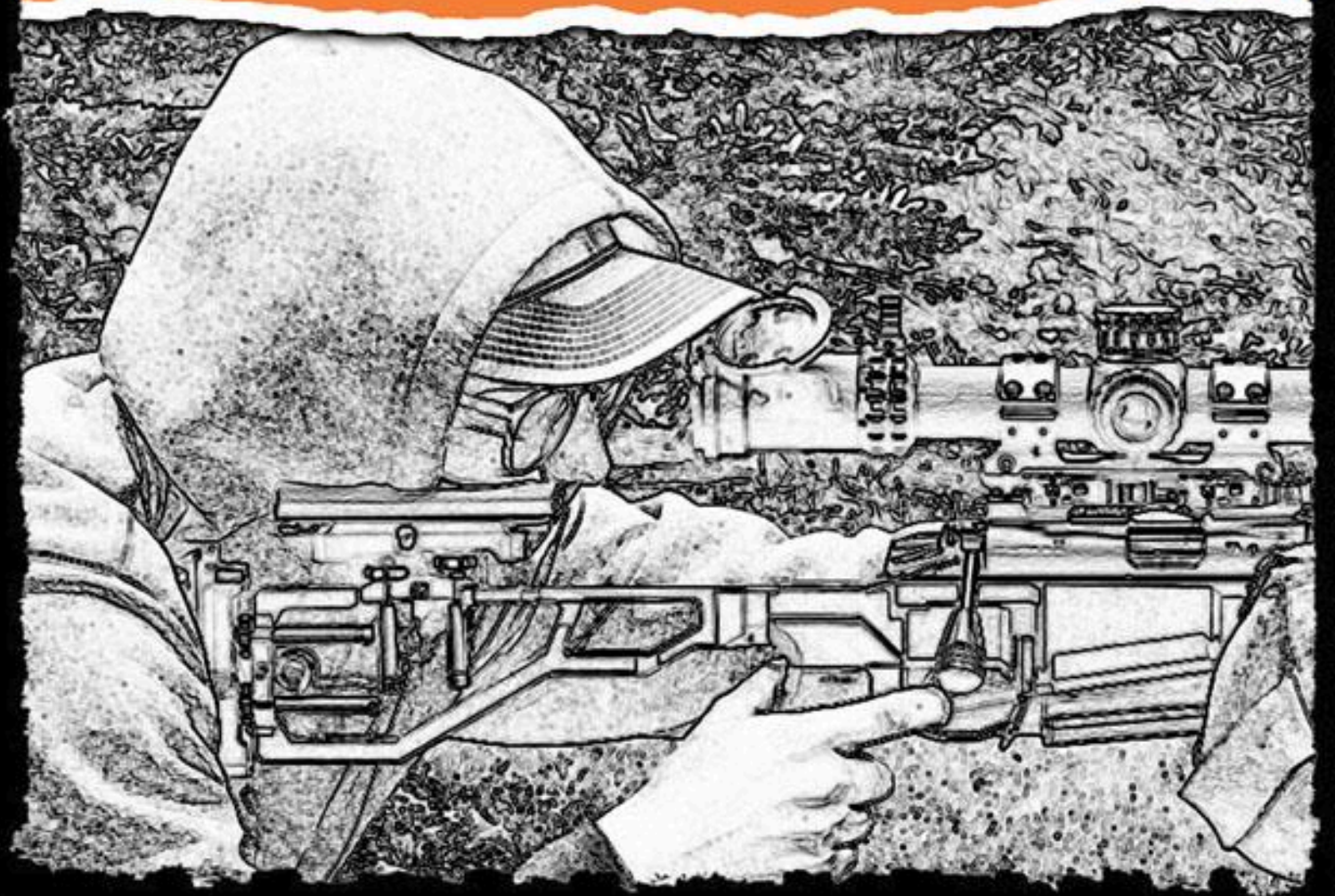


AUGUST 2024

COURSE OF FIRE



Range Requirements

Targets

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

Props

- 4 x Tires
- 1 x Folding Chair
- 1 x 55 Gallon Drum
- 1 x PRS Barricade

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 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. 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.

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 180 rule must always be adhered to. The 180 rule refers to only pointing the rifle within 90 degrees 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!

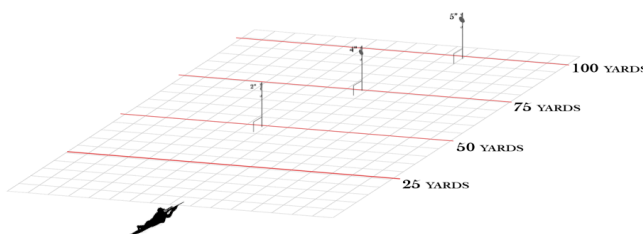
Your rifle is now clear, and you can move off the shooting line.

Stage 1: Own the Prone

Barricade/Prop: None
Shooting Position: Prone - Unsupported
Bipod/Bag Allowed: No - Sling allowed
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	2"	50 / 46
T2	4"	75 / 69
T3	5"	100 / 92



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 adopts an unsupported prone position and engages T1 with 2 rounds. Hit or miss, shooter then engages T2 with 2 rounds. Hit or miss, shooter then engages T3 with 2 rounds. After the 6 Rounds, shooter reengages each target in reverse order (T3, T2 then T1) with 1 round each hit or miss.

