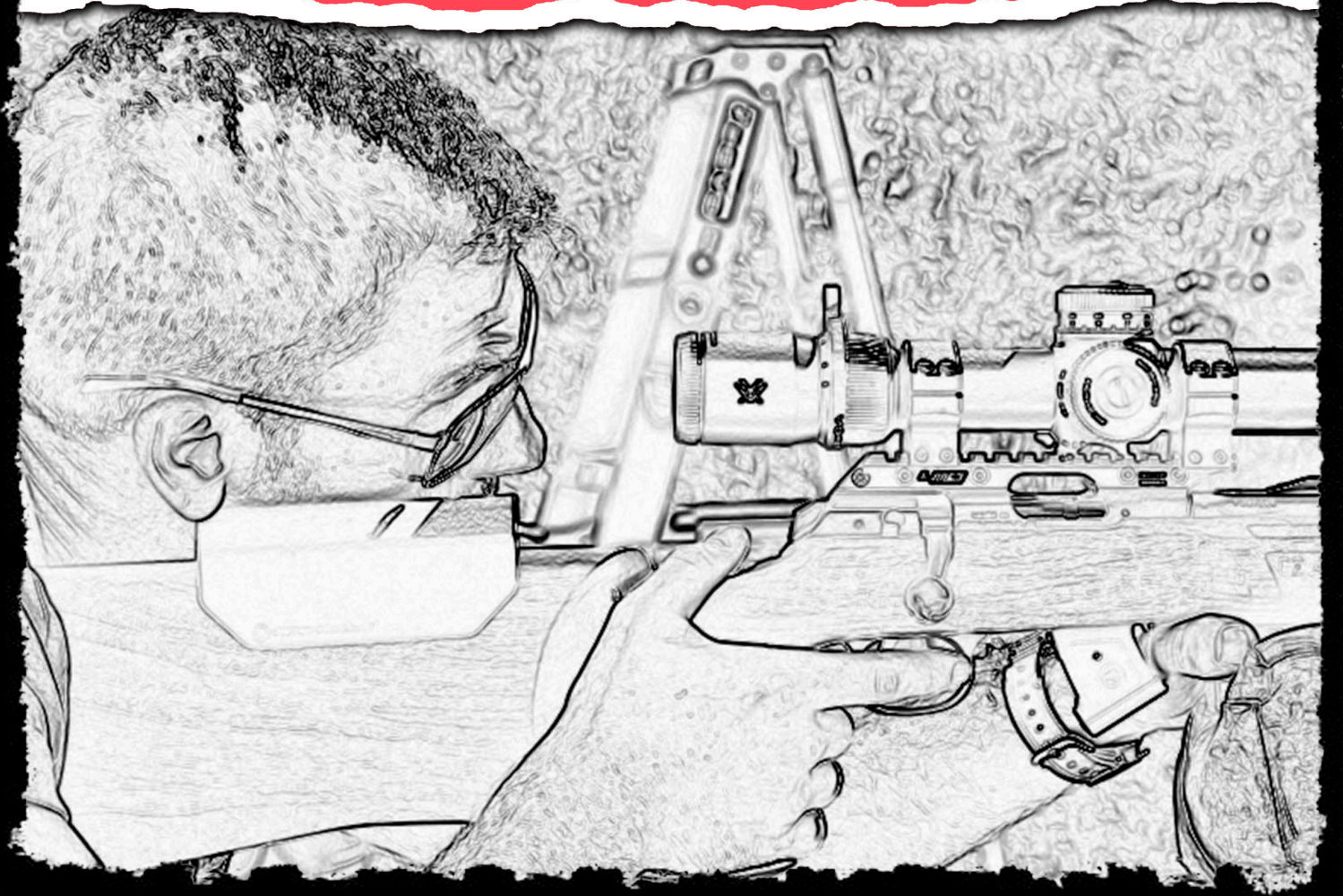
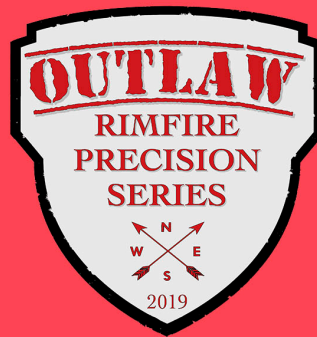


APRIL 2026

COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

- 1 X 1" TARGET
- 2 X 1.5" TARGET
- 2 X 2" TARGET
- 1 X 2.5" TARGET
- 1 X 3" TARGET
- KYL 1", 3/4", 1/2", 1/4"

PROPS:

- TANK TRAP
- NRL PYRAMID
- 4 TIRES
- BARRICADE
- SAWHORSE

PROPS ARE DESCRIBED HERE – [ORPS STANDARD PROPS](#)

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.

ONLY CLOSE THE BOLT WHEN SIGHTS ARE ON TARGET AND READY TO ENGAGE.

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.
3. There will be no manipulation of the bolt, action or trigger outside of the 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 with their rifle prior to the stage.
6. There are no limits on the size or number of support bags used in any division.
7. Tripods are allowed for Open Division and may be open and/or extended prior to the start.

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.

