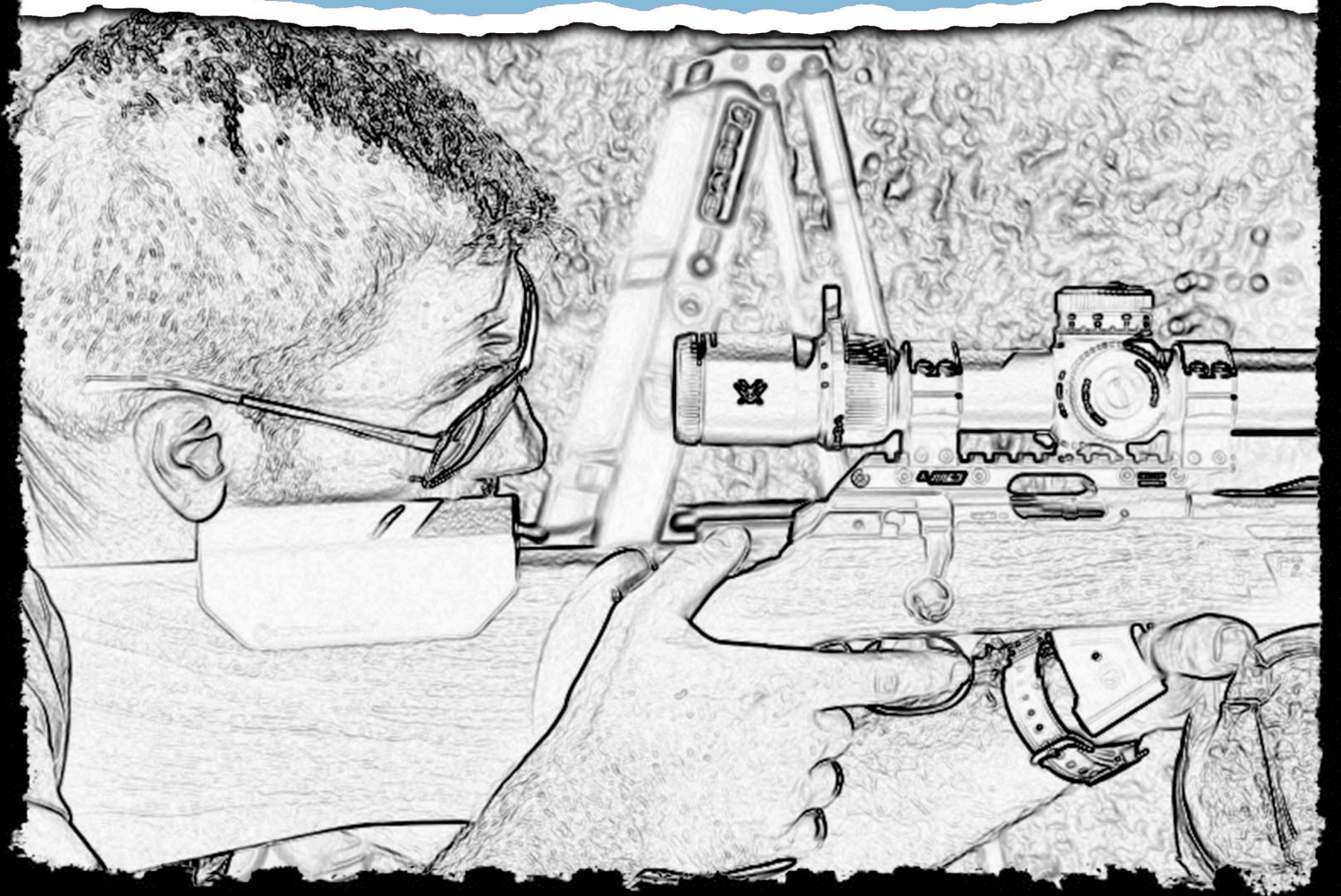
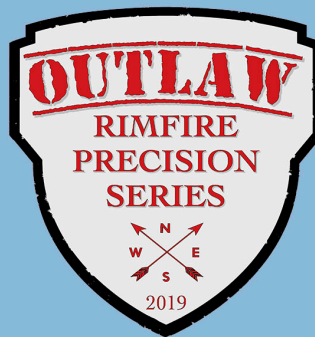


OCTOBER 2026

COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

1 X 1" TARGET

2 X 1.5" TARGET

1 X 2" TARGET

1 X 2.5" TARGET

2 X 3" TARGET

KYL RACK (1", .75", .5", .25")

PROPS:

- TANK TRAP
- 3 MILK CRATES
- NRL22 PYRAMID
- 4 TIRES
- FOLDING CHAIR

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!

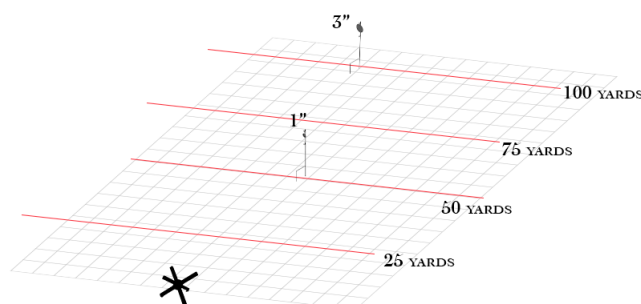
Your rifle is now clear, and you can move off the shooting line.

