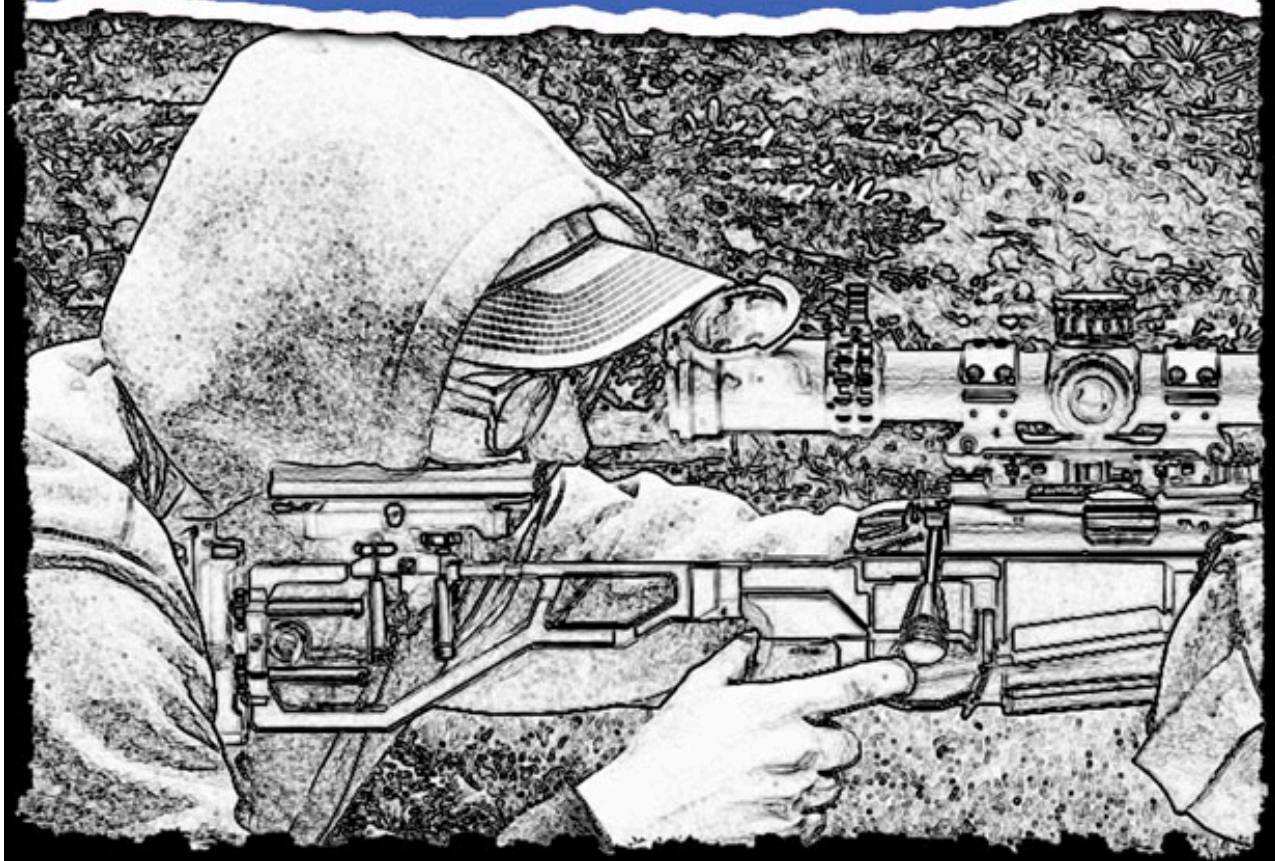


SEPTEMBER 2024

COURSE OF FIRE



Outlaw Rimfire Precision Series

September 2024 Course of Fire

RANGE REQUIREMENTS:

TARGETS:

KYL RACK – 1", .75", .50" , .25"

1 X 1" TARGET

1 X 1.5" TARGET

1 X 2.0" TARGET

2 X 2.5" TARGET

1 X 3" TARGET

1 X 4" TARGET

1 X 5" TARGET

PROPS:

- 4 TIRES
- 3 MILK CRATES
- 6-FOOT STEPLADDER
- 55 GALLON DRUM/BARREL

UNLESS OTHERWISE STATED MULTIPLE TARGETS IN THE SAME STAGE ARE TO BE SEPARATED WITH A 5 YARD LATERAL SPACING.

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.
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: Kneeling/Prone – KYL Rack

*** TIMED STAGE ***

Record time elapsed NOT time remaining

Barricade/Prop:

None

Round Count: 8

Shooting Position :

Kneeling / Prone

Scoring: 10 pts/Hit

Bipod/Bag Allowed:

No, sling only.

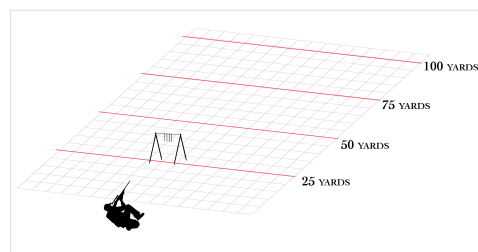
Possible Points: 80

Must Hit to Advance:

No

Par Time: 120 Seconds

	Size/Shape	Yards	Meters
T1	1.0", .75", .50", .25"	25	23



Start Position:

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

Close the bolt only when your sights are on target.