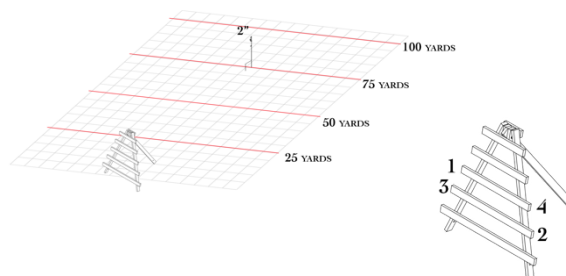
Stage 1: Timed Pyramid

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

Record time elapsed NOT time remaining

Barricade/Prop:	Pyramid	Round Count: 12
Shooting Position:	4 indicated positions	Scoring: 10 pts/hit
Bipod/Bag Allowed:	Yes	Possible Points: 120
Must Hit to Advance:	No	
Par Time:	120 Seconds	

	Size/Shape	Yards/Meters
T1	2.0"	75/69



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 a position from the first indicated position and engages T1 with 3 rounds. After 3 rounds shooter transitions to the next marked position and repeats the pattern until all 4 positions have been used.

A mandatory mag change is to be made any time after the first round is fired.

Shooter continues until rounds complete or time expires.

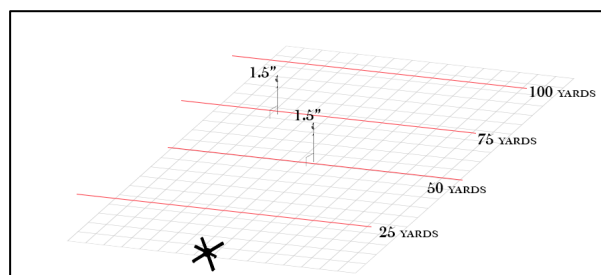
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

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

Stage 2: Tank Trap Tango

Barricade/Prop:	Tank Trap	Round Count:	9
Shooting Position:	From each of the 3 points	Scoring:	10 pts/hit
		Possible points:	90
Bipod/Bag Allowed:	Yes		
Must Hit to Advance:	No		
Par Time:	120 Seconds		

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



Start Position:

Standing 1 yard behind firing point with 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 shooting position from any of the 3 points of the tank trap and engages T1 with 2 rounds and T2 with 1 round. After 3 rounds shooter transitions to different, unused point and engages T2 with 2 rounds and T1 with 1 round. After 3 rounds shooter transitions to the final, unused point, and engages T1 with 1 round, T2 with 1 round and T1 with 1 round.

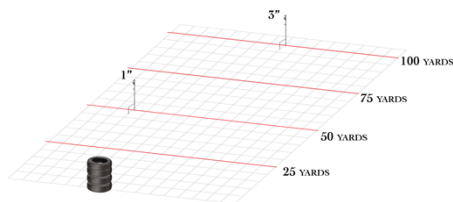
Shooter continues until rounds complete or time expires.

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: Tires – Strong/Weak Side

Barricade/Prop:	Tire Stack	Round Count: 10
Shooting Position:	Left and right side of tire stack	Scoring: 10pts/hit
Bipod/Bag Allowed:	Yes	Possible Points: 100
Must Hit to Advance:	No	
Par Time:	120 Seconds	

	Size/Shape	Yards/Meters
T1	1"	50/46
T2	3"	100/92



Start Position:

Standing 1 yard behind 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 shooting position from the right side of the top of the tire pile using their left side (left shoulder, left trigger finger and left eye) and engages T1 with 2 rounds then T2 with 3 rounds. After 5 rounds, shooter transitions to a position from the left side of the top of the tire pile using their right side (right shoulder, right trigger finger and right eye) and engages T2 with 2 rounds then T1 with 3 rounds.

Shooter continues until rounds complete or time expires.

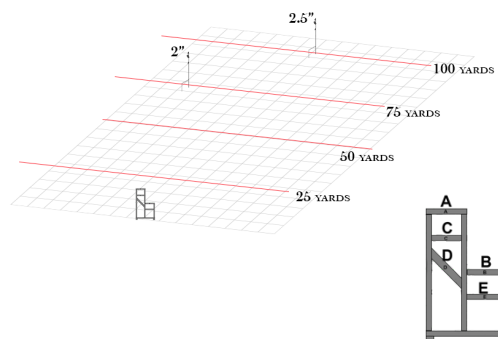
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 4: Barricade Time

Barricade/Prop: Barricade
Shooting Position: various
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	2"	75/69
T2	2.5"	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 a shooting position from the first port on the barricade and engages T2 with 1 round, hit or miss. Shooter engages T2 from each of the remaining positions with 1 round, hit or miss. After 5 rounds, shooter reverses direction and engages T1 with 1 round from each position, hit or miss.

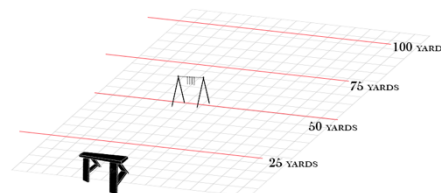
Shooter continues until rounds complete or time expires.

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

Stage 5: Sawhorse and Prone

Barricade/Prop:	Sawhorse	Round Count:	12
Shooting Position :	Sawhorse and prone	Scoring:	10 pts/hit
Bipod/Bag Allowed:	Yes	Possible Points:	120
Must Hit to Advance:	No		
Par Time:	120 Seconds		

	Size/Shape	Yards/Meters
T1	KYL (1,.75,.5,.25)	50/46



Start Position:

Standing 1 yard behind 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 left edge of the sawhorse and engages the KYL rack, largest to smallest with 1 round each, hit or miss. After 4 rounds, shooter transitions to a prone position below the center of the sawhorse and reengages the KYL rack, largest to smallest with 1 round each, hit or miss. Finally, after 4 rounds shooter transitions to a position on the right edge of the sawhorse and reengages KYL rack, largest to smallest 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.