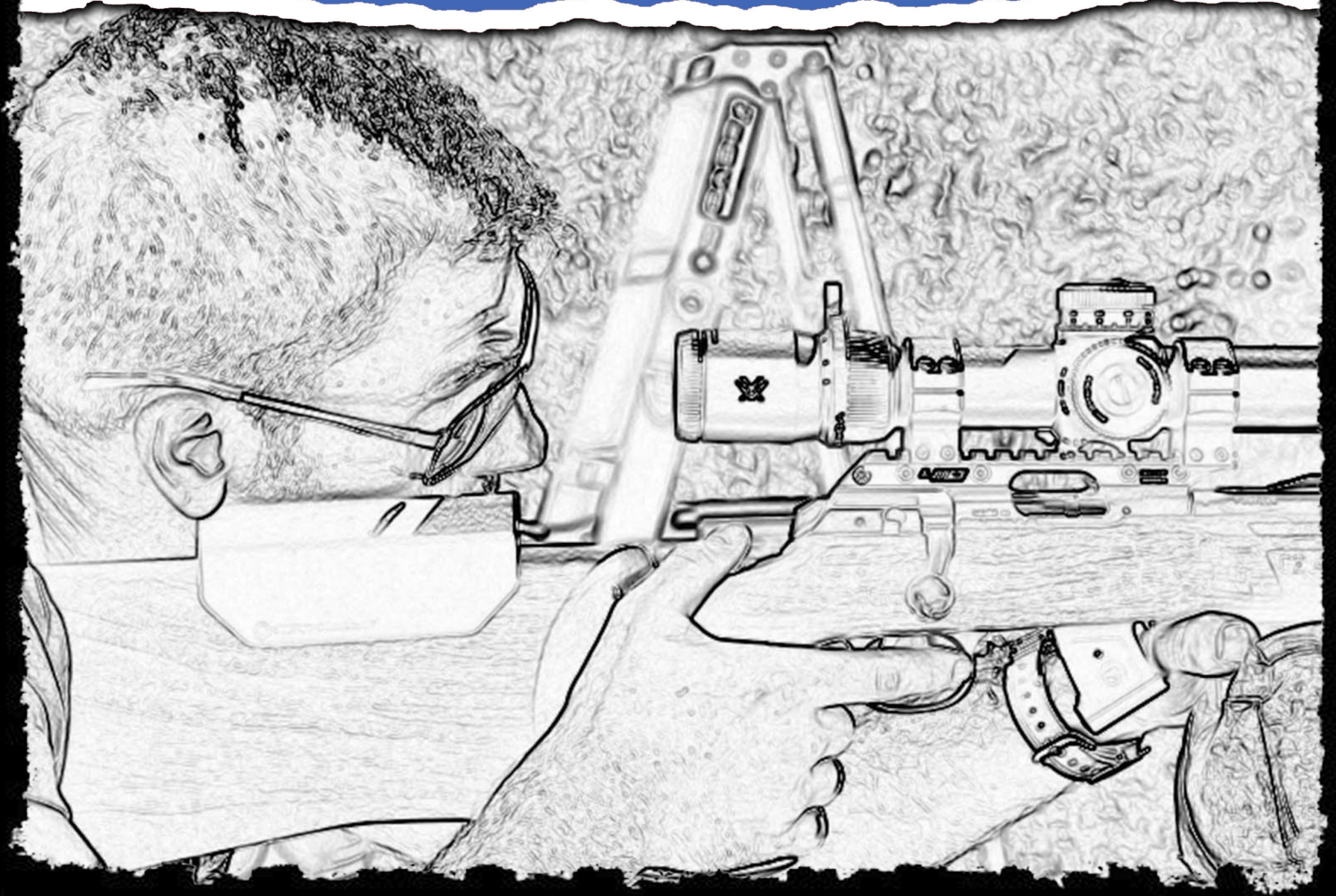


SEPTEMBER 2026 COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

- 1 X 1" TARGET
- 1 X 1.5" TARGET
- 2 X 2" TARGET
- 2 X 2.5" TARGET
- 1 X 3" TARGET

PROPS:

- BARRICADE
- TANK TRAP
- STEPLADDER
- TIRE PILE (4 TIRES LAID SIDEWAYS)
- 55 GALLON DRUM

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.

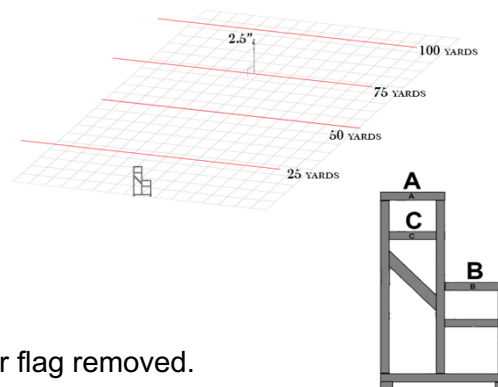
Stage 1: Barricade Time

*** Timed Stage ***

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



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 3 rounds hit or miss. After 3 rounds, shooter transitions to shooting position B and reengages T1 with 3 rounds, hit or miss. After 3 rounds, shooter transitions to position C and reengages T1 with 3 rounds, hit or miss.

