

# JANUARY 2024

# COURSE OF FIRE





# Range Requirements

## Targets

- 1 x KYL RACK - 1",  $\frac{3}{4}$ ",  $\frac{1}{2}$ ",  $\frac{1}{4}$ "
- 1 x 2"
- 2 x 2.5"
- 2 x 3"
- 1 x 4"
- 1 x 5"

## Props

- 1 x Tank Trap
- 1 x Sawhorse
- 3 x Milk Crates
- 4 x Tire (30" IN DIA. AND 10" WIDE (EG. 265/65R17))

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.

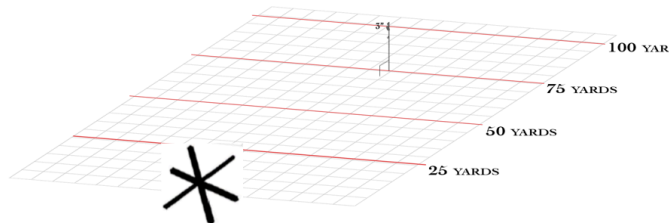


# Stage 1

## TIMED STAGE - Record Elapsed Time

**Barricade/Prop:** Tank Trap                      **Round Count:** 10  
**Bipod/Bag Allowed:** Yes - bag and bipod                      **Scoring:** 10 pts/hit  
**Must Hit to Advance:** Yes - Hit to advance                      **Possible Points:** 100 pts  
**Par Time:** 120 seconds

Target Size / Shape		Yards/ Meters
T1	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 adopts a shooting position with the rifle supported on P1, any of the tips on the tank trap, and engages T1 until two hits are made. Shooter then transitions to P2, a different tip on the tank trap, and repeats the engagement: T1 until 2 hits are made. Shooter then repeats the engagement from the last tip, P3. Shooter continues the same engagement with P1 and finally P2.

Shooter continues until rounds complete or time expires

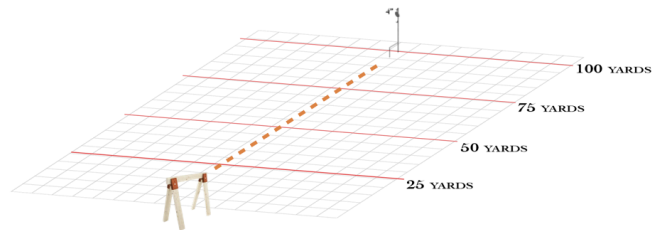
## TIMED STAGE - Record Elapsed Time



## Stage 2

**Barricade/Prop:** Sawhorse      **Round Count:** 10  
**Bipod/Bag Allowed:** Yes - Bipod and Bag      **Scoring:** 10 pts/hit  
**Must Hit to Advance:** No - Hit or Miss      **Possible Points:** 100 pts  
**Par Time:** 120 seconds

Target Size / Shape		Yards/ Meters
T1	4"	100 / 92



### 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 adopts a prone shooting position next to the sawhorse and engages T1 with three rounds. Shooter moves to the left side of the sawhorse and adopts a shooting position on the tip of the sawhorse closest to the firing line (the barrel of the rifle must cross the firing line) and engages T1 with two rounds. Shooter transitions to a prone position next to the sawhorse and engages 1 with three rounds. Shooter moves to the right side of the sawhorse and adopts a shooting position on the forward tip of the sawhorse and engages T1 again with two rounds.

Shooter continues until rounds complete or time expires

### Note to the Match Director

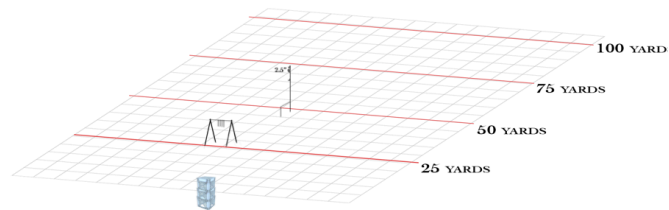
The layout is important for this stage. The target, T1, should be directly in line with the long axis of the sawhorse. The point is to force the shooter into a position uncomfortable enough on their dominant side to make the shooter consider shooting weak side.

## Stage 3

**Barricade/Prop:** Milk Crates  
**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"	25 / 23
T2	0.75 "	
T3	0.5"	
T4	0.25"	
T5	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.

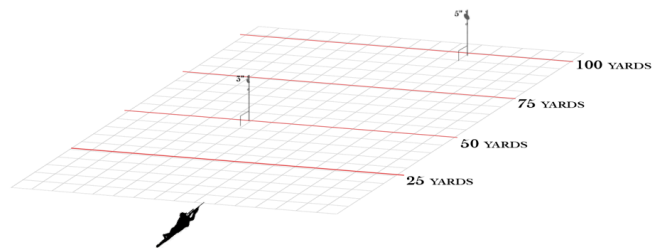
On the Engage command, shooter adopts a prone shooting position and engages T1 to T4 and T5 with one round each. Shooter then adopts a shooting position with the rifle supported on top of the 2 stacked milk crates (the picture shows 3 but ignore it, it's 2 milk crates) and re-engages T1 to T4 and T5 with one round each.

Shooter continues until rounds complete or time expires

## Stage 4

<b>Barricade/Prop:</b>	None	<b>Round Count:</b>	12
<b>Bipod/Bag Allowed:</b>	No - Sling Only	<b>Scoring:</b>	10 pts/hit
<b>Must Hit to Advance:</b>	No - Hit or Miss	<b>Possible Points:</b>	120 pts
<b>Par Time:</b>	120 seconds		

Target Size / Shape		Yards/ Meters
T1	3"	50 / 46
T2	5"	100 / 92



### Stage Description

**Note to MD:** Place the targets with some distance between the two for a more interesting engagement that requires the shooter to break position to pan while keeping it safe.

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 prone shooting position. Shooter then engages T1 and T2 with two rounds each. Hit or miss, shooter repeats the engagement two more times. Shooter must do a mandatory mag change after the first show and before the last shot.

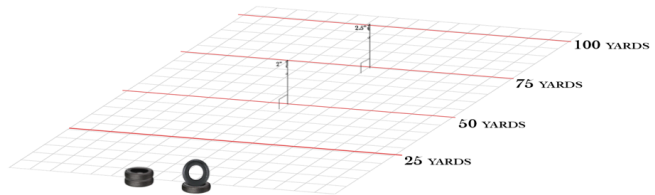
Shooter continues until rounds complete or time expires



## Stage 5

<b>Barricade/Prop:</b>	Four Tires	<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	2.5"	75 / 69



### Stage Description

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

On the Engage command, shooter adopts a shooting position off of the top of the double-stacked tires and engages T1 with two rounds followed by T2 with two rounds. Hit or miss, shooter transitions to the top of the upright tire and engages T2 with two rounds followed by T1 with two rounds. Finally, shooter transitions to the inside of the upright tire and engages T2 with two rounds.

Note - Rifle must be supported by the tires.

Shooter continues until rounds complete or time expires.