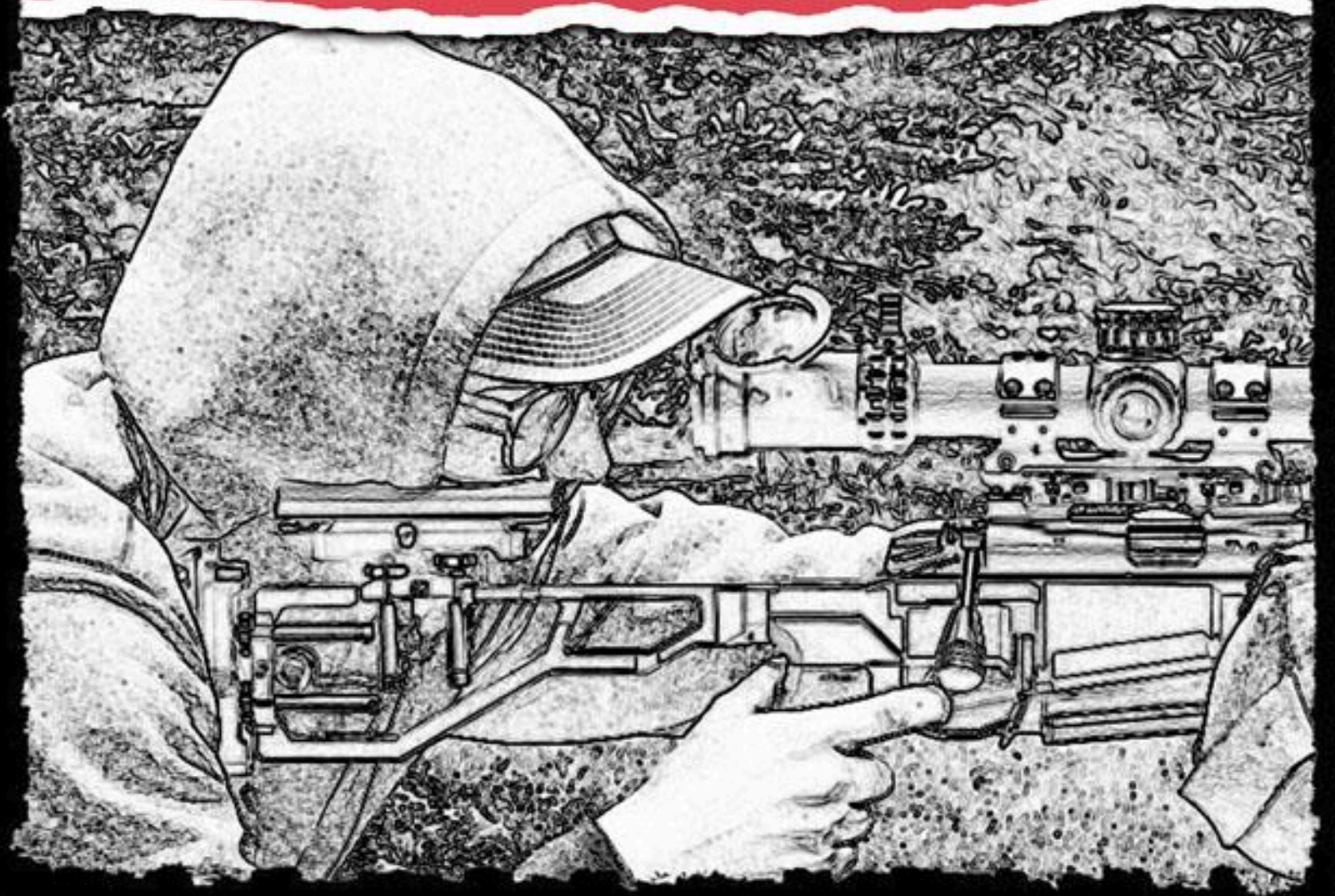


APRIL 2024

COURSE OF FIRE





Range Requirements

Targets

- 1 x KYL RACK - 1", 3/4", 1/2", 1/4"
- 1 x 1"
- 1 x 1.5"
- 2 x 2"
- 2 x 2.5"
- 1 x 3"
- 1 x 4"

Props

- 2 Saw Horses
- 55 Gallon Barrel
- 3 Milk Crates
- 2 Tires
- Tank Trap

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 before 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.

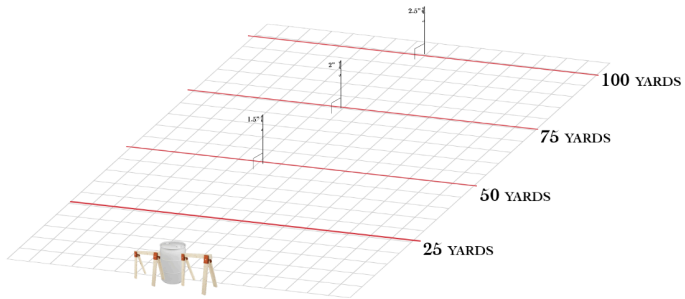
Stage 1

Barricade/Prop: 2 sawhorses parallel to the firing line, placed on both sides of a 55 gallon barrel
Round Count: 10

Bipod/Bag Allowed: Yes - Bags and bipod
Must Hit to Advance: Yes - Hit to Advance
Par Time: 120 seconds

Scoring: 10 pts/hit
Possible Points: 100 pts

Target Size / Shape		Yards/ Meters
T1	1.5"	50 / 46
T2	2"	75 / 69
T3	2.5"	100 / 92



Stage Description

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

On the engage command, shooter adopts the following positions, and engages the targets in the following sequence:

- Prone: T3, T1
- Top of a Sawhorse: T2, T3
- Top of 55 Gallon Barrel: T1, T2
- Top of the other Sawhorse: T3, T1
- Prone: T2, T3

Shooter continues until rounds complete or time expires.