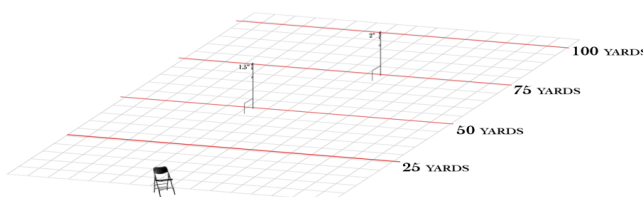
Shooter continues until rounds complete or time expires.

Stage 2: The Chair

TIMED STAGE - Record Elapsed Time

Barricade/Prop: Chair - Facing Right
Shooting Position: Various
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No - Hit or Miss
Par Time: 120 seconds
Round Count: 12
Scoring: 10 pts/hit
Possible Points: 120 pts

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



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 adopts a prone position to the right side of the chair and engages T1 with 2 rounds and T2 with 2 rounds. Hit or miss, shooter transitions to shoot with the rifle supported on the chair seat and engages T1 with 2 rounds and T2 with 2 rounds. Hit or miss, shooter transitions to a prone position to the left of the chair and engages T1 with 2 rounds and T2 with 2 rounds. Shooter must execute a mag change after the 1st round and before the 11th round.

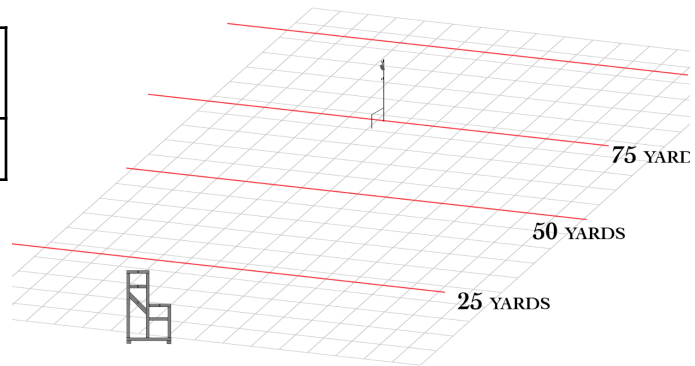
Shooter continues until rounds complete or time expires

Stage 3: The Barricade

Barricade/Prop: Barricade
Shooting Position: A, B, C, D
Bipod/Bag Allowed: Yes, Bipod and Bag
Must Hit to Advance: Yes, Hit to advance
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	3"	75 / 69

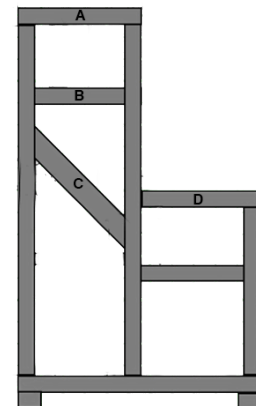


Stage Description

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

On the engage command, shooter adopts a shooting position from position A on the barricade and engages T1 until 2 hits are made after 2 hits, shooter transitions to position B and reengages T1 until 2 hits are made. Pattern continues to Positions C and D until all required hits are made or all rounds have been fired.

Shooter continues until rounds complete or time expires

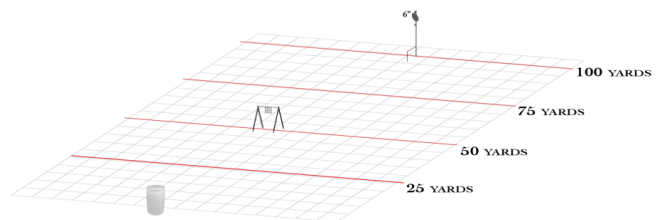


Stage 4: KYL Rack Reset

Barricade/Prop: 55 Gallon Drum
Shooting Position: Top of Drum
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: Yes, Special Rules
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	KYL 1", .75", .5", .25"	50/ 46
T2	6"	100 / 92



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

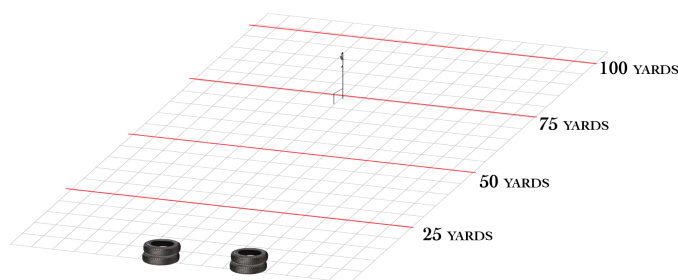
On the engage command, shooter adopts a shooting position from the top of the upright drum and engages the KYL targets from large to small. Shooter continues to engage the next smaller target. If the shooter misses any KYL target, they must engage T2 until a hit is made. Once T2 is hit, shooter engages the KYL target, starting over from the largest target while keeping all accumulated points. After hitting the smallest target, shooter continues to engage the smallest target until a miss.

Shooter continues until rounds complete or time expires.

Stage 5: The Tire Piles

Barricade/Prop:	2 piles of 2 tires each	Round Count:	8
Shooting Position:	Various	Scoring:	10 pts/hit
Bipod/Bag Allowed:	Yes - Bipod and Bag	Possible Points:	80 pts
Must Hit to Advance:	Yes		
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 you get in position

On the engage command, shooter adopts a shooting position from the top of the tire on left side of the left tire pile and engages T1 until 2 hits are made. After 2 hits, shooter moves the the right side of the same tire pile and reengages T1 until 2 hits are made. After 2 hits, shooter transitions to the tire pile on the right and builds a shooting position on the right side of the tire sidewall and reengages T1 until 2 hits are made. After 2 hits shooters transitions to the left side of the same tire pile and reengages T1 with remaining rounds.,

Shooter continues until rounds complete or time expires.