



PPRC CENTERFIRE CLUB MATCH

Saturday 10 October 2026
Legends Adventure Farm, Rayton

5 STAGES · 40 ROUNDS · 105 SECONDS PER STAGE

Match information

Saturday 10 October 2026 · Legends Adventure Farm, Rayton



DATE	Saturday 10 October 2026
VENUE	Legends Adventure Farm, Rayton
MATCH DIRECTOR	Dirk Pio
FIRING LINE	All stages are shot from the road
DIVISIONS	Beginner and Advanced
COURSE OF FIRE	5 stages × 8 rounds = 40 rounds
PAR TIME	105 seconds, all stages
TIE-BREAKER	Stage 3, Crossroads
ENTRY FEE	R450 club members R500 non-members
WEBSITE	pretoriaprc.co.za

SCHEDULE

07:00	Registration and safety briefing
07:30	Zero range
08:00	Match starts

STAGE SUMMARY

Stage	Name	Rounds	Time	Positions	Divisions
1	Step Back	8	105 s	Prone, P1	Different targets
2	Mixed Bag	8	105 s	P1 to P4 (Beginner P1, P2)	Different targets
3	Crossroads (tie-breaker)	8	105 s	Any 4, no repeats	Different targets
4	Reach Out	8	105 s	Prone, P1	Same for both
5	No Fixed Address	8	105 s	Rooftop, P1	Different targets
Total		40			

MATCH LAYOUT

- Starting position: loaded rifle in port arms, awaiting the start signal.
- All stages are timed at 105 seconds.
- Stage 3 is timed for the tie-breaker. Record the shooter's time on the score sheet.
- Shots fired out of sequence are scored as a miss. You must return to the correct shot, from the correct position, at the correct target, to get back into sequence as stipulated in this booklet.
- Scoring: 1 point per impact, 40 points for the match.
- Mils = target size (mm) ÷ distance (m). Animal sizes are effective sizes: (length + height) ÷ 2.

Safety rules

Read before the match. These apply to every shooter, all day.



GENERAL SAFETY RULES

- Shooters that do not attend registration and the safety briefing will not be allowed to shoot.
- ECI (Empty Chamber Indicators) are mandatory for the match. This applies even when your rifle is in a bag next to the firing line.
- This is a cold range. Your handgun may not be on you whilst participating.
- Rifles are staged next to the firing line when not shooting: pointing downrange, no magazine inserted, chamber flag in. Stage rifles to the left of the stage, and move them to the right of the stage after you have shot.
- Do not handle your rifle unless the previous shooter has cleared the stage and you are up next. Do not sweep anyone with a muzzle.
- Rifles may only be loaded on the firing line when it is your turn to shoot.
- Do not close the bolt unless you are on target and ready to shoot. This is called skyloading. First offence on a stage earns a warning; a second offence is a stage DQ.
- When transitioning between positions, make sure your bolt is open and all the way back.
- Ear protection is required for all shooters; eye protection is recommended.

ACCIDENTAL OR NEGLIGENT DISCHARGE

Should the shot be in the safe direction of the targets, a stage DQ will be implemented with a final warning; if it happens again a match DQ will apply. If the shot is in the air, or in breach of the safety direction towards other shooters or over the backstop, a match DQ will apply.

