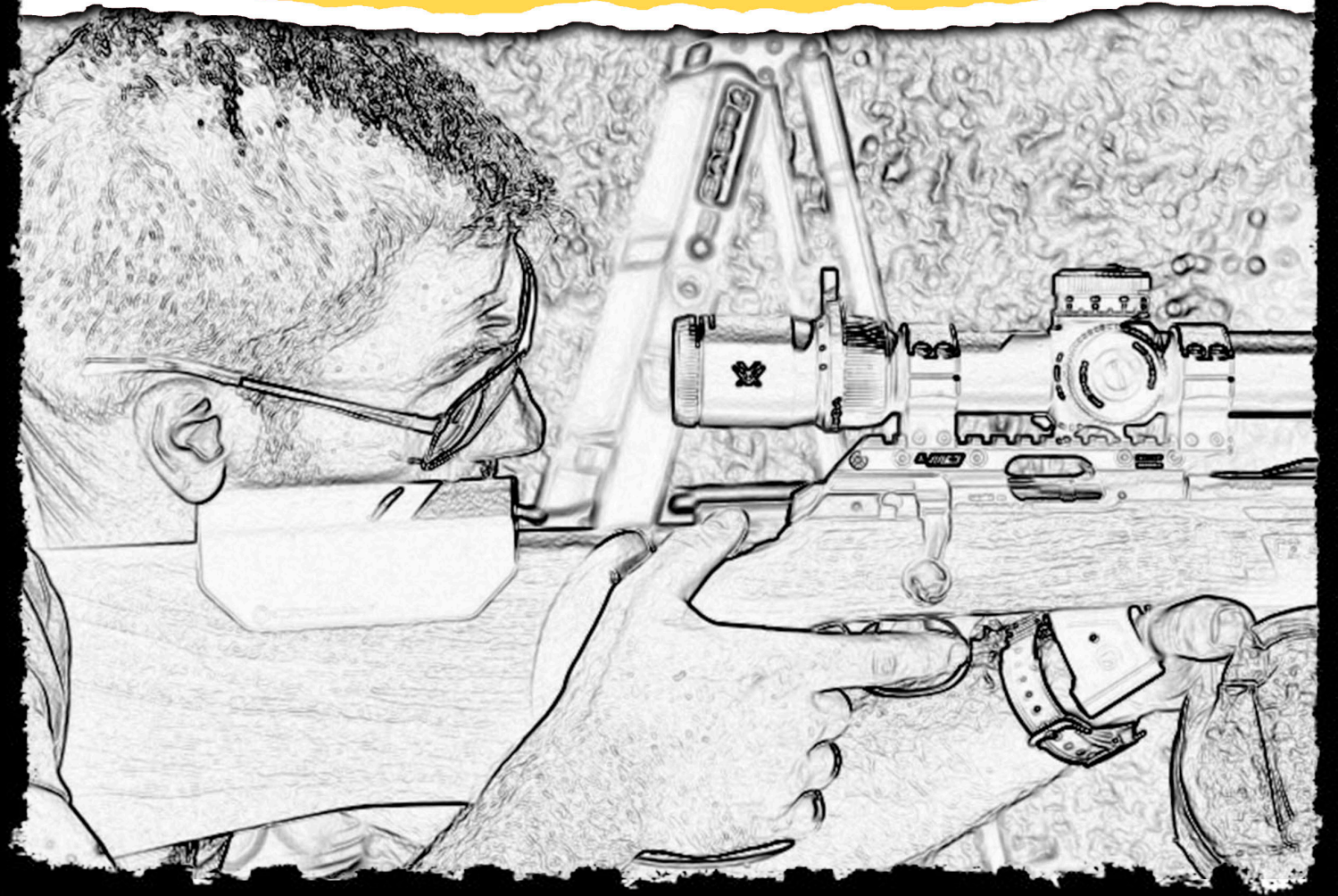
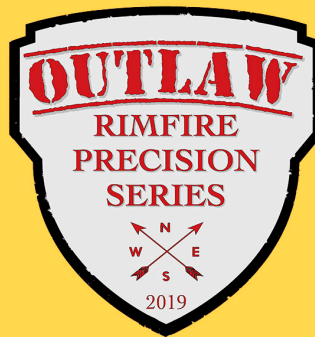


JUNE 2026

COURSE OF FIRE





Range Requirements

Targets

- 1 x KYL RACK - 1", 3/4", 1/2", 1/4"
- 1 x 2"
- 2 x 2.5"
- 2 x 3"
- 1 x 4"
- 1 x 5"

Props

- 1 x Tank Trap
- 1 x Sawhorse
- 3 x Milk Crates
- 4 x Tire

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. OPRS 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.

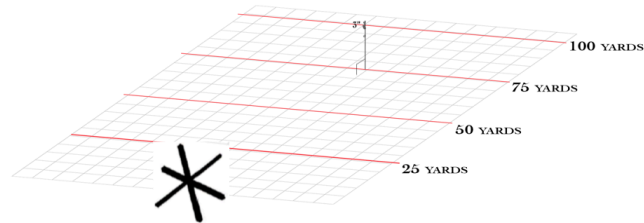
Stage 1 – Tank Trap Twist

TIMED STAGE - Record Elapsed Time

Barricade/Prop: Tank Trap
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	3"	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 with the rifle supported on P1, any of the tips on the tank trap, and engages T1 until two hits are made. Shooter then transitions to P2, a different tip on the tank trap, and repeats the engagement: T1 until 2 hits are made. Shooter then repeats the engagement from the last tip, P3. Shooter continues the same engagement with P1 and finally P2.

