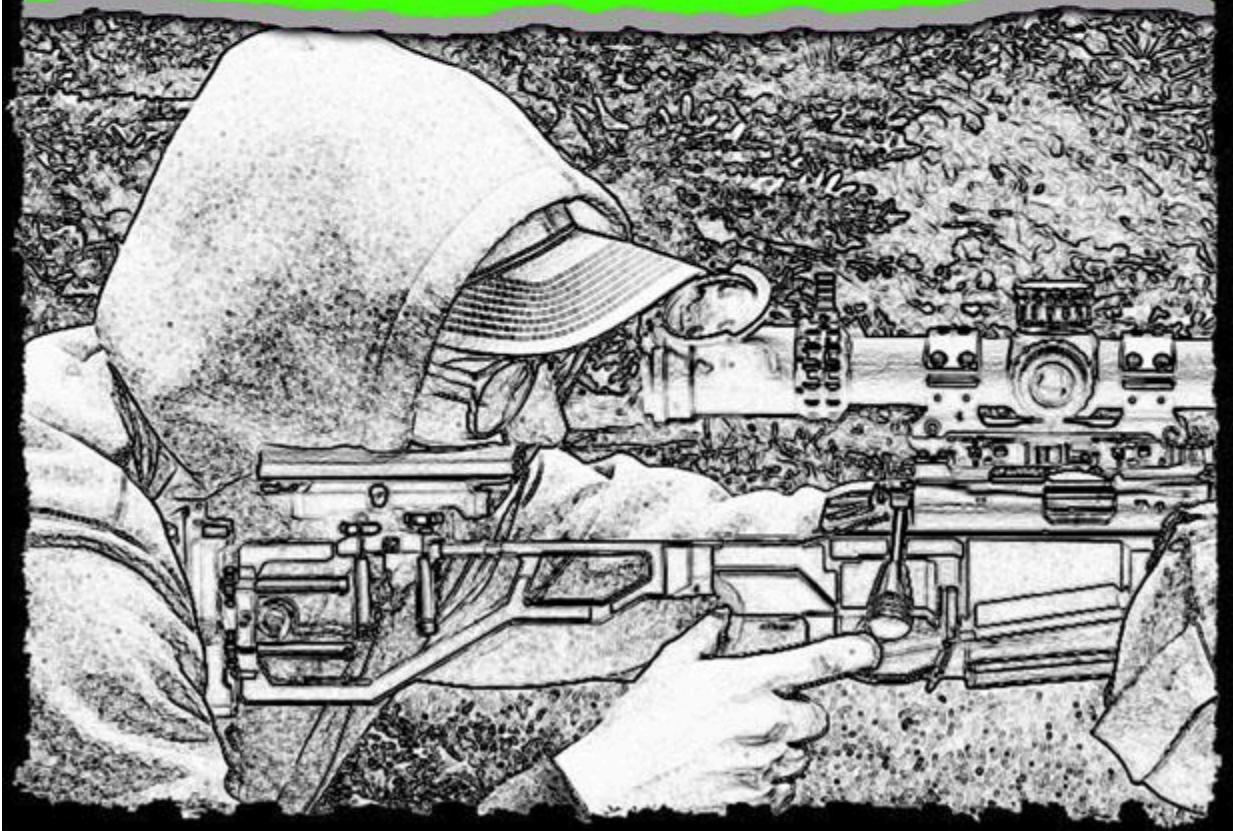


FEBRUARY 2024

COURSE OF FIRE





Range Requirements

Targets

- KYL RACK - 1", $\frac{3}{4}$ ", $\frac{1}{2}$ ", $\frac{1}{4}$ "
- 2 x 1.5"
- 1 x 2"
- 1 x 3"
- 1 x 4"
- 1 x 5"
- 1 x 6"

Props

- Tank Trap
- 1 x 6' Ladder
- 3 x milk crates (13" x 13" x 11" high)

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.

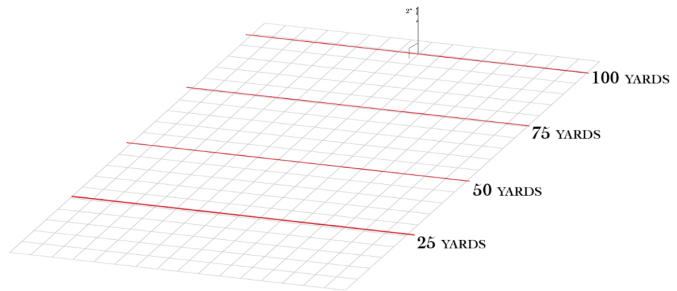


Stage 1: Two Minutes

TIMED STAGE - Record Elapsed Time

Barricade/Prop: None **Round Count:** Unlimited
Bipod/Bag Allowed: Yes - bag and bipod **Scoring:** 20 pts/hit
Must Hit to Advance: No - Hit or miss **Possible Points:** 100 pts
Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	2"	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**.

