not being used.
2. Muzzling and/or violating the 180 rule: Muzzling is pointing or sweeping another person's body with the muzzle of a rifle. The shooter shall be issued a warning for the first violation. With a second violation, the shooter shall receive a zero on that stage. A third shall result in match DQ and removal from competition.
3. Unsafe transitioning: Transitioning on a barricade, or movement without having the action open will result in the Range Officer having the shooter correct the situation, then move back to the previous position firing position before resuming the course of fire. A second violation will result in a zero for the stage. A third will result in the shooter getting a match DQ and removal from

competition. If the match allows for Semi-Automatic rifles to move with a closed bolt with the safety engaged, the same rule applies if the shooter does not either engage the safety and/or yell "safe".

4. Negligent Discharge (ND). A Negligent Discharge is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period. The competitor shall receive a match DQ and removal from competition.
5. Accidental Discharge/Mechanical Failure (AD). An Accidental Discharge is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the rifle to safe working order. All stages and points will be forfeited during this down time.
6. False Starts: Firing before the start signal will result in a zero for the stage.
7. If a Match Director judges a shooter to be under the influence of drugs or alcohol during competition, the shooter will receive a match DQ and be removed from competition. The shooter will not be allowed to drive from the competition while still intoxicated.

# C. MATCH FORMAT

## A. Shooters Responsibilities

1. Shooters should treat Match Directors and Range Officers with respect at all times. From time to time, disagreements arise between shooters and match officials. This is fine, so long as mutual respect and calm communication occurs. The Match Directors ruling is always final.
2. All participants in CRPS matches are looked upon as Safety Officers. Any participant that witnesses an unsafe act is to call for a cease fire and stop the unsafe act. The participant should then inform the closest Range Officer of the act.
3. It is the shooters responsibility to know the CRPS Rules and Regulations prior to a competition.
4. Shooters should actively participate in any stage briefing to move the shoot along smoothly.
5. Shooters shall understand that at the beginning of the stage, when asked by the Range Officer "Shooter do you understand the course of fire?" If they give an affirmative answer, that will be their last opportunity to get clarification. Because of this, arguments that they did not understand anything about the stage or its targets are invalid.
6. Shooters should be good squad mates by helping police brass, helping Range Officers when directed, and providing coaching to other shooters after their stage is complete. Help setting up and taking down the match is also a big help to the club.
7. Sponsors are very important to the CRPS. It is encouraged that the shooter writes emails thanking the sponsors that supported the competition.

## C. Match Directors Responsibilities

1. Match Directors are responsible for the overall direction of a match. He or she is the person in charge at that event.
2. Match Directors shall provide a 30-minute sight in period and to gather DOPE targets at all of the distances in the intended course of fire. Note, it is not the Match Director's responsibility to provide targets for this period but may do so if he or she chooses to.

## D. Range Officers Responsibilities

1. Range Officers are any person assisting in running a competition, not including the Match Director. They can be the person running a stage, a spotter, the sign in person, or anyone that the Match Director acknowledged, as working the match.
2. Range Officers should understand all Rules and Regulations prior to the start of the competition to ensure the safety of all participants. Any Range Officer witnessing unsafe acts shall call cease fire and correct the unsafe act as soon as possible.
3. Range Officers that are running a stage shall have complete knowledge of the stage that they are responsible for. They should conduct a stage briefing for all shooters prior to each stage and assist in target location on stages that allow for prior target knowledge. After stage briefing, the squad will have 5 minutes to prep before the first shooter is called. Once the stage begins, the Range Officer shall run every shooter through that stage as close to the same as humanly possible. Match Directors shall ensure that Range Officers utilize standard commands at their competition. (Encouraged standard commands are as follows. "Shooter do you understand the course of fire?" If no questions are asked, then "Shooter clear to load and make ready". Once the shooter makes his or her rifle ready, "Shooter Ready?" Once an affirmative is obtained, the start tone should follow.
4. Range Officers that are serving as spotters are responsible for calling hits or misses. Utilization of standard calls is encouraged. Standard calls are "impact" or "impact left target" or "reengage". Spotters should use loud clear voices when calling stages. Calling corrections during the stage is not allowed but encouraged AFTER the stage is complete.
5. Anytime a Range Officer is not able to settle a grievance presented by a shooter, he or she shall request the Match Director to make the final judgment.
6. From time to time, reshoots of stages will occur for reasons such as a cease fire being called, prop malfunction or target breakage. The Range Officer may offer a reshoot anytime he or she thinks it is warranted. A shooter may also request a reshoot to the Range Officer. If the Range Officer denies the request, the shooter may request to bring the issue to the Match Director. The Match Director's ruling is final. The Match Director shall also inform the shooter if they are able to request another reshoot in the remainder of the competition. Reshoots may be complete stage reshoots, or starting in the middle of the stage with points and time consistent with the stoppage. The score on the reshoot will be the only score used.

