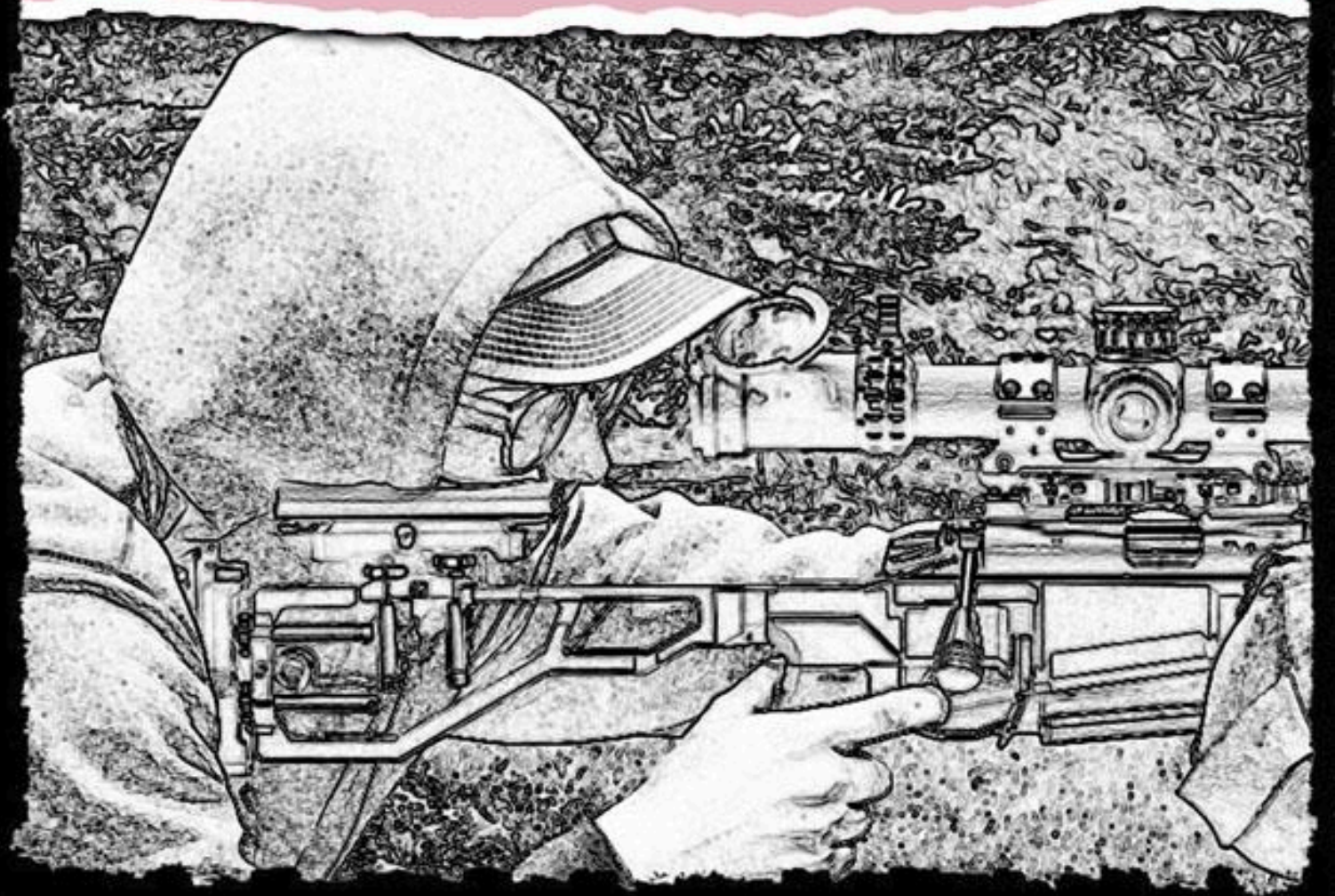


JULY 2024

COURSE OF FIRE





Range Requirements

Targets

- 1 x KYL RACK - 1", $\frac{3}{4}$ ", $\frac{1}{2}$ ", $\frac{1}{4}$ "
- 1 x 1"
- 2 x 1.5"
- 2 x 2"
- 2 x 2.5"
- 1 x 3"

Props

- 2 x Tire (30" IN DIA. AND 10" WIDE (EG. 265/65R17)
- 1 x NRL Pyramid
- 1 x 55 Gallon Barrel
- 1 x 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.