On the Engage command adopt the kneeling shooting position, engaging T1 to T4 with 1 round each, starting with the largest target. Hit or miss, after 4 rounds shooter transitions to an unsupported prone position and reengages targets T1 to T4 with 1 round each, hit or miss.

Shooter continues until rounds complete or time expires.

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



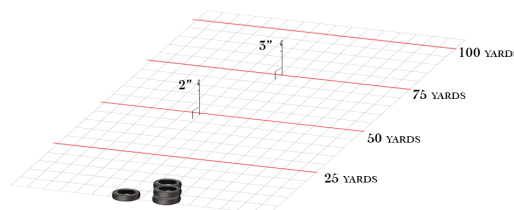
Stage 2: Getting Tired

Barricade/Prop: 4 Tires
Shooting Position: 1 Tire Flat on Ground,
3 Tires Stacked Flat
Bipod/Bag Allowed: Yes
Must Hit to Advance: No

Round Count: 8
Scoring: 10 pts/Hit
Possible Points: 80 points

Par Time: 120 Seconds

	Size/Shape	Yards	Meters
T1	2.0"	50	46
T2	3.0"	75	69



Start Position:

Standing 1 yard behind 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 firing position on the top left side of the single tire laying on ground and engages T1 and T2 with 1 round each. Hit or miss, shooter transitions to a shooting position on right side of the same tire and reengages T1 and T2 again with 1 round each. Hit or miss, shooter then transitions to a shooting position from anywhere on top of the 3 stacked tires and engages T2 then T1 with 2 rounds each 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.



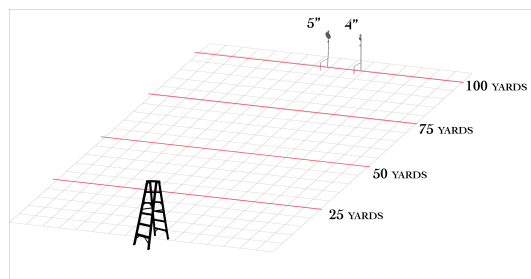
Stage 3: Low to High Ladder Work

Barricade/Prop: 6-foot Step Ladder
Shooting Position: Bottom 3 Steps of Ladder
Bipod/Bag Allowed: Yes
Must Hit to Advance: Yes

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

Par Time: 120 Seconds

	Size/Shape	Yards	Meters
T1	5"	100	92
T2	4"	100	92



Start Position:

1 yard behind 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 shooting position from the bottom step of the step ladder and engages T1 to T2 with 2 hits each, shooter must make 2 hits on a target before advancing to the next smaller target. After the 4 hits, shooter transitions to the next higher step of the ladder and reengages T1 and T2 again with 2 hits each. After 4 hits from this step, shooter transitions to the next higher step of the ladder and reengages T1 and T2 again with 2 hits each.

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



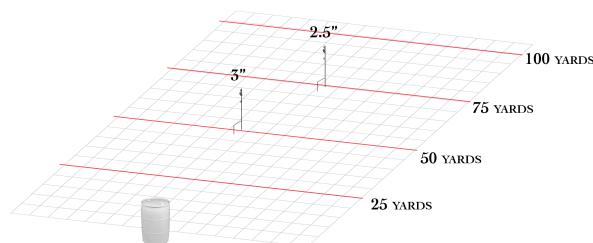
Stage 4: Strong Side/Weak Side Barrel Work

Barricade/Prop: 55 Gallon Drum
Shooting Position : Top of Drum
Bipod/Bag Allowed: Yes
Must Hit to Advance: No

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

Par Time: 120 Seconds

	Size/Shape	Yards	Meters
T1	3"	50	46
T2	2.5"	75	69



Start Position:

Standing 1 yard behind 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 a shooting position from the left side of the barrel top and engages T1 to T2 with 3 rounds each. Shooter must use left shoulder, left eye and left trigger finger for all left side shots. Hit or miss, shooter transitions to the right side barrel and uses right shoulder, right eye and right trigger finger to re-engages T1 to T2 with 3 rounds each.

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.



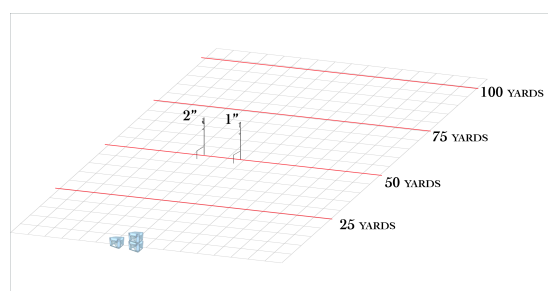
Stage 5: Milk Crate Back and Forth

Barricade/Prop: 3 Milk Crates
Shooting Position : Single Milk Crate and Double Milk Crate Stack
Bipod/Bag Allowed: Yes
Must Hit to Advance: No

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

Par Time: 120 Seconds

	Size/Shape	Yards	Meters
T1	2"	50	46
T2	1"	50	46



Start Position:

Standing at firing point, rifle grounded mag in, bolt back, chamber flag removed.
 Close the bolt only when your sights are on target.

On the Engage command shooter adopts shooting position from the top of the single milk crate and engages T1 and T2 with 1 round each. Hit or miss, shooter transitions to top of the tall milk crate stack and reengages T1 and T2 with 1 round each. Shooter repeats sequence 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.