## D. COMPETITOR DIVISIONS

### A. Rifle Rules

1. Rifles must be chambered in .22 Long Rifle. This cartridge is the most common and available rimfire cartridge. At these ranges it also most closely mimics centerfire cartridges at Precision Rifle. 17 HMR, 22 Magnum and like rimfires cartridges are not allowed.
2. Any .22 Long Rifle chambered rifle may be used, however, rifles with removable magazines are strongly encouraged. Rifles with fixed tubular magazines are discouraged as they are difficult to make safe. Range Officers should pay extra attention to shooters with fixed magazines.
3. Any scope, iron sights, or electronic sights may be used. However, magnified rifle scopes with externally adjustable turrets and reticles designed to assist in holdover and measurement are highly recommended.

### B. Divisions

1. Youth Division shooters are all shooters who will be under 18 years of age at the end of the calendar year. This applies to all shooters regardless of equipment.
2. The Production Division is intended to provide a sporting class within a fixed budget. Any rifle with a 2018 MSRP of \$500.00 CDN or less qualifies for Production Division. Scopes used in the production division must have an MSRP of \$500 CDN or less. The addition of aftermarket cheek risers, buttpad spacers or pads to the factory stock for getting proper cheek weld and length of pull are acceptable. Scope base, rings, levels and bipods are also allowable. Aftermarket barrels, triggers, including trigger spring kits and any other parts that modify the factory barreled action are not allowed. No modification of any kind may be made to the factory trigger or action. Bolt buffers, auto bolt releases, extended magazine releases and conversion kits for tube fed rifles to become magazine fed are all upgraded safety measures and are allowed. At sign in, Match Directors shall inspect all rifles entered in the production division. Any rifle that the Match Director deems as not following the spirit of the Production class shall be moved into Open class. A list of the popular rifle models that fit into the Production class is included in the addendum at the end of this document. Only one support bag is allowed within Production Division and must fit within a 1-gallon bucket with the lid closed. Tripods are not allowed for use by Production Division shooters.

3. Open Division shooters have no restrictions on equipment.

## E. SPORTSMANSHIP

### A. Good Sportsmanship

1. Good Sportsmanship is one of the founding principles of CRPS and is highly regarded by the CRPS as a whole. Good sportsmanship helps grow the sport, creates positive role models, and is impressive to the sponsors. It is not something that can be quantified, but is easy to recognize by all participants.

### B. Unsportsmanlike Conduct

1. Unsportsmanlike conduct is taken very seriously by CRPS.
2. Examples of bad sportsmanship include treating participants or range staff with disrespect, unwarranted complaining, throwing tantrums, or being unpleasant.

### C. Cheating

1. CRPS defines cheating as: acting dishonestly or unfairly in order to gain an advantage in competition. Examples of cheating are:
2. Sabotaging another shooters equipment.
3. Using illegal modifications in the Production Division.
4. Altering or destruction of score sheets.
5. Any other act as deemed unfair/cheating by a Range Officer or Match Director.

### D. Penalties for Unsportsmanlike Conduct and Cheating

1. Any shooter whom is deemed as acting in an unsportsmanlike fashion will be subject to any penalty that the Match Director deems appropriate including warnings, stage zero's and/or match DQ and being removed from competition.
2. The only penalty appropriate for cheating shall be the Match Director issuing a match DQ and being removed from competition.