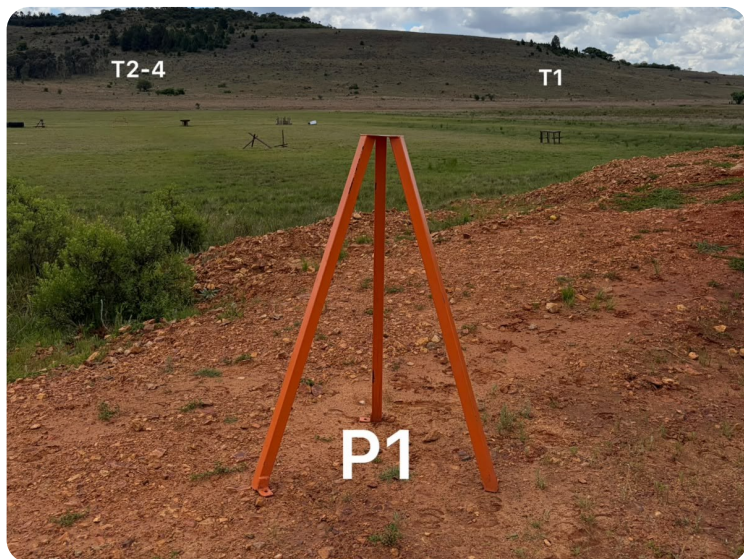
PLEASE NOTE

- All shooters are safety officers. The more eyes we use to keep each other safe, the better. If you see a shooter break any rule, for example transitioning without an open bolt, you must say something to ensure safety for all.
- If you are the next shooter in the sequence, be ready to go by the time your name is called. Do not load your rifle yet.
- Please assist with spotting impacts and misses. This assists scorers and ensures a fair match.
- Help fellow shooters collect their brass after they unload. This speeds up the day.
- Keep the range clean: plastic wrappers and bottles go back in your backpack. Leave no trace.

1

Step Back

8 rounds · 105 seconds · 1 point per impact



START

Loaded rifle in port arms, awaiting the start signal.

POSITION

Prone at P1. The orange tripod is a position marker only.

PROCEDURE

1 round on ref 10, then the 17 KYL rack big to small, 1 round each. Repeat.

TARGETS

Advanced engage 10 small (250 mm circle). Beginner engage 10 big (400 mm square).

RULE

Hit or miss, move on. On the KYL rack you shoot big to small regardless of hits.

Shot sequence · Advanced

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 10 small	250 mm circle	0.42	602 m	
2	P1	T2 17 KYL big	400 mm square	0.66	605 m	
3	P1	T3 17 KYL middle	300 mm square	0.50	605 m	
4	P1	T4 17 KYL small	150 mm square	0.25	605 m	
5	P1	T1 10 small	250 mm circle	0.42	602 m	
6	P1	T2 17 KYL big	400 mm square	0.66	605 m	
7	P1	T3 17 KYL middle	300 mm square	0.50	605 m	
8	P1	T4 17 KYL small	150 mm square	0.25	605 m	

Shot sequence · Beginner

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 10 big	400 mm square	0.66	602 m	
2	P1	T2 17 KYL big	400 mm square	0.66	605 m	
3	P1	T3 17 KYL middle	300 mm square	0.50	605 m	
4	P1	T4 17 KYL small	150 mm square	0.25	605 m	
5	P1	T1 10 big	400 mm square	0.66	602 m	
6	P1	T2 17 KYL big	400 mm square	0.66	605 m	
7	P1	T3 17 KYL middle	300 mm square	0.50	605 m	
8	P1	T4 17 KYL small	150 mm square	0.25	605 m	

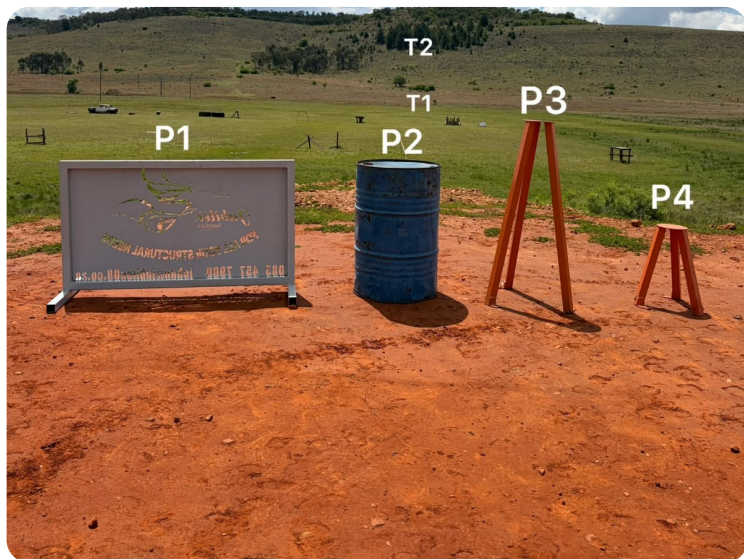
SHOOTER _____

DIVISION ☐ Beginner ☐ Advanced

1	2	3	4	5	6	7	8

TOTAL

/8

**START**

Loaded rifle in port arms, awaiting the start signal.

POSITIONS

Advanced: P1 to P4, left to right. Beginner: P1 and P2 only.

ADVANCED

From each position, 1 round on the Buffalo then 1 round on 19 big, then move.

BEGINNER

From P1, double tap the circle then double tap 19 big. Move to P2 and repeat.

