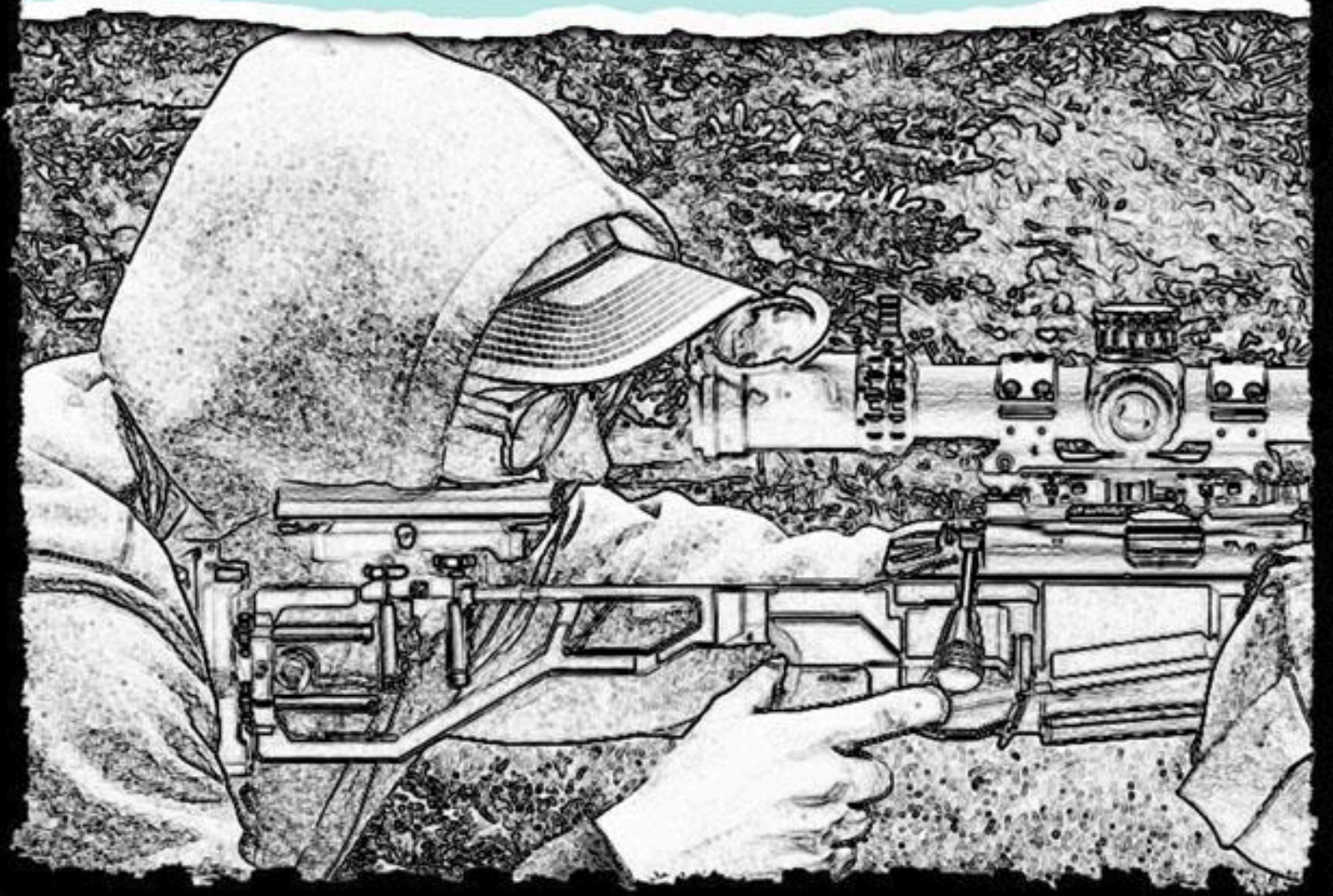


# MARCH 2024

# COURSE OF FIRE





## Range Requirements

### Targets

- 1 x KYL RACK - 1", 3/4", 1/2", 1/4"
- 2 x 2"
- 2 x 2.5
- 2 x 3"
- 1 x 4"
- 1 x 5"

### Props

- 1 x Sawhorse
- 1 x Tank Trap
- 4 x Tire (30" IN DIA. AND 10" WIDE (EG. 265/65R17)
- 1 x 6' ladder
- 1 x 55 gallon drum

UNLESS OTHERWISE STATED MULTIPLE TARGETS IN THE SAME STAGE ARE TO BE SEPARATED WITH A 5 YARD LATERAL SPACING.

ALL POSITION TRANSITIONS MUST BE DONE WITH THE BOLT BACK FOR BOLT ACTION RIFLES. SEMI-AUTO SHOOTERS MUST ENGAGE THE SAFETY AND DECLARE "SAFE" BEFORE TRANSITION BEGINS.