## APPROVED PRODUCTION LIST - 15 Oct 18

Rifles				Optics			
If your particular rifle is not listed, the \$500 CAD MSRP limit will apply. The match director will have final say on whether the rifle qualifies for Production, or if you will be bumped into Open.				If your particular scope model is not listed, then the \$500 CAD MSRP limit will apply. The match director will have final say on whether the optic qualifies for Production, or if you will be bumped into Open.			
Brand	Model	Allowed	Excluded	Brand	Model		
Anschutz	All	Nil	All Variants	Athlon	Argos BTR	10-40x56mm BLR SFP MOA	
Browning	All	Nil	All Variants		Talos BTR	4-14x44mm APLR2 FFP IR MIL	
CZ	All	Nil	All Variants		Rimfire BDC	2-7x32mm	
Henry	AR-7 Survival	All 22LR variants	Nil			2-7x36mm	
Marlin	70PSS	All 22LR variants	Nil	Bushnell	AR Optics	3-9x40mm	
	795	All 22LR variants	Nil			3-12x40mm	
	60	All 22LR variants	Nil			4.5-18x40mm	
	XT-22	All 22LR variants	Nil			6-18x50mm	
Mossberg	702	All 22LR variants	Nil		Prime		10x40mm
	801	All 22LR variants	Nil	Tac Optics			
	802	All 22LR variants	Nil				
Remington	597	All 22LR variants	Nil	Cabelas	Covenant	4-16x44mm SFP	
Ruger	10/22	Carbine (1103, 1151, 1256, 21194)	Sporter (all variants)	Falcon	M18+		6-24x50mm SFP
		Tactical (1261)	Target Lite (all variants)			4-16x44mm FFP	
		Compact (all 22LR variants)	Takedown (all variants)			4-18x44mm SFP B20	
	Standard (8301, 8305)	Wood Stock (all variants)	4-18x44mm FFP EMD2				
American Rimfire	Compact (8303, 8306)	Target (all variants)				1.5-4x20mm	
Precision Rimfire	Nil	All Variants				3-9x40mm	
Savage Arms	Rascal	All 22LR Variants	Nil	Leupold	Mark AR Mod 1	3-9x40mm	
	A22	A22 (base)	FSS, Pro Varmint, Target Thumbhole		VX Freedom AR		3-9x40mm
	B22	F, F Compact, FL, FV, FV-SR	FVSS, G		VX Freedom CDS		3-9x40mm
	64	All 22LR Variants	Nil				
	Mark I	G, GY	FVT	Nikon	P-Rimfire	2-7x32mm BDC 150	
	Mark II	F, G, GL, GLY, GY, Camo, FSS, FV, FV-SR, FVXP, FXP	BRJ, BSEV, BTV, BTVLS, BTVS, BV, FVT, TR, TRR-SR		P-223	3-9x40mm BDC 600	
Voodoo	V-22	Nil	All Variants		P-308	4-12x40mm BDC 800	
Winchester	Wildcat	All 22LR variants	Nil	Vortex	Diamondback Tactical	3-9x40mm VMR-1 MOA	
						4-12x40mm VMR-1 MOA	
						4-16x44mm FFP EBR-2C MOA	
						4-16x44mm FFP EBR-2C MRAD	

Shooting Bags		Modifications	
Production division bags will have a maximum volume of 420 cubic inches.		Not Allowed	Allowed
Commercially available bags that fit this restriction are listed below		Aftermarket Barrels	Aftermarket 10/22 Bolt Buffers
To determine the volume of your bag, multiply the L x W x H in inches.		Aftermarket Triggers (including spring kits)	10/22 Auto Bolt Modification
Armageddon Gear	The Brick	Replacing the stock	Upgraded Extractors
	Chinese Cheater Bag	Any modification to the factory trigger or action	Aftermarket Cheek Rests and/or Cheek Pads
	Gamechanger	Other parts that modify the factory barrelled action	Extended Magazine Release/Release Levers
	Grippy Flat Bag	Tripods	Butt Spacers
	OG Gamechanger (Largest Bag Allowed)		1x Bag (per stage) limited to a volume of 420 cubic inches
	Medium Fat Bag		No Restriction on Scope Base, Rings, Mounts, Levels
	Pint-Sized Gamechanger		No Restriction on bipods
	Python Adjustable Support Bag		
JSA Tactical	Rear Bag - Small		
	Rear Bag - Medium		
	Rear Bag - Large		
	RS Pillow Bag		
TAB Gear	Small Bag		
	Large Bag		
	Str8 Laced Rear Bag		
Wiebad	Mini DRC Fortune Cookie		
	Mini Tac Pad		
	DRC Fortune Cookie		
	Tac Pad		