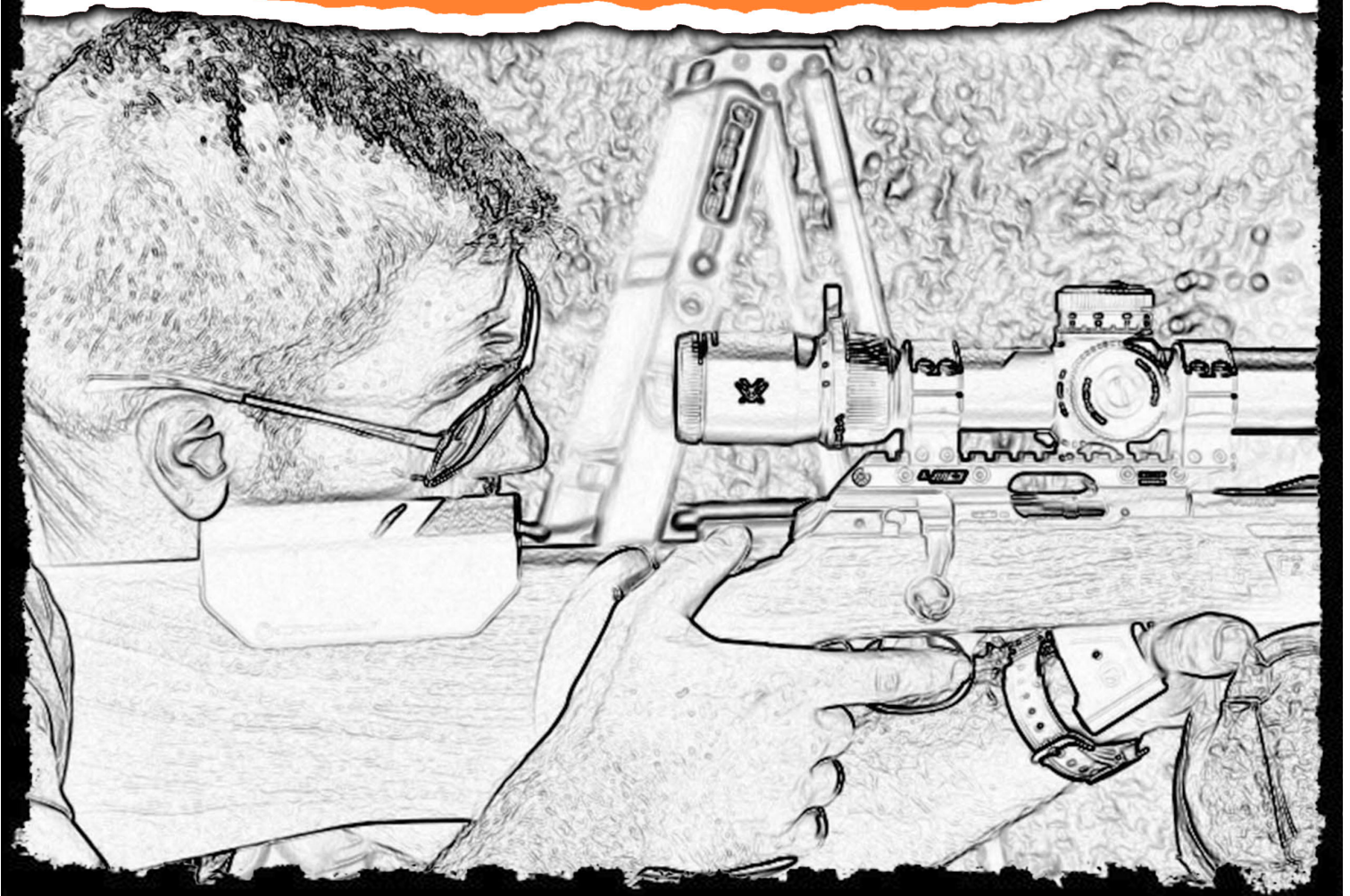
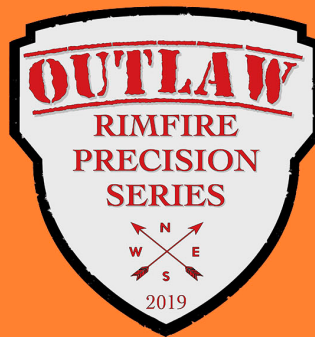


AUGUST 2026

COURSE OF FIRE



Range Requirements

Targets

- 1 x 1"
- 1 x 2"
- 1 x 3"
- 1 x 2.5"
- 1 x 4"
- 1 x 6"
- Kyl Rack 1", .75, .50, .25

Props

- 5 gallon bucket
- 55 gallon barrel
- Barricade
- Tank Trap
- 3 milk crates

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

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.

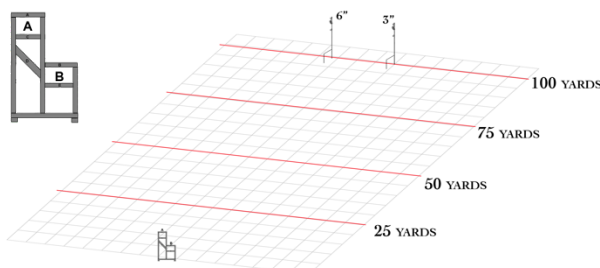
Stage 1 – Barricade Timed Stage

Barricade/Prop: Barricade
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No - Hit or miss
Par Time: 120 seconds

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

TIMED STAGE - Record Elapsed Time

Target Size / Shape		Yards/ Meters
T1	6"	100/93
T2	3"	100/93



Stage Description

Standing 1 yard behind the 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 a shooting position from Position A and engages T1 then T2 with 3 rounds each hit or miss. After 6 rounds shooter transitions to Position B and engages T2 then T1 with 3 rounds each, hit or miss.