Shooter continues until rounds complete or time expires.

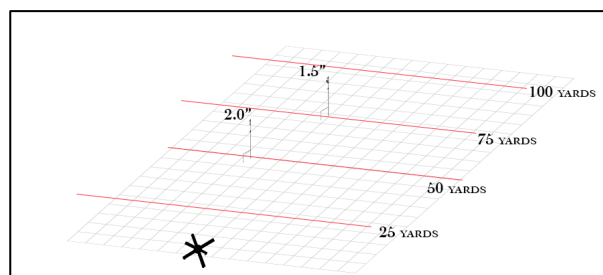
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

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

Stage 2: Tank Trap Twister

Barricade/Prop:	Tank Trap	Round Count:	9
Shooting Position:	Each point of tank trap - twice	Scoring:	10 pts/hit
Bipod/Bag Allowed:	Yes	Possible points:	90
Must Hit to Advance:	No		
Par Time:	120 Seconds		

	Size/Shape	Yards/Meters
T1	2"	50/46
T2	1.5"	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 adopts a position from the leftmost tank trap point and engages T1 with 1 round. Hit or miss, shooter transitions to the middle tank trap point and reengages T1 with 1 round. Hit or miss, shooter moves to the rightmost tank trap point and reengages T1 with 1 round, hit or miss. After 3 rounds and from the current tank trap point, shooter engages T1 with 1 round and T2 with 1 round, hit or miss. After 2 rounds, shooter transitions to the middle tank trap point and reengages T1 and T2 with 1 round each, hit or miss. Finally, after 2 rounds, shooter transitions to the leftmost tank trap point and reengages T1 and T2 with 1 round each, hit or miss.

Shooter continues until rounds complete or time expires.

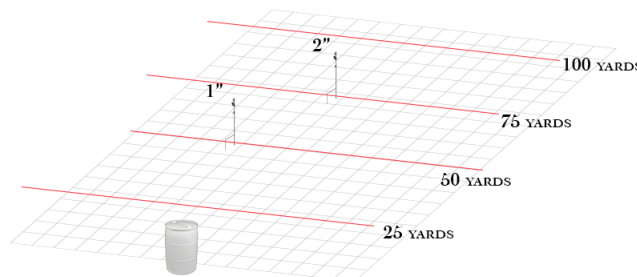
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 3: Barrel of Fun

Barricade/Prop: 55 Gallon Barrel
Shooting Position : Prone and Top of Barrel
Bipod/Bag Allowed: Yes
Must Hit to Advance: No
Par Time: 120 Seconds

Round Count: 8
Scoring: 10 pts/Hit
Possible Points: 80

	Size/Shape	Yards/Meters
T1	1"	50/46
T2	2"	75/69



Start Position:

Shooter standing 1 yard behind firing point.

Rifle staged on the ground to the left of the barrel, 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 prone shooting position and engage T1 with 2 rounds hit or miss then T2 with 2 rounds hit or miss. After 4 rounds, transition to a shooting position with the rifle weight supported on the top of the barrel and engages T1 with 1 round, hit or miss then T2 with 1 round hit or miss. Shooter reengages T1 with 1 round then T2 again 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.

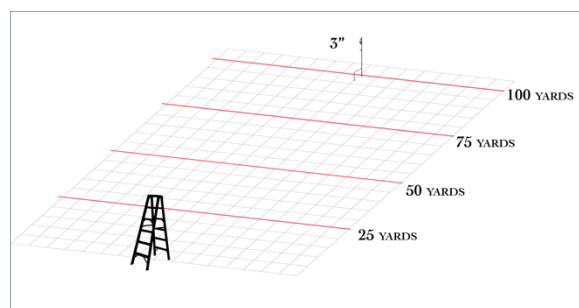
Stage 4: Ladder Up!

Barricade/Prop: Stepladder
Shooting Position : 2nd from the bottom and 3rd from the bottom rungs
Bipod/Bag Allowed: Yes
Must Hit to Advance: Yes and 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 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 3rd from the bottom rung of step ladder and engages T1 until 4 hits are made. After 4 hits, shooter transitions to a position on the 2nd from the bottom rung of the ladder and engages T1 again until 4 hits are made. Once 4 more hits are made, shooter returns to the 3rd rung and engages T1 with 2 final rounds, hit or miss.

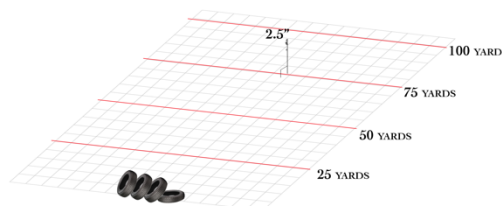
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Shooter continues until rounds complete or time expires.

Stage 5: Tired Pile

Barricade/Prop: 4 Tires on end leaning together. **Round Count:** 12
Shooting Position: 3 unique positions on the pile **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	2.5"	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 anywhere on the tire pile and engages T1 with 4 rounds, hit or miss. After 4 rounds, shooter transitions to a new, unique position on the tire pile (at least 12" away) and reengages T1 with 4 rounds, hit or miss. After 4 rounds, shooter moves to a new, unused position at least 12 inches away and reengages T1 with the 4 remaining 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.