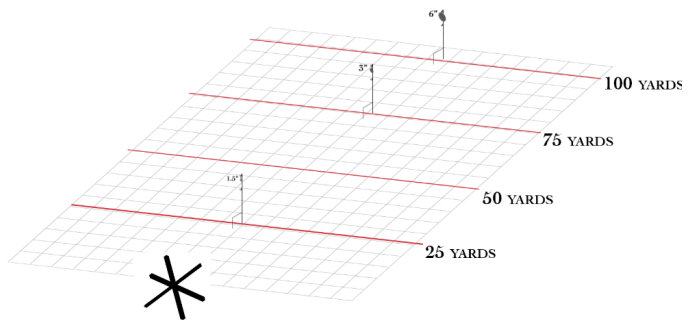
On the Engage command, shooter moves to the firing point and adopts any shooting position of choice. Shooter engages T1 until **five** hits are made. Timer stops upon the fifth hit or at 120 seconds.

TIMED STAGE - Record Elapsed Time

Stage 2: Tank Trap Sequence

Barricade/Prop: Tank Trap **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	1.5"	25 / 23
T2	3"	75 / 69
T3	6"	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 shooting position on the **center** of the tank trap and engages the T1 and T2.

Hit or miss, shooter transitions to one of the tips of the tank trap and engages T3, T2, and T1.

Hit or miss, shooter transitions to another tip and engages T2 and T3.

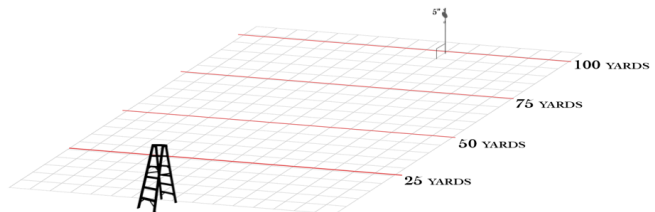
Hit or miss, shooter transitions to the last unused tip and engages T2, T1, and T2.

Shooter continues until rounds complete or time expires.

Stage 3: Lord of the Rungs

Barricade/Prop: 6' ladder
Round Count: 10
Scoring: 10 pts/hit
Bipod/Bag Allowed: Yes - Bipod and bags
Possible Points: 100 pts
Must Hit to Advance: No - Hit or Miss
Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	5"	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**.

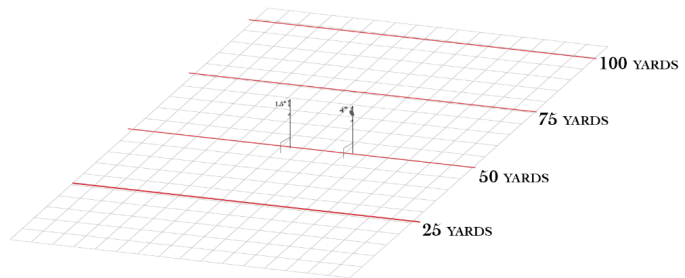
On the engage command, shooter adopts a prone shooting position next to the ladder and engages T1 with two rounds. Hit or miss, the shooter then engages T1 with two rounds from each of the following positions: Bottom rung, 4th rung from the bottom, 2nd rung from the bottom, 3rd rung from the bottom.

Shooter continues until rounds complete or time expires.

Stage 4: The Equalizer

Barricade/Prop: None
Round Count: 10
Bipod/Bag Allowed: No - Sling only
Scoring: 10 pts/hit
Must Hit to Advance: No - Advance hit or miss
Possible Points: 100 pts
Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1.5"	50 / 46
T2	4"	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 unsupported (sling only, no bags or bipods) prone position and engages T1 with 5 rounds.

Shooter transitions to an unsupported (sling only) standing position, and engages T2 with 5 rounds.

Shooter continues until rounds complete or time expires.

Notes to ROs: Ensure the shooter's bolt is open (or safety is engaged for semi-auto rifles) before the shooter changes position. Ensure the shooter's muzzle stays within 60 degrees of downrange at all times.



Stage 5: Milk Run

Barricade/Prop: 3 milk crates in a row along the firing line, each separated by 13 inches

Round Count: 10

Bipod/Bag Allowed: Yes - Bipod and Bag

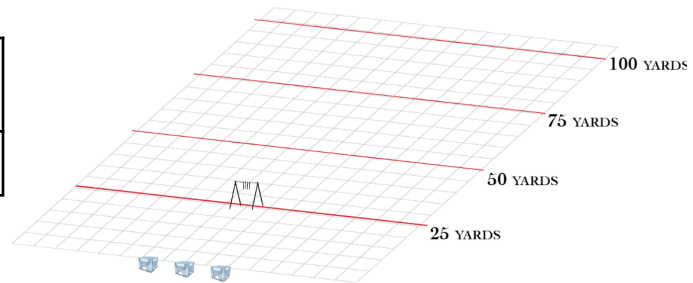
Scoring: 10 pts/hit

Must Hit to Advance: Yes - Hit to Advance

Possible Points: 100 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1", 3/4", 1/2", 1/4"	25 / 23



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 position to the left of the milk crates and engages T1 from large to small (must hit to advance).

After hitting all four targets, shooter may continue to engage only the smallest target from the following six positions (must hit to advance): 1) Top of left milk crate, 2) prone between left and middle crates, 3) top of center milk crate, 4) prone between center and right milk crate, 5) top of right milk crate, 6) prone to the right of the milk crates.

Shooter continues until rounds complete or time expires.