AT THE END OF A STAGE ALL RIFLES MUST BE INSPECTED AND DECLARED CLEAR WITH CHAMBER FLAGS INSERTED BEFORE SHOOTER IS ALLOWED TO DEPART THE FIRING POINT

# Safety

## General Rifle Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to 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.

## Rifle Safety During an OPRS Match

1. OPRS competitions are always cold ranges. All rifles are to be unloaded, with magazines out, actions open and chamber flags inserted. Rifles shall only be loaded or have magazines inserted when directed by the Range Officers at the firing point of the stage.
2. Chamber flags shall be utilized and kept in the action until directed by the Range Officer. Weed trimmer string in a bright colour is a suitable chamber flag.
3. There will be no manipulation of the bolt, action or trigger outside of the designated safe areas.
4. When moving to another shooting location, always ensure the chamber flag is in place and that the rifle is pointed in a safe direction.
5. Competitors may not take a sight picture at a stage using firearms prior to shooting the stage.

## Rifle Safety During Your Stage

1. Always wait for the Range Officer's command of "load and stand ready" before you insert the magazine and remove the chamber flag.
2. Stages always begin with the magazine in and bolt to the rear 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 transitions with bolt action rifles must be done with the action open and an empty chamber. Shooters with semi-auto rifles must engage the safety, and declare "safe" to the RO before any movement.
4. During movement, the 120° rule must always be adhered to. The 120 rule refers to only pointing the rifle within 60° of straight forward. Always follow directions and be aware of where you are pointing your rifle.

## RO and Range Commands

### **1. Do you understand the course of fire?**

RO will ask this question to make sure you understand the stage and which targets you need to engage and in which order. If you have any questions, this is the last time you can clarify before the stage begins.

### **2. Shooter, insert the magazine and stand ready!**

When the RO issues this command, you may insert your magazine into the rifle and remove the chamber flag without closing the bolt.

### **3. Spotter Ready, Shooter Ready, Standby!**

When the RO issues this command you are being instructed to get ready for the start of the stage.

### **4. ENGAGE!**

After the RO issues this command, your stage timer has started. You must move to the firing line and get in position to engage your first target. You can only close your bolt or remove your safety when you are in position and on target.

### **5. STOP!**

When this command is issued you must stop shooting immediately, and wait for a subsequent command.

### **6. Unload and show clear**

When the RO issues this command, you must open the bolt, remove the magazine, and insert a chamber flag into your chamber.

### **7. CLEAR!**

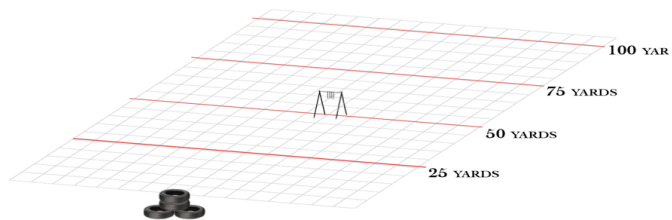
Your rifle is now clear, and you can move off the shooting line.

## Stage 1

**Barricade/Prop:** 4 tires arranged in a pyramid  
**Bipod/Bag Allowed:** Yes - bipod and bag  
**Must Hit to Advance:** No - Hit or miss  
**Par Time:** 120 seconds

**Round Count:** 10  
**Scoring:** 10 pts/hit  
**Possible Points:** 100 pts

Target Size / Shape		Yards/ Meters
T1	1"	50 / 46
T2	0.75"	
T3	0.5"	
T4	0.25"	



### Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the Engage command, shooter moves to the firing point and adopts a shooting position from the sidewall of the lower-left tire. Shooter engages the T1, T2 and T3 with 1 round each. Hit or miss, shooter transitions to the sidewall of the tire on top of the pyramid and engages all four targets small to large with one round each. Hit or miss, shooter transitions to the sidewall of the lower right tire and engages the T1, T2, T3.

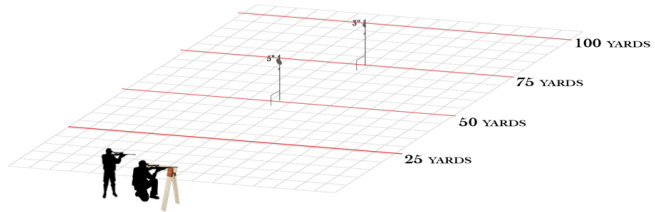
Shooter continues until rounds complete or time expires



## Stage 2

<b>Barricade/Prop:</b>	Sawhorse	<b>Round Count:</b>	10
<b>Bipod/Bag Allowed:</b>	Yes - Bag & Sling Only	<b>Scoring:</b>	10 pts/hit
<b>Must Hit to Advance:</b>	No - Hit or Miss	<b>Possible Points:</b>	100 pts
<b>Par Time:</b>	120 seconds		

Target Size / Shape		Yards/ Meters
T1	5"	50 / 46
T2	3"	75 / 69



### Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the Engage command, shooter moves to the left side of the sawhorse and adopts a shooting position on the tip of the sawhorse. Shooter engages T2 with 3 rounds. Shooter then stands and engages T1 with 2 rounds unsupported. Shooter transitions to the right side of the sawhorse (rifle supported at the tip of the sawhorse) and engages T2 with 3 rounds. Shooter finally stands and engages T1 with the last 2 rounds unsupported.