Shot sequence · Advanced

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 Buffalo	≈200 mm	0.46	438 m	
2	P1	T2 19 big	400 mm square	0.59	679 m	
3	P2	T1 Buffalo	≈200 mm	0.46	438 m	
4	P2	T2 19 big	400 mm square	0.59	679 m	
5	P3	T1 Buffalo	≈200 mm	0.46	438 m	
6	P3	T2 19 big	400 mm square	0.59	679 m	
7	P4	T1 Buffalo	≈200 mm	0.46	438 m	
8	P4	T2 19 big	400 mm square	0.59	679 m	

Shot sequence · Beginner

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 Circle	250 mm circle	0.57	438 m	
2	P1	T1 Circle	250 mm circle	0.57	438 m	
3	P1	T2 19 big	400 mm square	0.59	679 m	
4	P1	T2 19 big	400 mm square	0.59	679 m	
5	P2	T1 Circle	250 mm circle	0.57	438 m	
6	P2	T1 Circle	250 mm circle	0.57	438 m	
7	P2	T2 19 big	400 mm square	0.59	679 m	
8	P2	T2 19 big	400 mm square	0.59	679 m	

SHOOTER _____

DIVISION ☐ Beginner ☐ Advanced

TOTAL

 /8

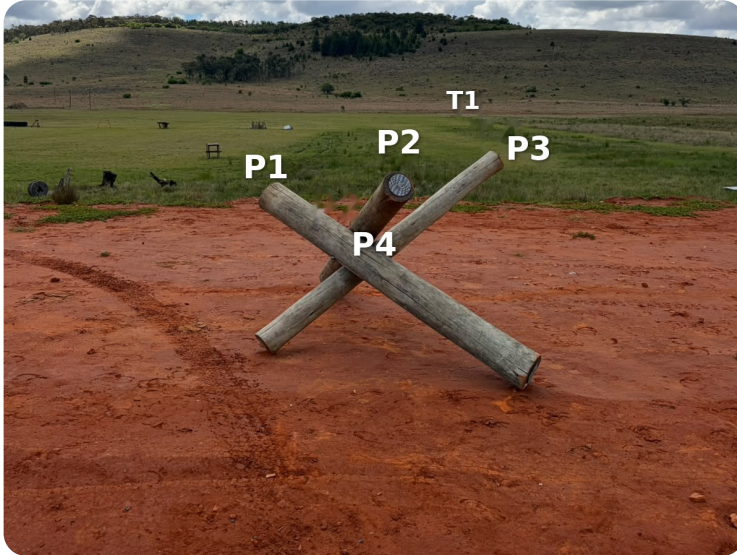
3

Crossroads

8 rounds · 105 seconds · Timed for the tie-breaker



TIMED STAGE · TIE-BREAKER · RECORD THE SHOOTER'S TIME



START

Loaded rifle in port arms, awaiting the start signal.

POSITIONS

Any 4 positions on the tank trap. No position may be used twice.

PROCEDURE

Double tap from each position, then move.

TARGETS

Advanced engage 11 circle. Beginner engage the Jackal.

Shot sequence · Advanced

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 11 circle	200 mm circle	0.40	495 m	
2	P1	T1 11 circle	200 mm circle	0.40	495 m	
3	P2	T1 11 circle	200 mm circle	0.40	495 m	
4	P2	T1 11 circle	200 mm circle	0.40	495 m	
5	P3	T1 11 circle	200 mm circle	0.40	495 m	
6	P3	T1 11 circle	200 mm circle	0.40	495 m	
7	P4	T1 11 circle	200 mm circle	0.40	495 m	
8	P4	T1 11 circle	200 mm circle	0.40	495 m	

Shot sequence · Beginner

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 Jackal	≈400 mm	0.81	495 m	
2	P1	T1 Jackal	≈400 mm	0.81	495 m	
3	P2	T1 Jackal	≈400 mm	0.81	495 m	
4	P2	T1 Jackal	≈400 mm	0.81	495 m	
5	P3	T1 Jackal	≈400 mm	0.81	495 m	
6	P3	T1 Jackal	≈400 mm	0.81	495 m	
7	P4	T1 Jackal	≈400 mm	0.81	495 m	
8	P4	T1 Jackal	≈400 mm	0.81	495 m	

