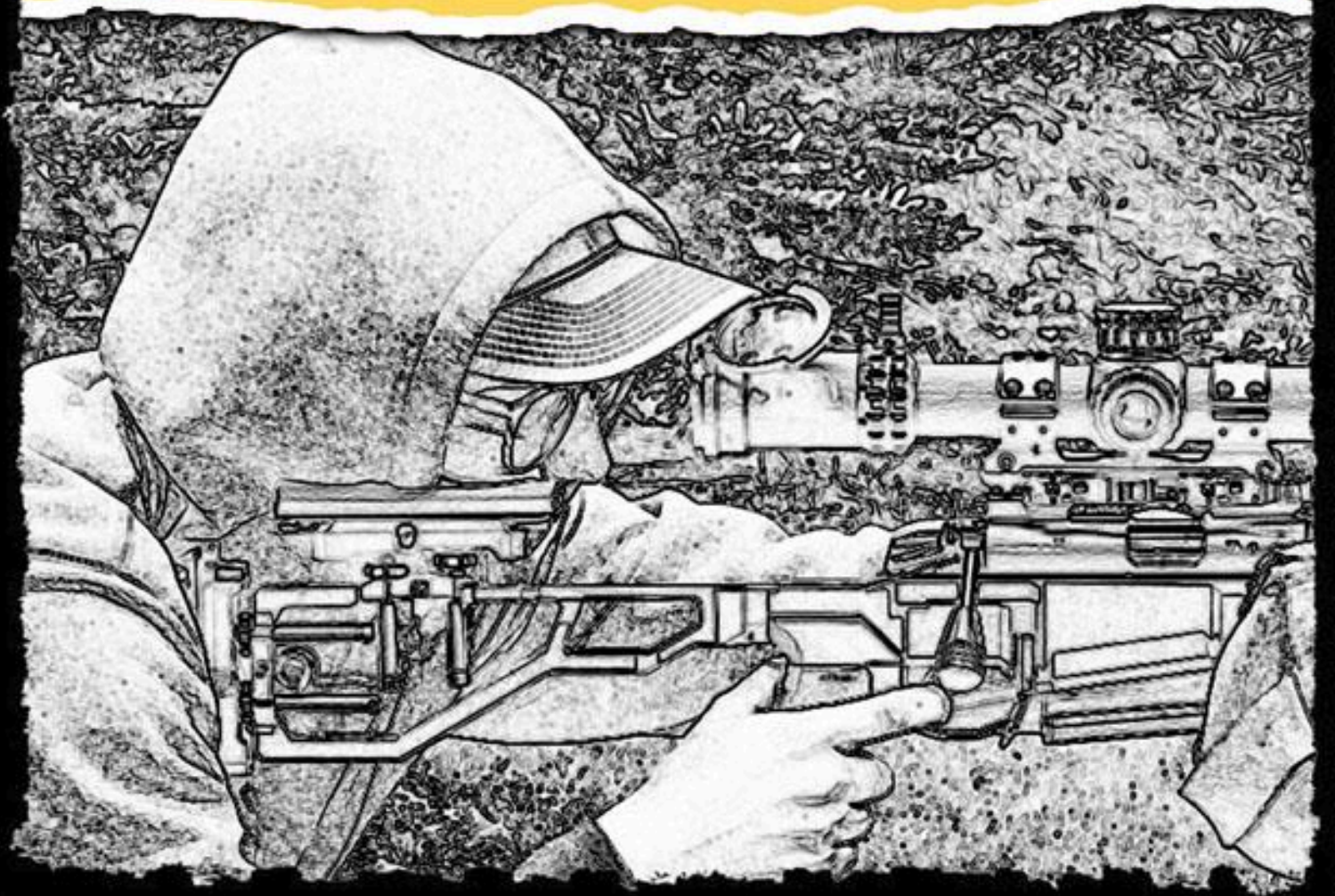


JUNE 2024

COURSE OF FIRE





Range Requirements

Targets

- 1 x KYL RACK - 1", 3/4", 1/2", 1/4"
- 1 x 1"
- 2 x 2"
- 1 x 2.5"
- 1 x 3"
- 1 x 4"
- 1 x 5"
- 1 x 6"

Props

- 6' ladder
- Folding chair
- 55 Gallon Drum
- 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.

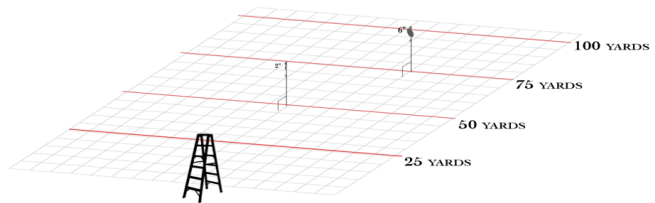
7. CLEAR!

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

Stage 1: Get On Your Knees and Pray

Barricade/Prop:	Ladder	Round Count:	10
Bipod/Bag Allowed:	Yes - sling 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	2"	50 / 46
T2	6"	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, the shooter adopts a supported (bags allowed) kneeling position on any rung of the ladder and engages T1 with one round. Hit or miss, shooter transitions to a kneeling position on a different rung, and engages T1 with one round, changing rungs after each shot. Ladder rungs may be reused, but all positions must be kneeling.

After 5 shots, hit or miss, the shooter transitions to an UNSUPPORTED (sling allowed) kneeling position on either side of the ladder and engages T2 with 5 rounds.

Shooter continues until rounds complete or time expires.

Definition: “Kneeling” means at least one of the shooter’s knees must be in contact with the ground, but no part of the shooter’s upper body or equipment may touch the ground.



