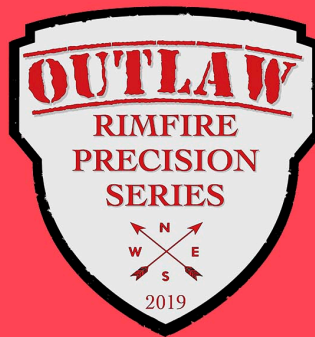


APRIL 2025

COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

1 X 1" TARGET
2 X 1.5" TARGET
0 X 2" TARGET
1 X 2.5" TARGET
2 X 3" TARGET
1 X 4" TARGET
0 X 5" TARGET
1 X 6" TARGET
KYL RACK

PROPS:

- 3 MILK CRATES
- FOLDING CHAIR
- 5 GALLON BUCKET
- SAW HORSE

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: Folding Chair

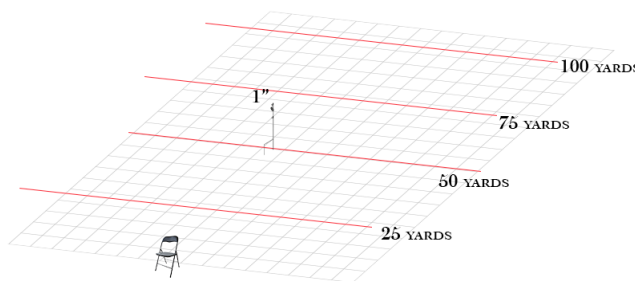
***** TIMED STAGE *****

Record time elapsed NOT time remaining

Barricade/Prop: Folding Chair
Shooting Position : Chairback and seat
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" | 50/46 |



Start Position:

Shooter 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 with the rifle weight supported from the top of the chair back (chair is setup with the back facing down range) and engages T1 with 4 rounds, hit or miss. After 4 rounds shooter transitions to a shooting position with the rifle weight supported by the seat and engages T1 with 4 rounds, hit or miss. After 4 rounds, shooter returns to the previous shooting position and reengages T1 with the remaining 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.

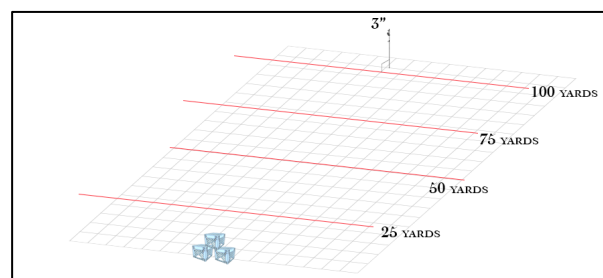
Time is recorded for this stage. Please record time elapsed not time remaining.

Stage 2: Milk Crate Pyramid

Barricade/Prop: Milk Crates
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 | 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 shooter adopts a prone position to the right of the milk crate pyramid and engages T1 with 2 rounds hit or miss. After 2 rounds, shooter transitions to a shooting position with the rifle weight supported by the top of the bottom right milk crate and engages T1 again with 2 rounds, hit or miss. Shooter then transitions to a position on top of the highest milk crate and reengages T1 again with 2 rounds hit or miss. After 2 rounds, shooter transitions to the left milk crate top and reengages T1 with 2 rounds, hit or miss. Finally, after 2 rounds, shooter transitions to a prone position to the left of the milk crate pyramid and engages T1 with the final 2 rounds.

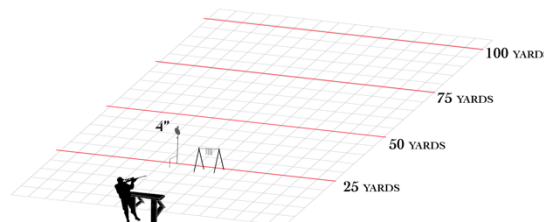
Shooter continues until rounds complete or time expires.

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

Stage 3: Saw Horse

| | | |
|-----------------------------|--|-----------------------------|
| Barricade/Prop: | Saw Horse | Round Count: 12 |
| Shooting Position: | Standing and Saw Horse Ends | Scoring: 10pts/hit |
| Bipod/Bag Allowed: | Standing unsupported/sling optional. Bipod/bag allowed on saw horse. | Possible Points: 120 |
| Must Hit to Advance: | No | |
| Par Time: | 120 Seconds | |

| | Size/Shape | Yards/Meters |
|----|-------------------------------|--------------|
| T1 | 4" | 25/23 |
| T2 | KYL Rack (1", .75", .5", 25") | 25/23 |



Start Position:

Standing 1 yard at firing point at the saw horse midpoint, 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 from an unsupported standing position with 4 rounds hit or miss. After 4 rounds, shooter transitions to the left end of the saw horse and engages the KYL rack targets, starting from the largest to smallest, with 1 round each hit or miss. After 4 rounds, shooter transitions to the right end of the saw horse and reengages the KYL rack targets with 1 round each, hit or miss, starting with the largest target.

Shooter continues until rounds complete or time expires.

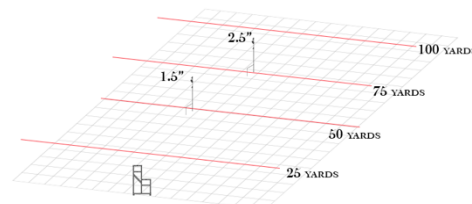
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 4: Barricade Work

Barricade/Prop: PRS Barricade
Shooting Position: 3 marked positions
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

Round Count: 9
Scoring: 10 pts/hit
Possible Points: 90

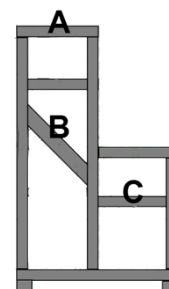
| | Size/Shape | Yards/Meters |
|----|------------|--------------|
| T1 | 2.5" | 75/69 |
| T2 | 1.5" | 50/46 |



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 with 2 rounds and T2 with 1 round, hit or miss. After 3 rounds shooter transitions to position B and reengages T2 with 2 rounds and T1 with 1 round, hit or miss. After 3 rounds, shooter transitions to position C and engages T1 with 2 rounds and T2 with 1 round, hit or miss.



Shooter continues until rounds complete or time expires.

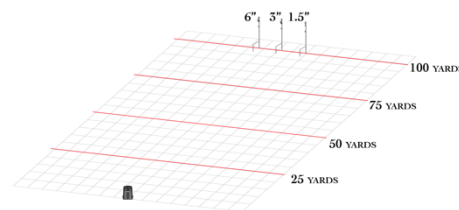
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 5: Bucket Long KYL Challenge

Barricade/Prop: 5 Gallon Bucket – open side down
Shooting Position : Top of bucket
Bipod/Bag Allowed: yes
Must Hit to Advance: Yes
Par Time: 120 Seconds

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

| | Size/Shape | Yards/Meters |
|----|------------|--------------|
| T1 | 6" | 100/92 |
| T2 | 3" | 100/92 |
| T3 | 1.5" | 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 top of the overturned bucket and engages T1 until 4 hits are made. After 4 hits, shooter engages T2 until 4 hits are made. Finally, after 4 hits shooter engages T3 with the remaining rounds.

Shooter continues until rounds complete or time expires.