SHOOTER _____

DIVISION ☐ Beginner ☐ Advanced

1	2	3	4	5	6	7	8

TOTAL

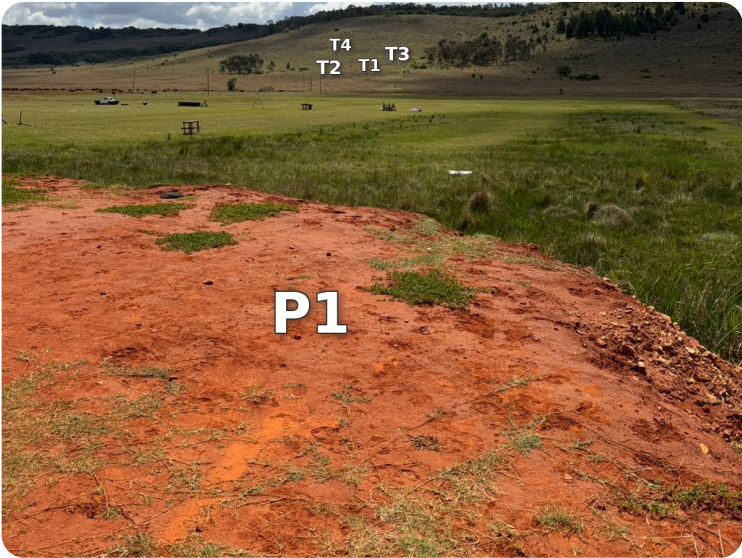
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TIME

4

Reach Out

8 rounds · 105 seconds · 1 point per impact



START
Loaded rifle in port arms, awaiting the start signal.

POSITION
Prone at P1.

PROCEDURE
Double tap each target, nearest to furthest.

Shot sequence · all divisions

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 3 big orange	440 mm square	0.73	605 m	
2	P1	T1 3 big orange	440 mm square	0.73	605 m	
3	P1	T2 6 diamond	400 mm diamond	0.59	680 m	
4	P1	T2 6 diamond	400 mm diamond	0.59	680 m	
5	P1	T3 700 big orange	500 mm square	0.71	709 m	
6	P1	T3 700 big orange	500 mm square	0.71	709 m	
7	P1	T4 5 square	500 mm square	0.62	806 m	
8	P1	T4 5 square	500 mm square	0.62	806 m	

SHOOTER _____

DIVISION

☐ Beginner
 ☐ Advanced

1

2

3

4

5

6

7

8

TOTAL

/8

**START**

Loaded rifle in port arms, awaiting the start signal.

POSITION

Single position on the rooftop at P1.

ADVANCED

KYL 1 to 4, 1 round each, then repeat.

BEGINNER

Double tap KYL 1, double tap KYL 2, then repeat.

Shot sequence · Advanced

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
2	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	
3	P1	T3 No ref KYL 3	200 mm circle	0.33	605 m	
4	P1	T4 No ref KYL 4	150 mm circle	0.25	605 m	
5	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
6	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	
7	P1	T3 No ref KYL 3	200 mm circle	0.33	605 m	
8	P1	T4 No ref KYL 4	150 mm circle	0.25	605 m	

Shot sequence · Beginner

Shot	Pos	Target	Size	Mil	Dist	DOPE
1	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
2	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
3	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	
4	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	
5	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
6	P1	T1 No ref KYL 1	400 mm square	0.66	605 m	
7	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	
8	P1	T2 No ref KYL 2	300 mm square	0.50	605 m	

SHOOTER _____

DIVISION ☐ Beginner ☐ Advanced

TOTAL

/8

1

2

3

4

5

6

7

8

Score sheet

Mark each impact. Every shot is recorded, hit or miss.



NAME _____

SQUAD _____

DIVISION ☐ Beginner ☐ Advanced

1 Step Back
8 rounds

								TOTAL
1	2	3	4	5	6	7	8	

2 Mixed Bag
8 rounds

								TOTAL
1	2	3	4	5	6	7	8	

3 Crossroads
Tie-breaker

								TOTAL 	TIME (s)
1	2	3	4	5	6	7	8		

4 Reach Out
8 rounds

								TOTAL
1	2	3	4	5	6	7	8	

5 No Fixed Address
8 rounds

								TOTAL
1	2	3	4	5	6	7	8	

MATCH TOTAL

	/ 40
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SCORER _____

SHOOTER _____