Stage 1: Tank Trap Tango

Barricade/Prop: Tank Trap
Shooting Position : From each tip of Tank Trap
 – 3 positions
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	1"	50/46
T2	3"	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 adopt a shooting position from any tip of the tank trap and engage T1 with 3 rounds hit or miss. After 3 rounds, transition to another unique tip of the tank trap and engages T2 with 3 rounds, hit or miss. After 3 rounds, transition to the last, unused, tip of the tank trap and engage T1 with 3 rounds then T2 with 3 rounds hit or miss.

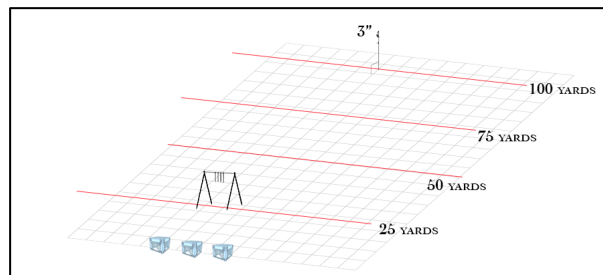
Shooter continues until rounds complete or time expires.

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

Stage 2: Milk Crate Challenge

Barricade/Prop:	3 milk crates, 1 yard apart	Round Count:	15
Shooting Position:	top of each milk crate (bottom up)	Scoring:	10 pts/hit
Bipod/Bag Allowed:	Yes	Possible points:	150
Must Hit to Advance:	T1 - No / T2 - Yes		
Par Time:	120 Seconds		

	Size/Shape	Yards/Meters
T1	KYL Rack (1", .75", .50", .25")	25/23
T2	3.0"	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 firing position on the rightmost milk crate with rifle supported from the top of the bottom up milk crate. Shooter engages each target on T1, starting with largest target with 1 round each, hit or miss. After 4 rounds, shooter engages T2 until 1 hit is made. After 1 hit, shooter transitions to the center milk crate and repeats pattern. 1 shot at each KYL target, hit or miss, then engages T2 until 1 hit is made. After T2 is hit, shooter transitions to the leftmost milk crate top and reengages KYL rack targets with 1 round each, hit or miss then T2.

Shooter continues until rounds complete or time expires.

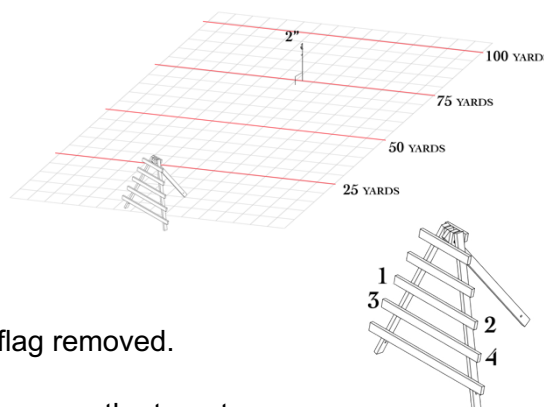
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 3: Pyramid Practice

** Timed Stage **

Barricade/Prop:	4 positions on pyramid barricade	Round Count: 12
Shooting Position:	Outside edge of each position	Scoring: 10pts/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 the shooting position from the first position of the barricade and engages T1 with 3 rounds hit or miss. After 3 rounds, shooter transitions to the second position and reengages T1 with 3 rounds, hit or miss. After 3 rounds shooter transitions to position 3 and engages T1 with 3 rounds hit or miss. Shooter then proceeds to position 4 and engages T1 with remaining 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.

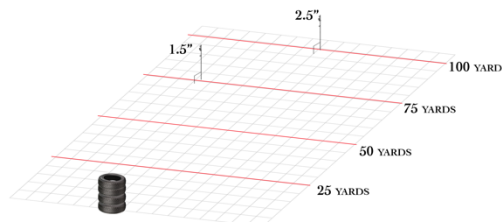
Time is recorded for this stage. Please record time elapsed not time remaining.

Stage 4: Stacked

Barricade/Prop: 4 Tires Stacked
Shooting Position: Left and Right edges of top tire
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	1.5"	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 moves to the firing point and adopts a shooting position on the left side of the top tire and engages T1 with 2 rounds hit or miss then T2 with 2 rounds hit or miss. After 4 rounds shooter transitions to a shooting position on the right side of the top tire and reengages T1 with 2 rounds hit or miss then T2 with 2 rounds hit or miss. After 4 rounds, shooter transitions back to the left side of the tire and reengages T1 with 2 rounds then T2 with 2 rounds.

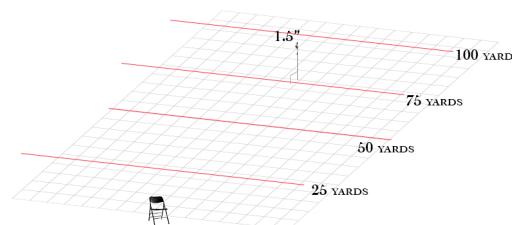
Shooter continues until rounds complete or time expires.

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

Stage 5: Folding Chair

Barricade/Prop:	Folding Chair – facing to right	Round Count:	12
Shooting Position :	top of backrest, seat and prone	Scoring:	10 pts/hit
Bipod/Bag Allowed:	** Bag Only, No Bipods **	Possible Points:	120
Must Hit to Advance:	Yes		
Par Time:	120 Seconds		

	Size/Shape	Yards/Meters
T1	1.5"	75/69



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 top of the chair backrest and engages T1 until 4 hits are made. After 4 hits, shooter transitions to a position on the chair seat and engages T1 until 4 hits are made. After 4 hits, shooter transitions to a prone position to the right of the chair and engages T1 with remaining rounds.

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.

**** NO BIPODS, ONLY BAGS ****