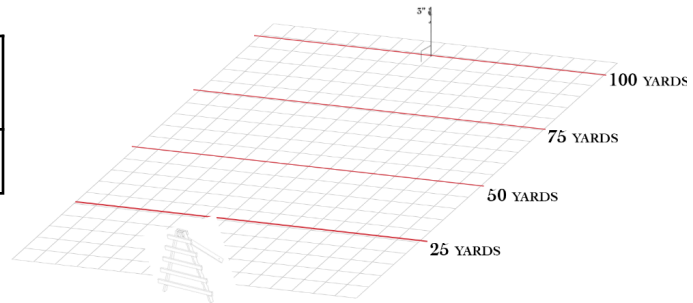
Stage 1: Pyramid Scheme

TIMED STAGE - Record Elapsed Time

Barricade/Prop: NRL22 Pyramid
Bipod/Bag Allowed: Yes
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"	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.

Shooter will choose 11 different and unique positions on the NRL22 Pyramid. Positions on each rung are on the outside of the legs, or the center between the legs. On the engage command, shooter will proceed to their positions of choice and engage T1 with one shot, moving to a new position after each shot.

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.

Positions may only be reused if a shooter cannot reach 11 positions, and in this case no position may be used more than twice.

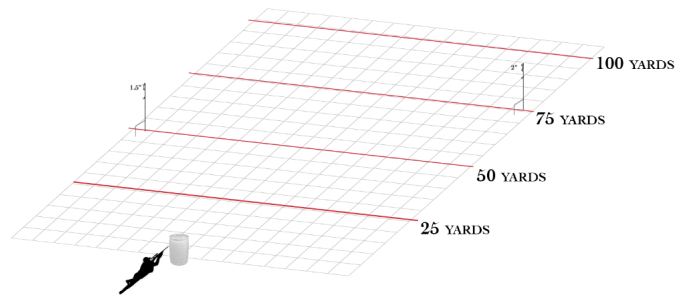
TIMED STAGE - Record Elapsed Time

Stage 2: Barrel Roll

Barricade/Prop: 55 gallon barrel, upright
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No - hit or miss
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	1.5"	50 / 46
T2	2"	75 / 69



Notes for MD:

- Targets are placed with as much angular separation the range constraints will allow, but neither more than 60° from straight forward. (i.e. a maximum of 120° between targets)

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.

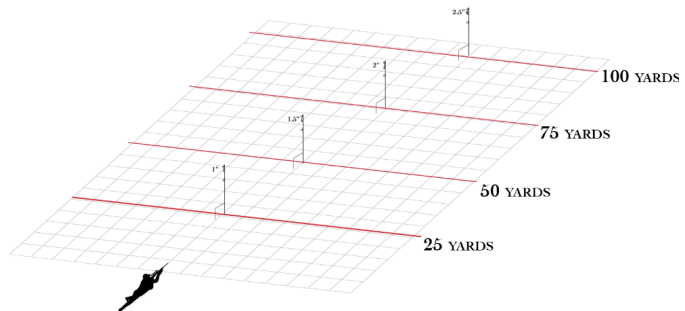
On the engage command, shooter adopts a prone position and engages T1. Shooter then transitions to the top of the upright barrel and engages T2 then T1. Shooter transitions back to the prone position and engages T2. Shooter repositions the barrel on its side with the long axis pointed downrange and from the barrel engages T1 then T2. Shooter transitions back to the prone position and engages T1. Finally, shooter repositions the barrel with the long axis along the firing line and from the barrel engages T2 then T1.

