

AUGUST 2025

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
1 X 4" TARGET
KYL RACK – 1", .75", .5", .25"

PROPS:

- 55 GALLON BARREL
- FOLDING CHAIR
- 5 GALLON BUCKET
- PRS BARRICADE
- 2 SAW HORSES

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. 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: Barrel of Fun

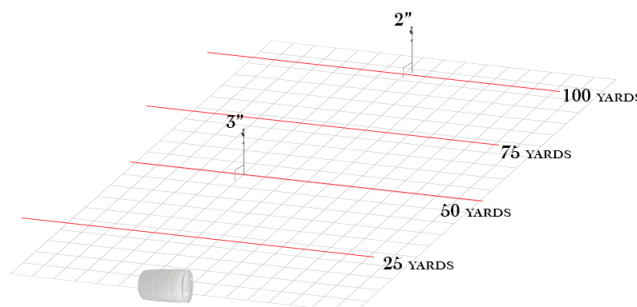
***** TIMED STAGE *****

Record time elapsed NOT time remaining

Barricade/Prop: 55 Gallon Barrel
Shooting Position : Left and Right sides of Barrel
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	1.5"	50/46
T2	2"	100/92



Start Position:

On the Engage command shooter adopts a shooting position on the right side of the barrel and engages T1 with 2 rounds and then T2 with 2 rounds, hit or miss. After 4 rounds shooter transitions to the left side of the barrel and engages T1 then T2 again with 3 rounds each, hit or miss. The barrel may not be prevented from moving through the use of bags, terrain features or other devices.

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: Take a seat

Barricade/Prop: Folding Chair facing right

Shooting Position: Top of chair back, seat
and prone

Bipod/Bag Allowed: Yes

Must Hit to Advance: No

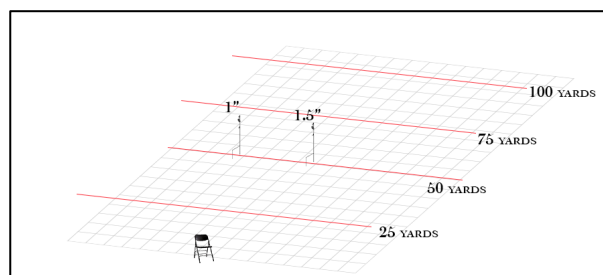
Par Time: 120 Seconds

Round Count: 10

Scoring: 10 pts/hit

Possible points: 100

	Size/Shape	Yards/Meters
T1	1.5"	50/46
T2	1"	50/46



Start Position:

Standing 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 engages T1 then T2 with 2 rounds each from the top of the chair back, hit or miss. After 4 rounds, shooter transitions to a position with the rifle supported by the chair seat and engages T2 then T1 with 2 rounds each, hit or miss. Finally shooter transitions to a prone position on either side of the chair and engages T1 and T2 with 1 round each, hit or miss.

Shooter continues until rounds complete or time expires.

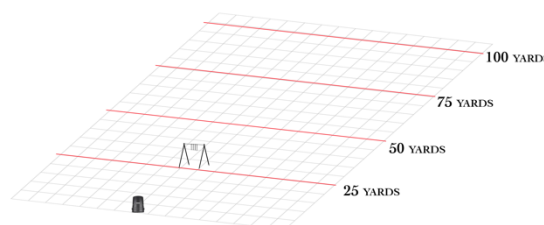
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 3: Bucket KYL

Barricade/Prop: 5 Gallon Bucket
Shooting Position: Top of bucket and prone
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	KYL Rack	25/23



Start Position:

Standing 1 yard behind firing point, rifle staged left of bucket, 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 prone shooting position left of bucket and engages KYL rack from largest to smallest target with 1 shots each hit or miss. After 4 rounds, shooter transitions to a position from the top of the bucket and engages the KYL again (Large to Small) with 1 round each, hit or miss. Finally, shooter transitions to a prone position to the right of the bucket and reengages KYL rack from largest to smallest target – HIT TO MOVE.

Shooter continues until rounds complete or time expires.

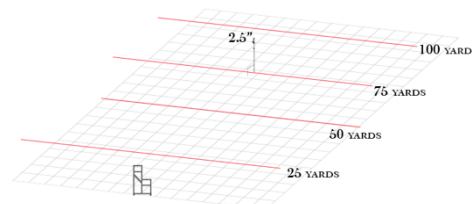
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare “SAFE” before transitions.

Stage 4: Barricade Work

Barricade/Prop: PRS Barricade
Shooting Position: 4 indicated positions
Bipod/Bag Allowed: Yes
Must Hit to Advance: Yes
Par Time: 120 Seconds

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

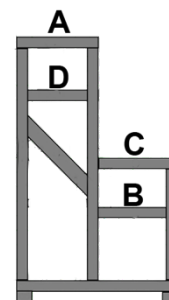
	Size/Shape	Yards/Meters
T1	2.5"	75/69



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 shooter moves to the firing point and adopts a shooting position from A and engages T1 until 2 hits are made. After 2 hits shooter transitions to shooting position B and engages T1 until 2 hits are made. After 2 hits, shooter transitions to position C and engages T1 until 3 hits are made. After 3 hits shooter transitions to position D and engages T1 until 3 hits are made.



Shooter continues until rounds complete or time expires.

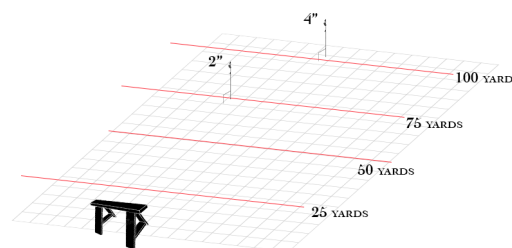
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 5: Saw Horse Shuffle

Barricade/Prop: 1 Sawhorse – parallel to firing line
Shooting Position : Left and right side of sawhorses
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	4"	100/92



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 right edge of the sawhorse and engages T1 and T2 with 2 rounds each, hit or miss. After 4 rounds shooter transitions to a prone position under the sawhorse and engages T1 and T2 with 1 round each, hit or miss. After 2 rounds shooter transitions to the right edge of the sawhorse and engages T1 and T2 with 2 rounds 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.