Stage 2

Barricade/Prop: None

Round Count: 12

Bipod/Bag Allowed: Yes - Bipod and Bag

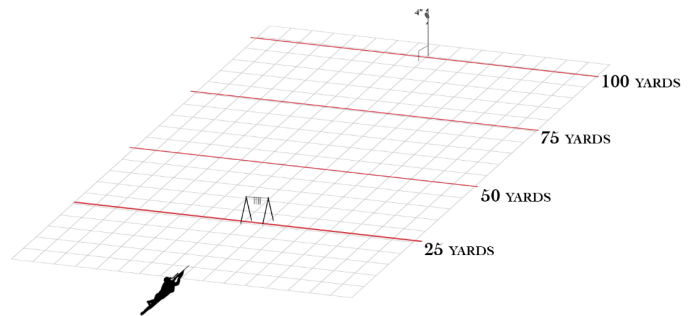
Scoring: 10 pts/hit

Must Hit to Advance: No - Hit or miss

Possible Points: 120 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1"	25 / 23
T2	0.75"	
T3	0.5"	
T4	0.25"	
T5	4"	100 / 92



Stage Description

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

On the engage command, shooter adopts a prone position and engages the targets in the following sequence: T1, T2, T5, T3, T4, T5.

Shooter transitions to the opposite side (shoulder, eye, trigger finger) and repeats the sequence.

Mandatory magazine change. If more than 10 rounds are fired from a single magazine, additional impacts will not be scored.

Shooter continues until rounds complete or time expires

Stage 3

TIMED STAGE - Record Elapsed Time

Barricade/Prop: 3 Milk Crates in a Single Stack **Round Count:** 10

Scoring: 10 pts/hit

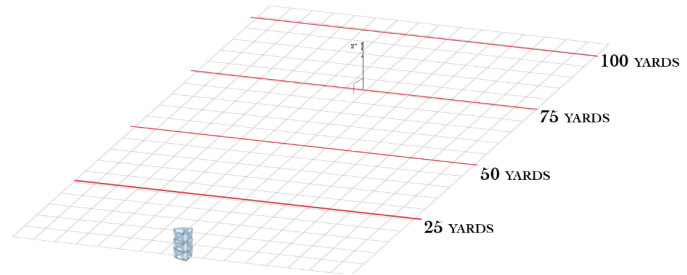
Bipod/Bag Allowed: Yes - Bipod and Bag

Possible Points: 120 pts

Must Hit to Advance: No - Hit or miss

Par Time: 120 seconds

Target Size / Shape		Yards/Meters
T1	2"	75 / 69



Stage Description

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

On the engage command, shooter engages the T1 with 2 rounds from each of the following positions:

- Top of 1 milk crate.
- Top of 2 stacked milk crates
- Top of 3 stacked milk crates
- Top of 2 stacked milk crates
- Top of 1 milk crate

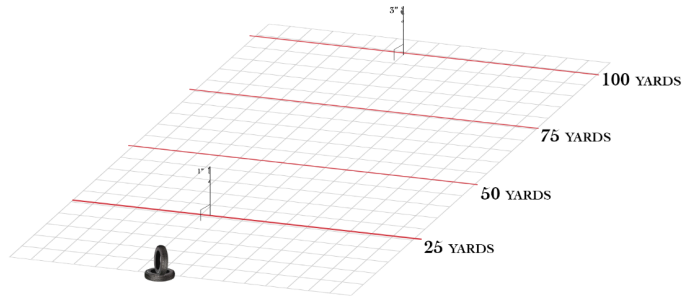
Shooter continues until rounds complete or time expires

Stage 4

Barricade/Prop: 2 Tires, one flat on the ground, the second standing inside the first, parallel to the firing line
Round Count: 9

Bipod/Bag Allowed: Yes - bags and bipod
Scoring: 10 pts/hit
Must Hit to Advance: No - Hit or miss
Possible Points: 90 pts
Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1"	25 / 23
T2	3"	100 / 91



Stage Description

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

On engage command, shooter adopts the following positions and engages the targets in the following sequence:

- Through the upper tire: T1, T2, T1
- From the top of the upper tire: T2, T1, T2
- Through the upper tire: T1, T2, T1

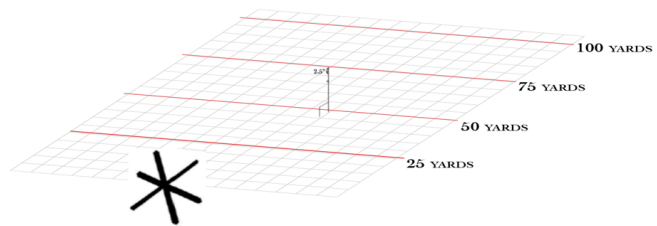
Shooter continues until rounds complete or time expires.

Stage 5

Barricade/Prop: Tank Trap
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: Yes - Hit to advance
Par Time: 120 seconds

Round Count: 9
Scoring: 10 pts/hit
Possible Points: 90 pts

Target Size / Shape		Yards/ Meters
T1	2.5"	50 / 46



Stage Description

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

On the engage command, shooter adopts a shooting position from any tip and engages T1. After each shot, shooter must move to a new tip. If a tip is used more than 3 times, any additional impacts will not be scored.

Shooter continues until rounds complete or time expires.