



CENTERFIRE PROVINCIAL MATCH

*CLUB MATCH SAME DAY
NEW SHOOTER FRIENDLY*

17 JANUARY 2026



62 - Provincial
42 - Club



R650.00 - Provincial
R450.00 - Club



Dirk
073 055 6726



Legends, Rayton

Welcome to the SAPRF GP Provincial hosted by PPRC

Schedule:

07h15 Registration opens

07h30 Zero and DOPE check

08h00 Stage briefing and final squadding

08h30 Match starts

General Safety Rules

- Shooters that do not attend registration & safety briefing will not be allowed to shoot.
- ECI - Empty Chamber Indicators are mandatory for the match This requirement will be mandatory even when your rifle is in a bag next to the firing line.
- The match will be a cold range, meaning your handgun may not be on you whilst participating.
- Rifles to be staged next to firing line when not shooting, pointing down range with no magazine inserted and chamber flag in. Rifles to be staged to the left of stage and moved to the right of the stage after you have shot the stage.
- 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*. You will receive a warning for the first offence on a stage, second offence will lead to a stage DQ
- When transitioning between positions, make sure your bolt is open and all the way back.
- All shooters are required to wear ear protection, eye protection is recommended.
- ACCIDENTAL / NEGLEGENT DISCHARGE – SHOULD THE SHOT BE IN THE SAFE DIRECTION OF THE TARGETS, A STAGE DQ WILL BE IMPLEMENTED WITH A FINAL WARNING WHEREBY 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 eye 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, please be ready to go by the time your name gets called up. Do not load your rifle yet.**
- **Please assist with spotting impacts and misses as this will assist scorers and ensure a fair match.**
- **Please help fellow shooters collect their brass after they unload their rifle, this speeds up the day.**
- **Keep the range clean, plastic wrappers and bottles go back in your backpack. Let us leave no trace please.**

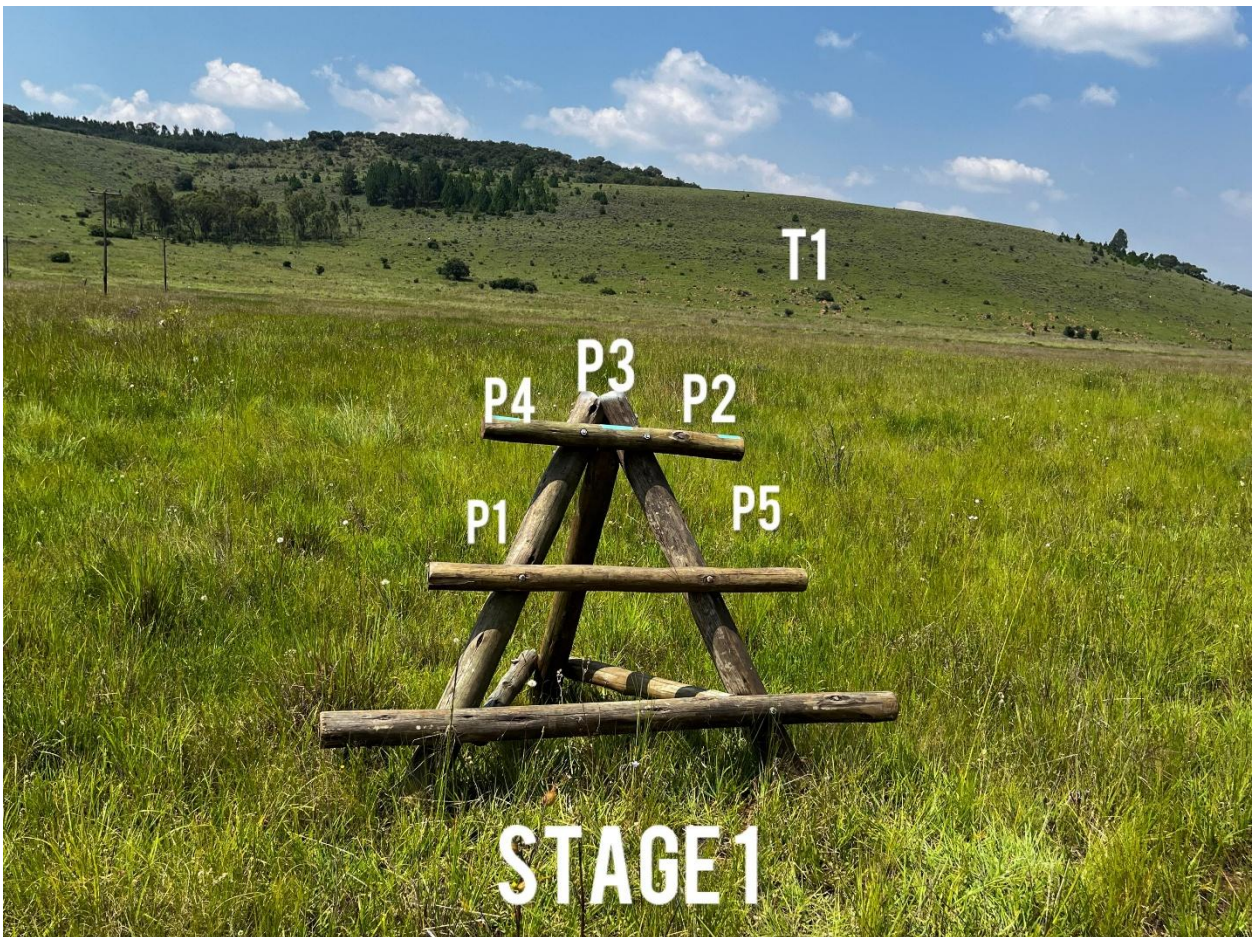
Match layout:

- **Starting position will be loaded rifle in port arms awaiting the starting signal.**
- **All stages have a time limit of 105**
- **CLUB SHOOTERS TO ENGAGE SHOT 1 TO 7 OF THE COF ONLY**
- **Stage 5 timed will be the timed stage.**
- **Should you shoot out of sequence the shots will be 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 the COF Booklet.**

Stage 1

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the designated **positions in sequence** P1 to P5 and engage the target in the following sequence with 2 shots from each position:

T1 circle 300mm – 500m REF#33



Stage 2

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the dedicated positions and engage the targets with 2 shot each in the following sequence:

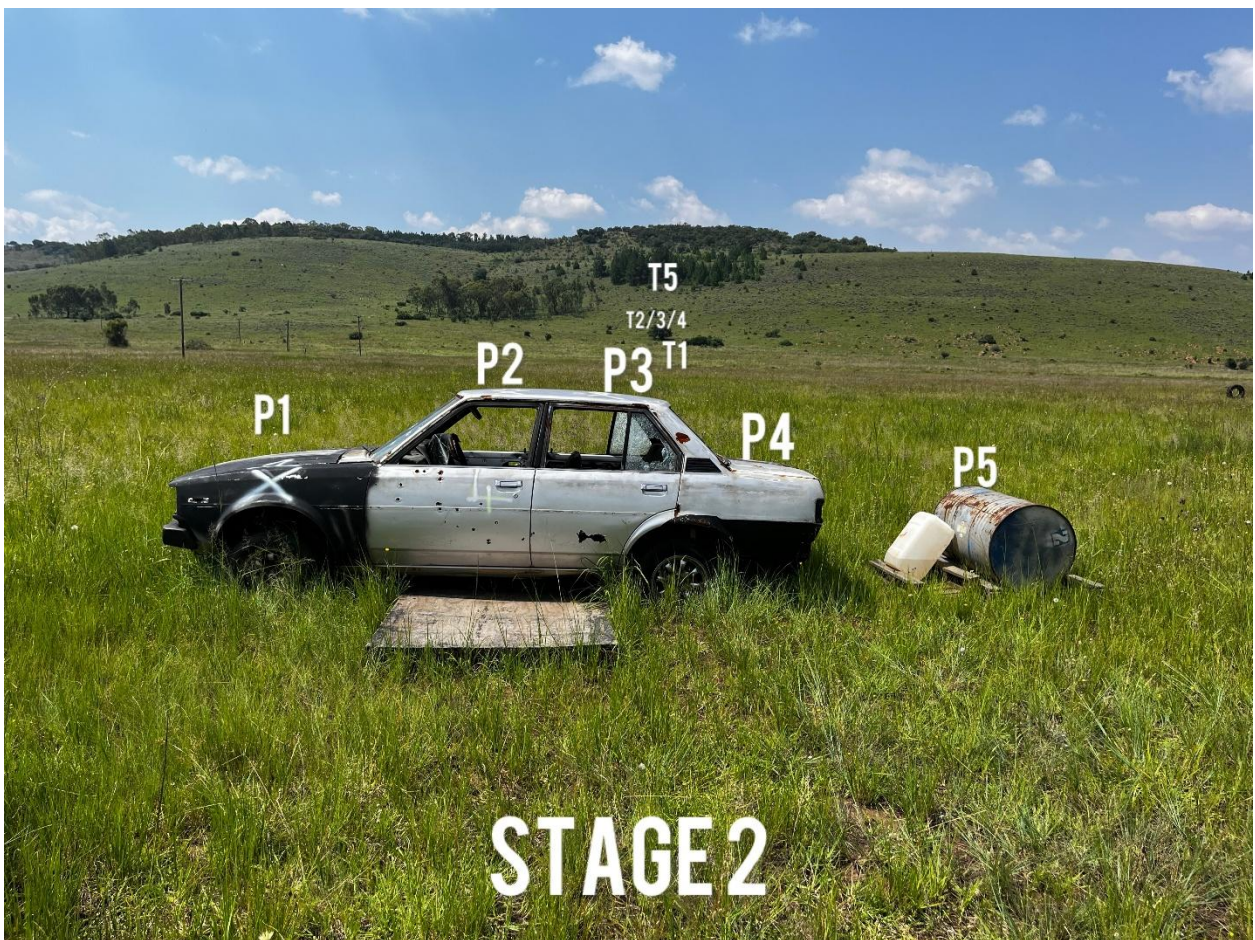
P1 – T1 Jackal – 410m

P2 – T2 Square 400mm – 507m REF# 17

P3 – T3 Square 300mm – 507m REF# 17

P4 – T4 circle 200mm – 507m REF# 17

P5 – T5 Circle 200mm – 578m REF# 19



Stage 3

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the dedicated position and engage the targets with 2 shots each in the following sequence:

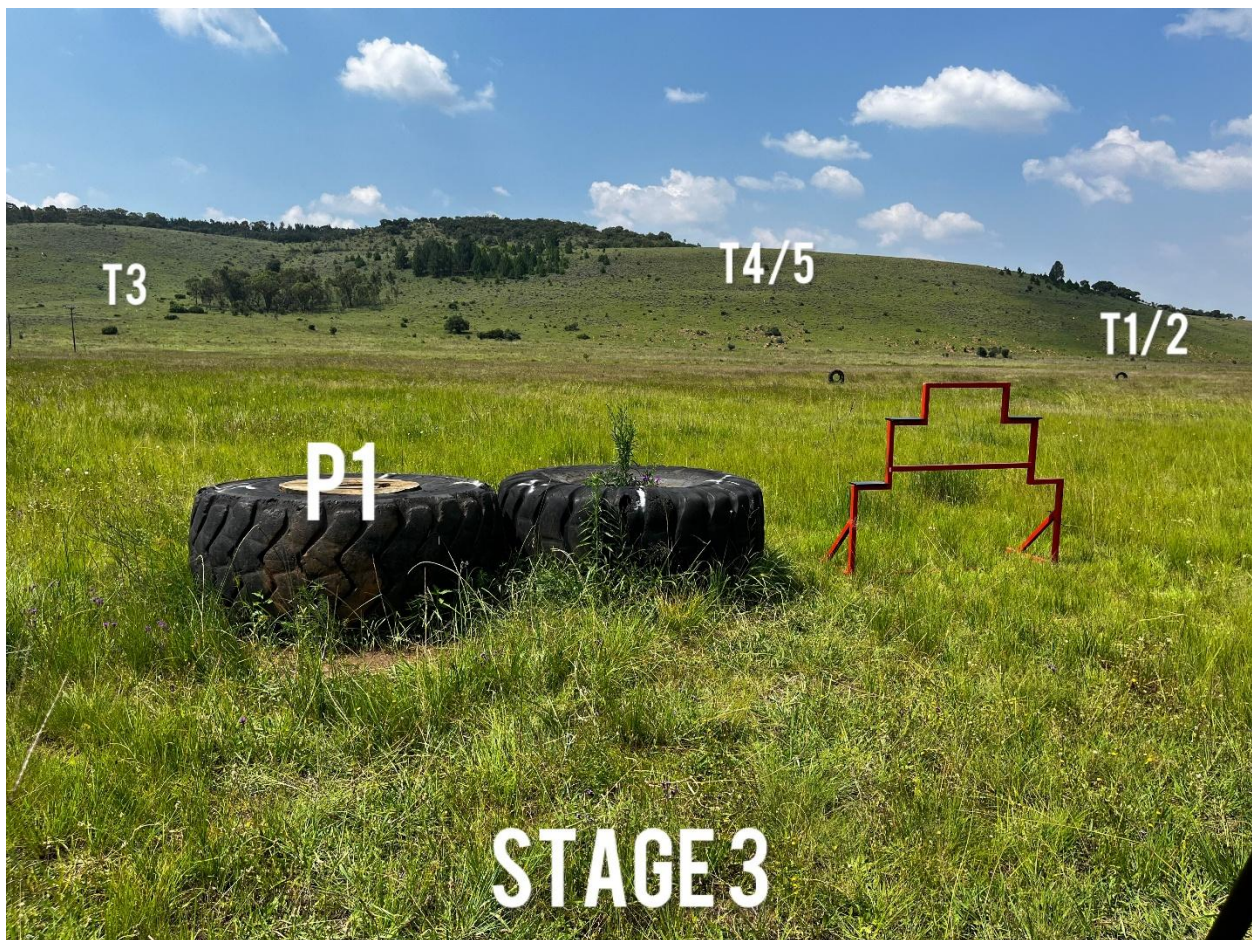
T1 Square 300mm – 530m REF# 23

T2 Square 200mm – 530m REF# 23

T3 Square 300mm – 655m REF# 16

T4 Square 300mm – 542m REF#21

T5 Square 150mm – 542m REF# 21



Stage 4

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the designated positions and engage the target with 2 shots in the following sequence:

YOU MAY USE ANY POSITIONS AVAILABLE ON THE TANKTRAPS AS LONG AS YOU USE TRAP 1 FOR 1 POSITION, TRAP 2 FOR 2 POSITIONS AND TRAP 3 FOR 1 POSITION.

