



Buffalo Creek Precision Rifle League 2023 Inaugural Season

The Buffalo Creek Precision Rifle League (“BCGC PRL”) is a precision rifle series focused on shooting steel and paper targets at distances ranging from 100 to 675 yards. Stages will test a shooter’s ability to engage sub-MOA to 3-MOA sized targets from prone, positional, and off-hand stances. The season will consist of one practice match, six (or seven) regular matches, and one finale at the Camp Fickes Jim Starr Long Range. Season points will be comprised of a competitor’s top three scores from the Regular Season. Points from the Season Finale will count as 1.5x and be added to a competitor’s top three Regular Season match scores to determine their overall standing.

Match fees are \$15 for members/\$20 for non-members per Regular Season match, \$20 for members/\$25 for non-members for Season Finale. The top 2 shooters from each Division will receive a cash award based on overall standing at the conclusion of the Season Finale.

Schedule

February	Sunday	05	Practice/Intro Match (non-scoring and weather permitting)
February	Sunday	26	Intro backup or Regular Season
March	Sunday	12	Regular Season
April	Sunday	02	Regular Season
May	Sunday	21	Regular Season
June	Saturday	24	Regular Season
July	Saturday	29	Regular Season
August	Sunday	13	Regular Season
September	Sunday	17	Finale

Mission

- Create a climate that is welcoming to all shooters, regardless of experience.
- Encourage competition amongst precision rifle shooters.
- Facilitate shooter growth through relevant match and season statistics and standings.
- Provide acknowledgement and award to both progressing shooters and those competing at the top level of the series.
- Promote safety, comradery, and most importantly... fun.

Divisions

1. BCGC PRL will have three divisions. All shooters must declare the division in which they will be competing when they register for a match. Shooters are permitted to shoot multiple divisions in the same season.
 - a. **Open Division**
 - i. Rifles may be any caliber up to and including .30 caliber. No magnum calibers, maximum velocity of 3,200 fps (magnum calibers include cartridges with a bolt face larger than 0.473”).
 - b. **Tactical Division**
 - i. Rifles may only be chambered in .308 Winchester or 5.56 NATO/.223 Remington. .308 Winchester rounds will have a bullet weight cap of 178 grains and a maximum velocity of 2,800 fps. 5.56 NATO/.223 Remington rounds will have a bullet weight cap of 80 grains and a maximum velocity of 3,000 fps. No modified wildcat rounds (such as the .223 Ackley Improved) are permitted in the tactical division.
 - c. **Gas Gun Division**
 - i. Rifles may consist of large- or small-frame semi-auto precision rifles without restrictions, though may not exceed a caliber of .30 or a velocity of 3,200 fps.

Scoring

1. Match scoring will be completed using a performance system where the first-place shooter receives 100 points, and all other shooters (regardless of Division) will receive points by dividing their score by the winner's score and multiplying that number by 100. At the season Finale, the first-place shooter will receive 150 points and all other shooters will receive points by dividing their score by the winner's score and multiplying that number by 150.
2. Series scoring will be determined by totaling individual scores from each competitor's top three matches. The final standings for the series will be the total of a shooter's three best matches and finale score.

Range Rules and Procedures

1. ROs/MD will have final say on all matters of safety and conduct.
2. Rifles may not be handled for any reason when the range is called cold.
3. The Four Golden Rules of firearm handling must be obeyed always.
4. When not shooting, all rifles will be kept with magazines out and ECIs inserted. Failure to comply may result in a match DQ.
5. When preparing for a stage or queuing on-deck, rifles must always be muzzle up/down with ECI inserted and magazine out.
6. Shooters will be ready and prepared (rifle, magazines, and all other gear in hand) when it is their turn to shoot to ensure proper match flow.
7. All movement within a stage will be done with the bolt open, or on safe for semi-autos (and shooter must call out "SAFE!" so the RO can hear).
8. Rounds striking outside of target berm areas will result in a "Check Your DOPE" warning; subsequent occurrences could result in a stage and/or match DQ.
9. A negligent discharge striking inside or outside the berm area will result in a match DQ.
10. Flagging yourself or another person with your muzzle will result in a match DQ.
11. If a shooter immediately begins to collect brass once a stage has been cleared (prior to stowing their rifle), it will be an automatic DQ for that stage resulting in zero (0) points.

Code of Conduct, and Shooter Responsibilities

1. It is mandatory that all shooters attend a safety briefing for each match. All participants must be checked-in and on-site at the start of the match safety briefing. If you have not checked-in and do not respond when the MD calls your name, you are considered absent and will not be allowed to participate in the match.
2. Unsportsmanlike conduct by any participant will not be tolerated.
 - a. Unsportsmanlike conduct includes, but is not limited to: arguing with other competitors or match officials, throwing of equipment or any other temper tantrum-like behavior, heckling other shooters while they are shooting, use of vulgar/offensive language, habitual whining, and any other action that may be outside the norm of what is considered to be professional behavior.
3. The shooter is solely responsible for ensuring that he/she fully understands the BCGC PRL and match rules, as well as the COF prior to starting the stage. Shooters are completely responsible for the equipment they are shooting to include their firearms and ammo. A firearm deemed to be unsafe can be grounds for removal from the match. Shooters are solely responsible for their score. If there are any questions about a score for the stage, it must be addressed immediately. Any scores arbitrated at the end of the match will be compared with the paper score sheets. There will be no changes to a shooter's score that cannot be confirmed by the paper score sheets. There will be no changes made to any competitor's score past the conclusion of the match.
4. Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, called ceasefires for any reason not caused by the shooter, a broken prop or shooting support, or any other reason deemed by the RO. Reshoots will not be permitted for equipment malfunctions or for shooters who claim to have not understood the stage rules. The RO can give a shooter the option for a reshoot without having been asked by the shooter if the RO observes an incident that hindered the shooter. The shooter can request a reshoot if he/she believes one is warranted. However, the RO must contact the MD and allow them to make the final determination.