All transitions must be done with the bolt back. For semi-auto rifles, shooters must engage safety and clearly declare "Safe" before transitioning to the next position.

Shooter continues until rounds complete or time expires

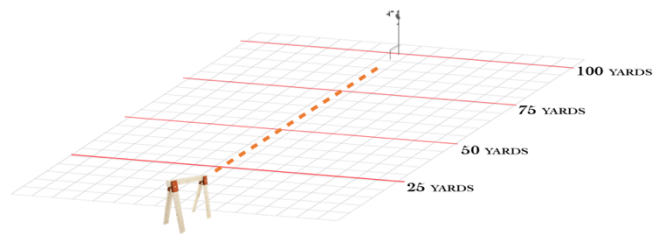
TIMED STAGE - Record Elapsed Time

Stage 2 – Sawhorse Shift

Barricade/Prop: Sawhorse **Round Count:** 10
Bipod/Bag Allowed: Yes **Scoring:** 10 pts/Hit
Must Hit to Advance: No **Possible Points:** 100

Par Time: 120 Seconds

	Size/Shape	Yards/Meters
T1	3"	100 / 92



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 prone shooting position next to the sawhorse and engages T1 with three rounds. Shooter moves to the left side of the sawhorse and adopts a shooting position on the tip of the sawhorse closest to the firing line (the barrel of the rifle must cross the firing line) and engages T1 with two rounds. Shooter transitions to a prone position next to the sawhorse and engages 1 with three rounds. Shooter moves to the right side of the sawhorse and adopts a shooting position on the forward tip of the sawhorse and engages T1 again with two rounds.

All transitions must be done with the bolt back. For semi-auto rifles, shooters must engage safety and clearly declare “Safe” before transitioning to the next position.

Shooter continues until rounds complete or time expires



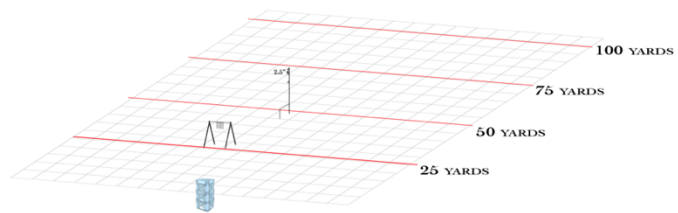
Stage 3 – Crates of Wrath

Barricade/Prop: Milk Crates
Bipod/Bag Allowed: Yes
Must Hit to Advance: No

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

Par Time: 120 Seconds

	Size/Shape	Yards/Meters
T1	KYL Rack (1,.75,.5,.25)	25 / 23
T2	2.5"	50 / 46



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 prone shooting position and engages T1 to T4 and T5 with one round each. Shooter then adopts a shooting position with the rifle supported on top of the 2 stacked milk crates (the picture shows 3 but ignore it, it's 2 milk crates) and re-engages T1 to T4 and T5 with one round each.

All transitions must be done with the bolt back. For semi-auto rifles, shooters must engage safety and clearly declare "Safe" before transitioning to the next position.

Shooter continues until rounds complete or time expires

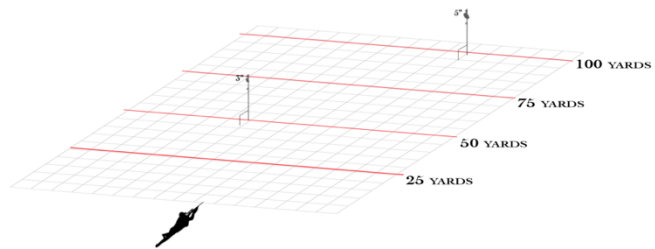
Stage 4 - Positional

Barricade/Prop: None
Bipod/Bag Allowed: No
Must Hit to Advance: No

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

Par Time: 120 Seconds

	Size/Shape	Yards/Meters
T1	3"	50 / 46
T2	5"	100 / 92



Stage Description

Note to MD: Place the targets with some distance between the two for a more interesting engagement that requires the shooter to break position to pan while keeping it safe.

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 moves to the firing point and adopts a prone shooting position. Shooter then engages T1 and T2 with two rounds each. Hit or miss, shooter repeats the engagement two more times. Shooter must do a mandatory mag change after the first show and before the last shot.

All transitions must be done with the bolt back. For semi-auto rifles, shooters must engage safety and clearly declare "Safe" before transitioning to the next position.

Shooter continues until rounds complete or time expires

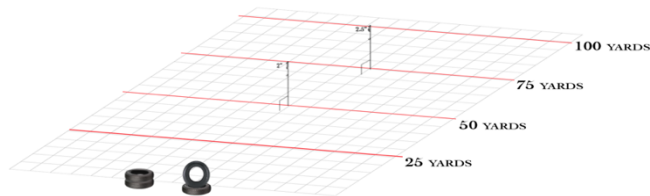
Stage 5 - Tires

Barricade/Prop: 4 Tires
Bipod/Bag Allowed: Yes
Must Hit to Advance: No

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

Par Time: 120 Seconds

	Size/Shape	Yards/Meters
T1	2"	50 / 46
T2	2.5"	75 / 69



Stage Description

Standing 1 yard behind 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 off of the top of the double-stacked tires and engages T1 with two rounds followed by T2 with two rounds. Hit or miss, shooter transitions to the top of the upright tire and engages T2 with two rounds followed by T1 with two rounds. Finally, shooter transitions to the inside of the upright tire and engages T2 with two rounds.

All transitions must be done with the bolt back. For semi-auto rifles, shooters must engage safety and clearly declare "Safe" before transitioning to the next position.

Shooter continues until rounds complete or time expires.

Note - Rifle weight must be supported by the tires.