P1 – T1 P2 – T1/T2 P3 – T1/T2/T3 P4 – T1/T2/T3/T4

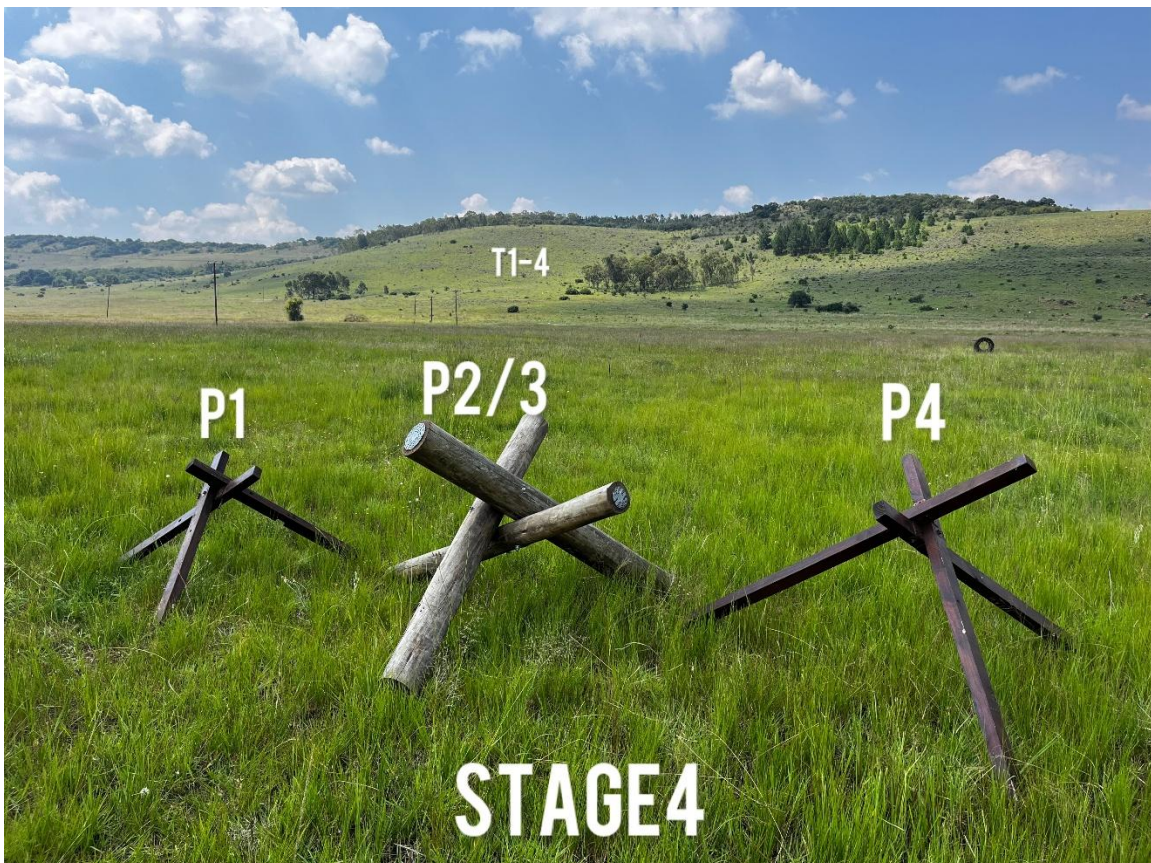
T1 – Square 500mm 597m P1/2/3/4

T2 – Square 420mm 597m P2/3/4

T3 – Square 320mm 597m P3/4

T3 – Square 210mm 597m P4

REFERENCE RED DIAMOND RFSC RACK



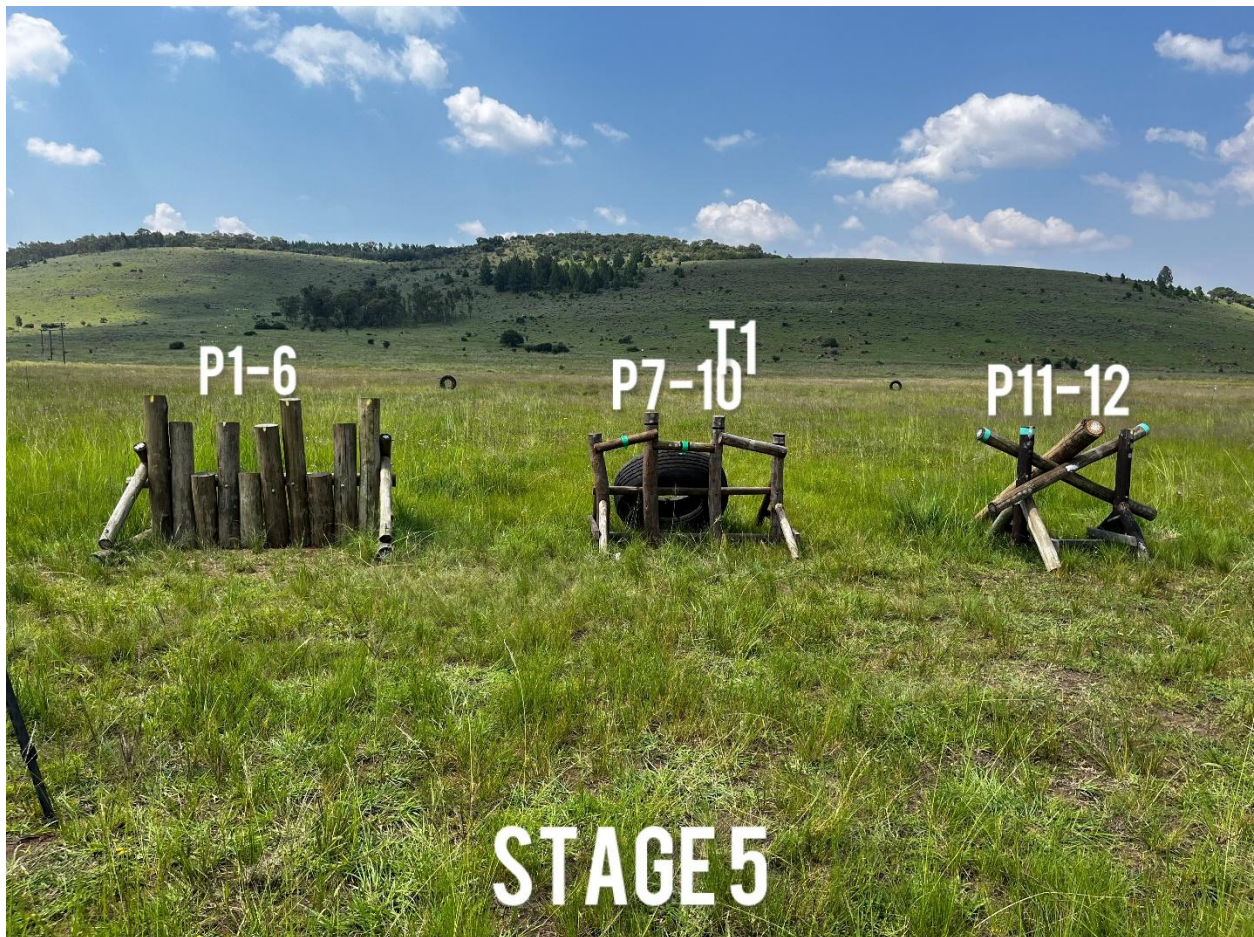
Stage 5 – TIMED STAGE

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the dedicated position and engage the single target with 1 shot from each position:

T1 – Square 300mm 401m REF# 5

YOU MAY USE ANY POSITIONS ON THE PROPS AS LONG AS YOU USE 6 POSITIONS ON PROP 1, 4 POSITIONS ON PROP 2, AND 2 POSITIONS ON PROP 3.

PROVINCIAL SHOOTERS MAGAZINE MAY ONLY CARRY A MAXIMUM OF 10 ROUNDS FOR THIS STAGE, EXTRA MAG OR MATCH SAVER TO BE USED FOR LAST 2 SHOTS, FAILING TO DO SO WILL RESULT IN STAGE DQ



Stage 6

Shooter will start with rifle loaded, bolt back and in port arms. On the signal the shooter will move to the dedicated position and engage the targets with 2 shots each in the following sequence:

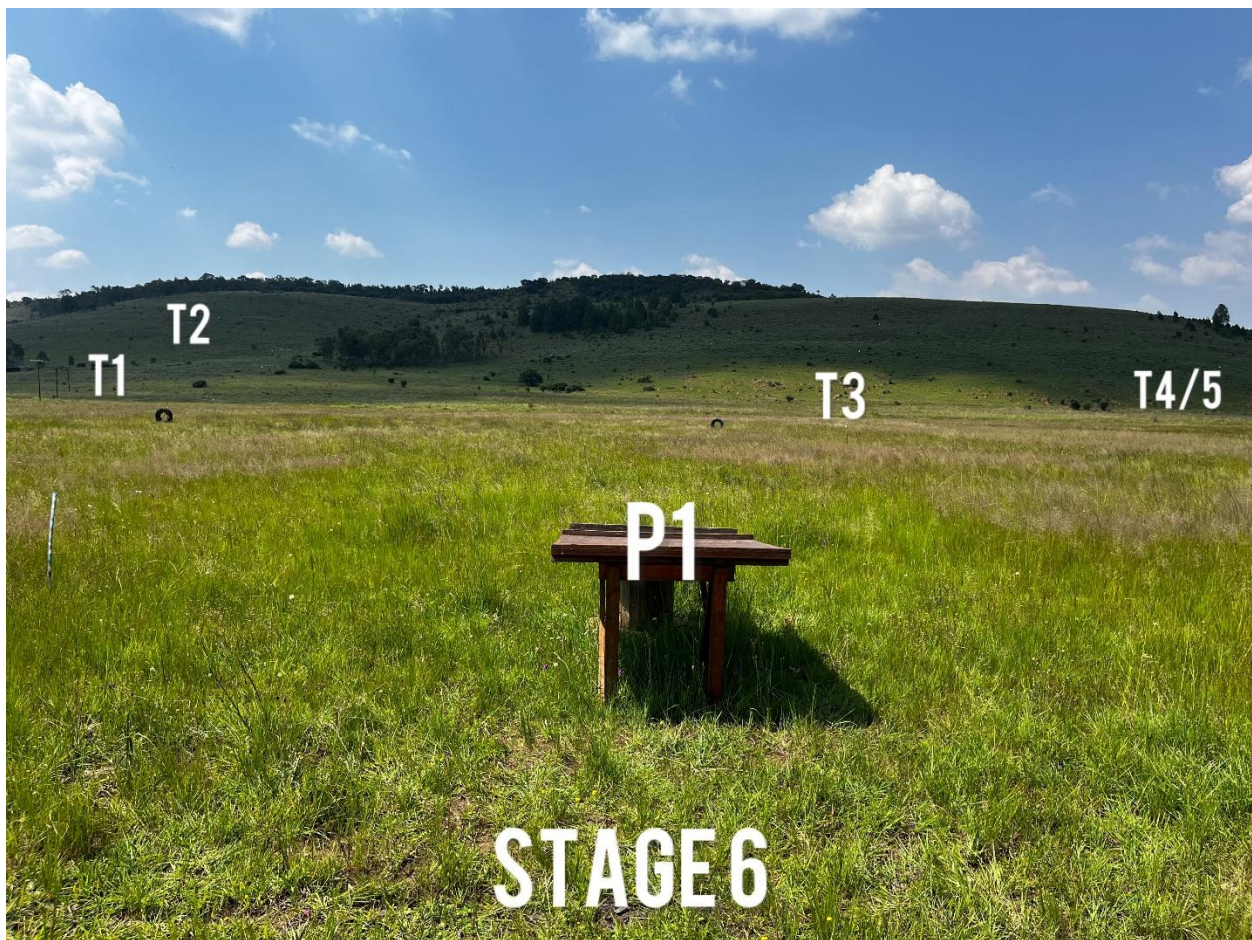
T1 – Square 400mm 583m REF# 35

T2 – Square 400mm 709m REF# 22

T3 – Square 250mm 426M REF# 40

T4 – Circle 250mm 536m REF# 31

T5 – Circle 150mm 536m REF#31



**Please enjoy the day, if you do not know something
please feel free to ask – there are no stupid
questions!**

SHOOTER NAME AND SURNAME:

MEMBER NR _____

SHOT		1	2	3	4	5	6	7	8	9	10	11	12	TOTAL
STAGE	1													
STAGE	2													
STAGE	3													
STAGE	4													
STAGE / TIME	5													
STAGE	6													

SIGN _____

MATCH TOTAL