Stage 2: Both Sides

TIMED STAGE - Record Elapsed Time

Barricade/Prop: None

Round Count: 8

Bipod/Bag Allowed: Yes - Bipod and Bag

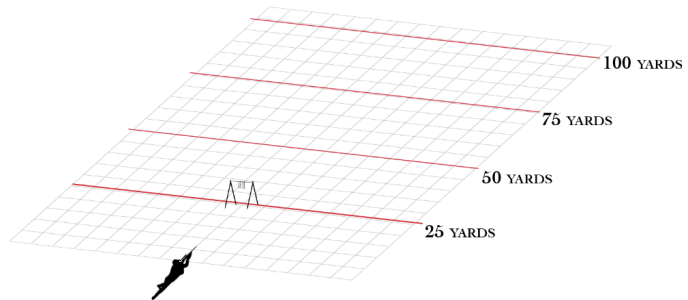
Scoring: 10 pts/hit

Must Hit to Advance: Yes - Hit to advance

Possible Points: 80 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	KYL 1", 3/4", 1/2" and 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, the shooter adopts a prone position and engages the largest target until an impact is made. After each impact, the shooter must switch to the other side (eye, shoulder, trigger hand).

After a target is hit from both sides, the shooter advances to the next smaller target, continuing until rounds complete or time expires.

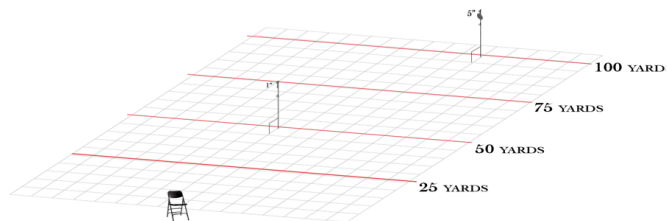
TIMED STAGE - Record Elapsed Time

Stage 3: Elevensies

Barricade/Prop: Folding Chair
Bipod/Bag Allowed: Yes - Bipod and bag
Must Hit to Advance: No - Hit or Miss
Par Time: 120 seconds

Round Count: 11
Scoring: 10 pts/hit
Possible Points: 110 pts

Target Size / Shape		Yards/ Meters
T1	3"	50 / 46
T2	5"	100 / 93



Note for MD: Chair is positioned facing the right side of the range and can not be moved during the COF.

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, the shooter adopts a prone shooting position on the left of the folding chair and engages T1, T2, T1.

Hit or miss, shooter transitions to the backrest of the chair and engages T2, T1, T2.

Hit or miss, shooter transitions to the seat of the chair and engages T1, T2, T1.

Finally, hit or miss, the shooter transitions to a prone shooting position on the right side of the chair and engages T2, T1.

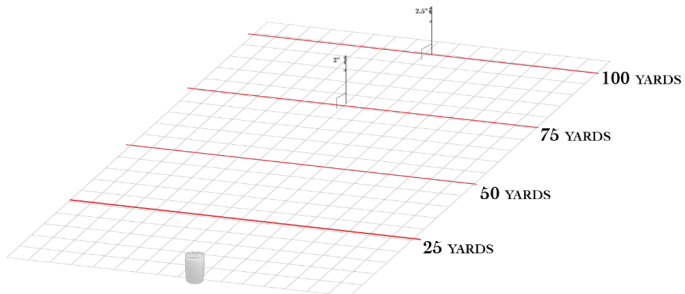
Shooter must perform a magazine change. Only 10 shots may be taken from a single magazine, any additional shots will not count as impacts.

Stage 4: Barrel of Confusion

Barricade/Prop: 55 gal Barrel
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No - Advance Hit or Miss
Par Time: 120 seconds

Round Count: 12
Scoring: 10 pts/hit
Possible Points: 120 pts

Target Size / Shape		Yards/ Meters
T1	2"	75 / 69
T2	2.5"	100 / 93



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 the following positions, and engages the targets in the following sequence:

- Prone: T2, T1, T1, T2
- Top of 55 Gallon Barrel: T2, T1
- Prone: T1, T2, T2, T1
- Top of 55 Gallon Barrel: T1, T2

Shooter continues until rounds complete or time expires.

Shooter must perform a magazine change. Only 10 shots may be taken from a single magazine, any additional shots will not count as impacts.

Stage 5: Panning from the Small Props

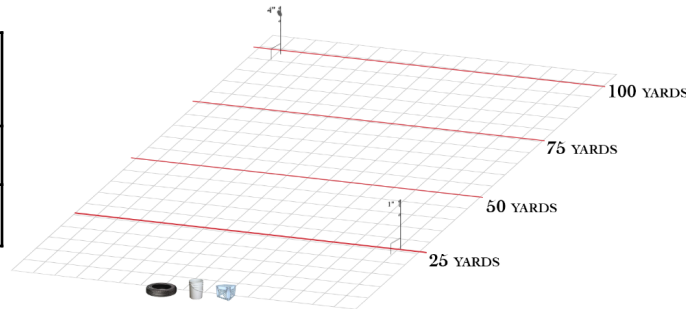
Barricade/Prop: Tire, 5 gallon bucket, milk crate **Round Count:** 9

Bipod/Bag Allowed: Yes - Bipod and Bag **Scoring:** 10 pts/hit

Must Hit to Advance: No - Advance hit or miss **Possible Points:** 90 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1"	25 / 23
T2	4"	100 / 93



Notes for MD:

- Target 1 is placed as far right, and Target 2 is placed as far left as the range constraints will allow, but no more than 60° from straight forward.
- 5 gallon bucket is placed open side up and must remain in that orientation.

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 the following positions, and engages the targets in the following sequence:

- Supported by the tire: T1, T2, T1
- Supported by the 5 gallon bucket: T2, T1, T2
- Supported by the milk crate: T1, T2, T1

No part of the shooter's rifle or equipment may contact the ground.