Shooter continues until rounds complete or time expires.

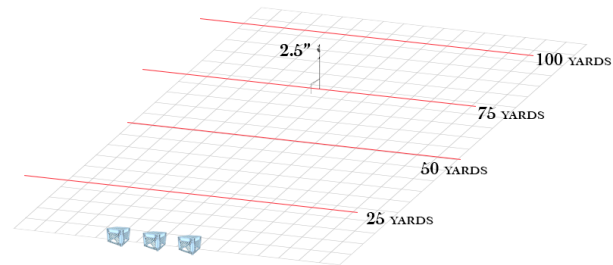
TIMED STAGE - Record Elapsed Time

Stage 2 – Milk Crate Madness

Barricade/Prop: 3 milk crates
Bipod/Bag Allowed: Yes
Must Hit to Advance: Yes
Par Time: 120 seconds

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

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



Stage Description

Standing 1 yard behind the 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 a shooting position from the top of the right milk crate and engages T1 until 2 hits are made, after 2 hits shooter adopts a prone position on the ground to the left of the right milk crate and engages T1 until 2 hits are made. Shooter then transitions to the top of the middle milk crate and engages T1 until 2 hits are made. After 2 hits shooter adopts a prone position between the middle and left milk crate, engaging T1 until 2 hits are made. Finally, after 2 hits shooter transitions to the top of the left milk crate and engages T1 with the remaining rounds.

THIS STAGE IS HIT TO ADVANCE, 10 rounds max

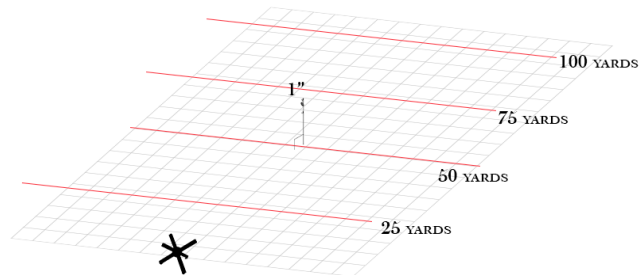
Shooter continues until rounds complete or time expires

Stage 3 – Tank Trap Triple Tap

Barricade/Prop: Tank Trap
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No - Hit or miss
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	1"	50 / 43



Stage Description

Standing 1 yard behind the 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 a position on any point on the tank trap and engages T1 with 4 rounds hit or miss. After 4 rounds, shooter transitions to a different tip and reengages T1 with 4 rounds hit or miss. Finally, after 4 rounds shooter transitions to the final, unused tank trap tip and engages T1 with 4 rounds hit or miss.

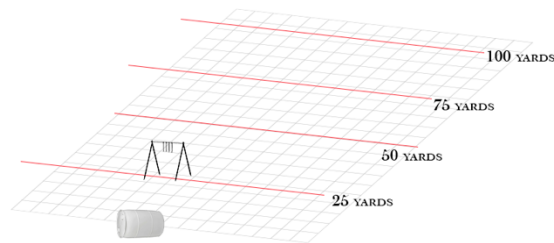
Shooter continues until rounds complete or time expires

Stage 4 – Barrel KYL Challenge

Barricade/Prop: 55 Gallon Barrel
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: No
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	KYL Rack (1", .75", .50", .25")	25/23



Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

*** MD NOTE *** you may use any additional object or objects to stabilize the barrel as needed to minimize barrel movement/rolling.

On the engage command shooter adopts a shooting position from the right edge of the prone barrel top and engage each target of the KYL rack (large to small) with 1 round, hit or miss. After 4 rounds, shooter transitions to the left edge of the barrel and reengages each target on the KYL rack (large to small) with 1 round, hit or miss. Finally, after 4 rounds shooter returns to the right edge and reengages each target on the KYL rack (large to small) with 1 round each, hit or miss.

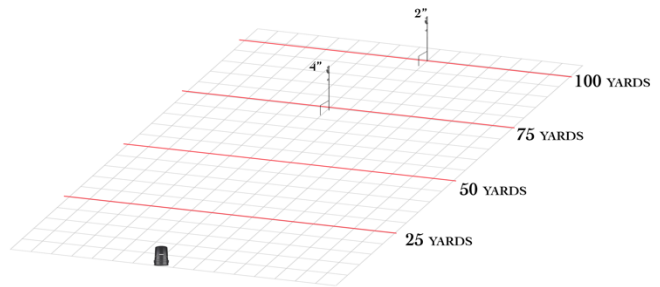
Shooter continues until rounds complete or time expires

Stage 5 – Bucket Hit to Move

Barricade/Prop: 5 Gallon Bucket
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: Yes
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	4"	75 / 69
T2	2"	100 / 91



Stage Description

Standing 1 yard behind the 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 a position from the top of the upside down bucket and engages T2 until 3 hits are made. After 3 hits, shooter engages T1 until 3 hits are made. After 3 hits, shooter reengages T2 with the remaining rounds.

Maximum 10 rounds to be loaded.

Shooter continues until rounds complete or time expires.