Shooter continues until rounds complete or time expires.

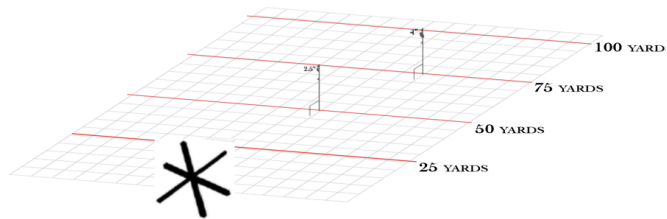
## Stage 3

**Barricade/Prop:** Tank Trap  
**Bipod/Bag Allowed:** Yes - Bipod and Bag  
**Must Hit to Advance:** No - Hit or Miss  
**Par Time:** 120 seconds

**Round Count:** 10  
**Scoring:** 10 pts/hit  
**Possible Points:** 100 pts

### TIMED STAGE - Record Elapsed Time

Target Size / Shape		Yards/ Meters
T1	4"	75 / 69
T2	2.5"	50 / 46



### Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the Engage command, shooter engages T1 and T2 with 1 round each from each of the three tips of the tank trap (TT). Shooter then engages T1 with one round from the crutch of the TT. Finally, shooter engages T2 with 1 round from each of the three tips.

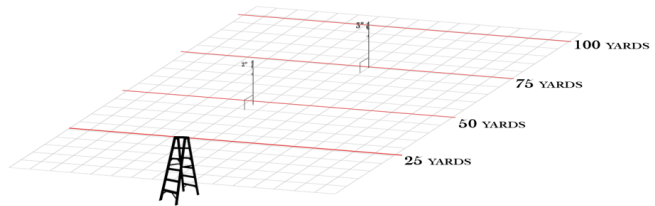
Shooter continues until rounds complete or time expires

### TIMED STAGE - Record Elapsed Time

## Stage 4: Ladder Up!

<b>Barricade/Prop:</b>	6-foot Ladder	<b>Round Count:</b>	10
<b>Bipod/Bag Allowed:</b>	Yes - Bipod and Bag	<b>Scoring:</b>	10 pts/hit
<b>Must Hit to Advance:</b>	No - Hit or Miss	<b>Possible Points:</b>	100 pts
<b>Par Time:</b>	120 seconds		

Target Size / Shape		Yards/ Meters
T1	2"	50 / 46
T2	3"	75 / 69



### Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the Engage command, shooter moves to the firing point and adopts a shooting position on the bottom rung of the ladder and engages T1 with 2 rounds and T2 with 2 rounds. Hit or miss, shooter moves up one rung to engage T2 and T1 with one round each. Hit or miss, shooter moves up one more rung and engages T1 and T2 with 2 rounds each.

Shooter continues until rounds complete or time expires.

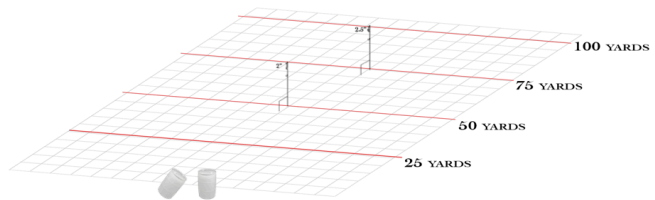


## Stage 5

**Barricade/Prop:** 55 Gal. Drum  
**Bipod/Bag Allowed:** Yes - Bipod and Bag  
**Must Hit to Advance:** Yes - Hit to advance  
**Par Time:** 120 seconds

**Round Count:** 10  
**Scoring:** 10 pts/hit  
**Possible Points:** 100 pts

Target Size / Shape		Yards/ Meters
T1	2"	50 / 46
T2	2.5"	75 / 69



### Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the Engage command, shooter moves to the firing point and adopts the shooting position from the top of the barrel lying down pointed toward the target. Shooter engages T1 until 5 hits are made. Shooter then ground his rifle and stand the barrel upright. Shooter assumes a shooting position on top of the upright barrel and engages T2 with the remaining rounds.

Shooter continues until rounds complete or time expires.