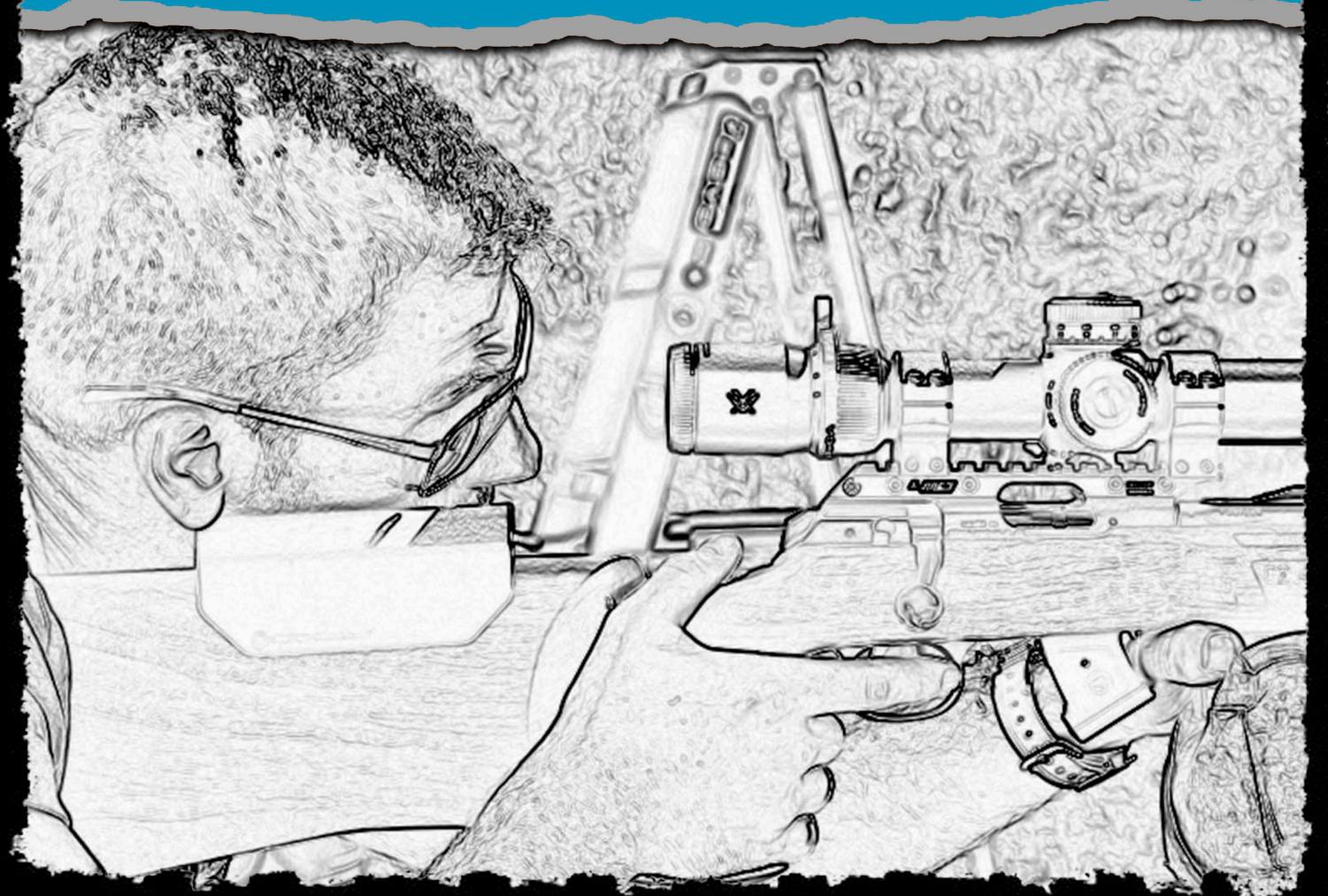


JANUARY 2026

COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

KYL RACK – 1", .75", .50" , .25"
1 X 1" TARGET
2 X 1.5" TARGET
2 X 2.0" TARGET
1 X 2.5" TARGET
1 X 4" TARGET
1 X 6" TARGET

PROPS:

- BARRICADE – 5 POSITIONS
- SAWHORSE
- 2 MILK CRATES
- 6-FOOT STEPLADDER

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 ORPS Match

1. ORPS 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.
5. Do not close the bolt until your sights are on the target and you are ready to engage.

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.

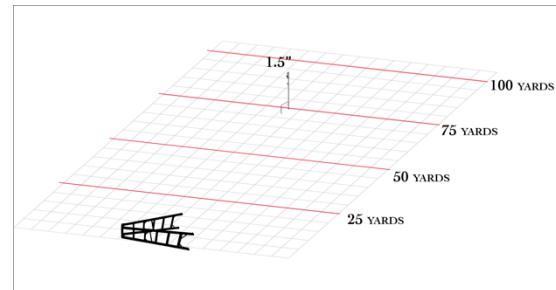
Stage 1: Ladder Sideways

***** TIMED STAGE *****

Record time elapsed NOT time remaining

Barricade/Prop: 6-foot ladder – lying on ground
Shooting Position : From top surface of ladder
 – 5 positions
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

	Size/Shape	Yards/Meters
T1	1.5"	75/69



Start Position:

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

On the Engage command adopt the shooting position from the right side of the ladder laying on ground and engage T1 with 2 rounds, hit or miss. After 2 rounds, shooter transitions to the left at least 10" from previous position and reengages T1 with another 2 rounds, hit or miss. Shooter continues transitioning 10" to the left and engaging T1 with 2 rounds hit or miss until 5 positions/10 rounds have been used.