Shooter continues until rounds complete or time expires.

Stage 3: Troop Line

Barricade/Prop:	None-Prone	Round Count:	12
Bipod/Bag Allowed:	Yes - Bipod and Bag	Scoring:	10 pts/hit
Must Hit to Advance:	Yes - Hit to Advance	Possible Points:	120 pts
Par Time:	120 seconds		

Target Size / Shape		Yards/ Meters
T1	1"	25 / 23
T2	1.5"	50 / 46
T3	2"	75 / 69
T4	2.5"	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 and engages the nearest target, first strong side (eye, shoulder, trigger hand), then weak side, then strong side (must hit to advance).

After three impacts on a target, the shooter advances to the next farther target, continuing in the same sequence (strong side, weak side, strong side) 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.

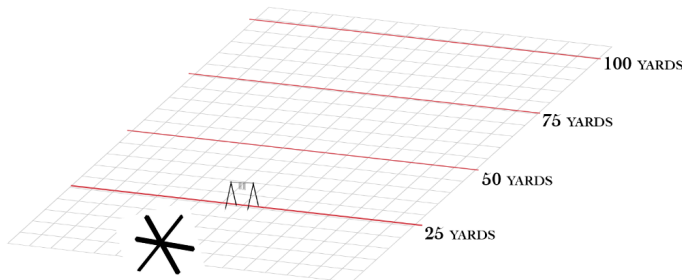
Shooter continues until rounds complete or time expires



Stage 4: Tank Trap Twister (From the NRL22 Championship)

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 / Points		Yards/ Meters
T1	1"	25 / 23
T2	0.75"	
T3	0.5"	
T4	0.25"	



Notes for MD:

Tank trap is oriented so that one leg points directly forward, toward the target, and the opposing upper tip points directly rearward back toward the shooter, perpendicular to the firing line.

Stage Description

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

On the engage command, build a position on the rear tank trap tip and engage targets T1 then T2 with one round each. Move counterclockwise to the next tank trap tip and engage targets T3 then T4 with one round each. Move to the third tip and engage targets T1 then T2 again with one round each. Move to the center of the tank trap and engage targets T3 then T4 with one round each. Finally, move to the right leg and engage target T3 with one round, then to the left leg and engage target T4 with one round.

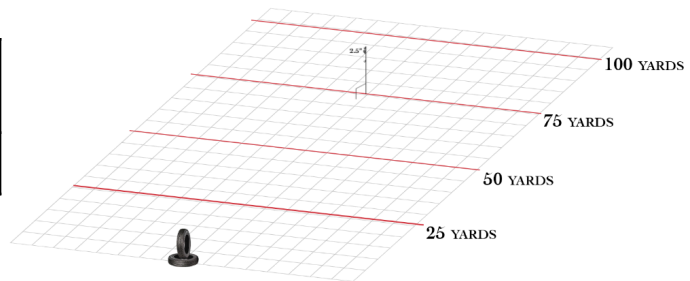
Shooter continues until rounds complete or time expires

In each position, the weight of the rifle must be supported by the prop.

Stage 5: Tire Pressure

Barricade/Prop:	2 Tires	Round Count:	8
Bipod/Bag Allowed:	Yes - Bipod and Bag	Scoring:	10 pts/hit
Must Hit to Advance:	No - Hit or Miss	Possible Points:	80 pts
Par Time:	120 seconds		

Target Size / Shape		Yards/ Meters
T1	2.5"	75 / 69



Note to the Match Director

One tire is place flat on the ground over the firing line, the second tire is propped up inside the first, aligned perpendicular to the firing line pointed toward the target.

Stage Description

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

On the engage command, Shooter engages the T1 with 1 round from the following positions in sequence:

- Left Side of Bottom Tire
- Top of Center Tire
- Right Side of Bottom Tire
- Top of Center Tire
- Left Side of Bottom Tire
- Top of Center Tire
- Right Side of Bottom Tire
- Top of Center Tire

Shooter continues until rounds complete or time expires.