Shooter continues until rounds complete or time expires.

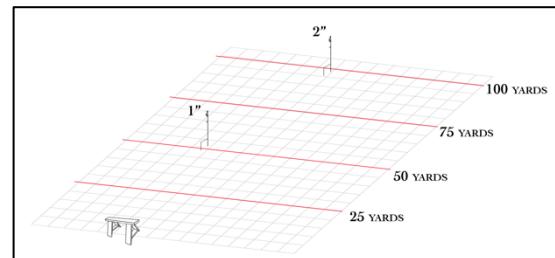
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Time is recorded for this stage. Please record time elapsed not time remaining.

Stage 2: Sawhorse – Strong side/Weak Side

Barricade/Prop:	Sawhorse parallel to firing line	Round Count:	8
Shooting Position:	Top of sawhorse	Scoring:	10 pts/hit
Bipod/Bag Allowed:	Yes	Possible points:	80
Must Hit to Advance:	No		
Par Time:	120 Seconds		

	Size/Shape	Yards/Meters
T1	1.0"	50/46
T2	2.0"	100/92



Start Position:

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

On the Engage command shooter adopts the firing position with rifle supported from the top of the sawhorse using their strong side (eye, shoulder, trigger finger) and engages T1 with 2 rounds and T2 with 2 rounds, hit or miss. After 4 rounds, shooter transitions to a weakside shooting position from the top of the sawhorse and reengages T1 with 2 rounds and T2 with 2 rounds, hit or miss.

Shooter continues until rounds complete or time expires.

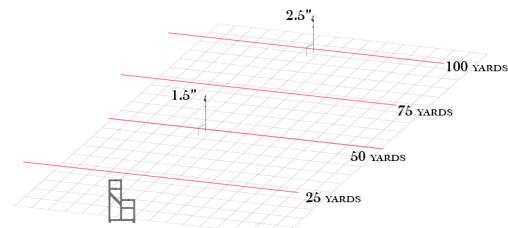
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 3: Barricade Work

Barricade/Prop:	5 positions on barricade
Shooting Position:	Top of each marked position
Bipod/Bag Allowed:	Yes
Must Hit to Advance:	Yes
Par Time:	120 Seconds

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

	Size/Shape	Yards/Meters
T1	1.5"	50/46
T2	2.5"	100/92

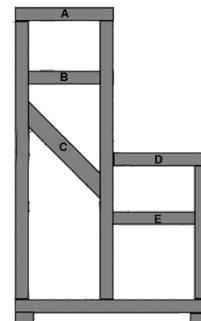


Start Position:

1 yard behind firing point, mag in, bolt back, chamber flag removed.

Close the bolt only when you get in position and sights are on the target.

On the engage command shooter adopts the shooting position from the first position of the barricade (A) and engages T1 until 1 hit is made. Shooter transitions to the next indicated position and engages T1 until hit. Shooter repeats pattern until all 5 positions have been used. Once all 5 have hits have been made, shooter may now engage T2 from position E until a hit is made. Once T2 is hit, shooter reverses the sequence (positions D-C-B-A) engaging T2 until it is hit from each position.



Shooter continues until rounds complete or time expires.

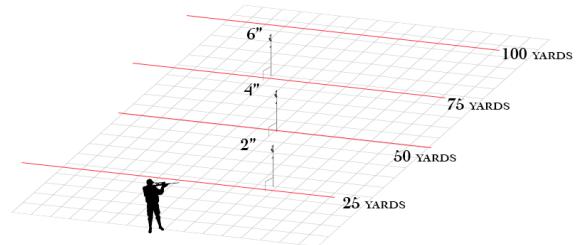
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 4: Standing Challenge

Barricade/Prop: None
Shooting Position: Standing
Bipod/Bag Allowed: No
Must Hit to Advance: No
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	6"	75/69
T2	4"	50/46
T3	2"	25/23



Start Position:

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

On the Engage command shooter moves to the firing point and adopts a standing shooting position on the firing line and engages T1 with 3 rounds, T2 with 3 rounds and T3 with 3 rounds, hit or miss.

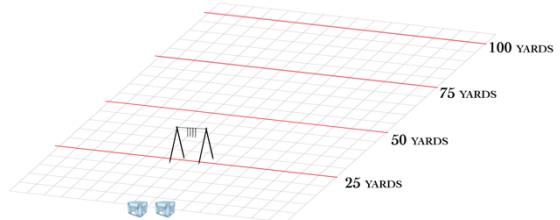
Shooter continues until rounds complete or time expires.

Stage 5: Milk Crate KYL Shuffle

Barricade/Prop: 2 Milk Crates – 24" apart
Shooting Position : Top of milk creates
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

Round Count: 8
Scoring: 10 pts/hit
Possible Points: 80

	Size/Shape	Yards/Meters
T1	1.0"	25/23
T2	0.75"	25/23
T3	0.5"	25/23
T4	0.25"	25/23



Start Position:

Standing at firing point, rifle in hand, mag in, bolt back, chamber flag removed. Close the bolt only when you get in position and sights are on the target.

On the Engage command shooter adopts a position from the top of the right milk crate and engages T1 and T2 with 1 round each, hit or miss. After 2 rounds, shooter transitions to a position on top of the left milk crate and engages T1-T4 with 1 round each, hit or miss. After 4 rounds, shooter returns to the position on top of the right milk create and engages T3-T4 with 1 round each hit or miss.

Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Shooter continues until rounds complete or time expires.