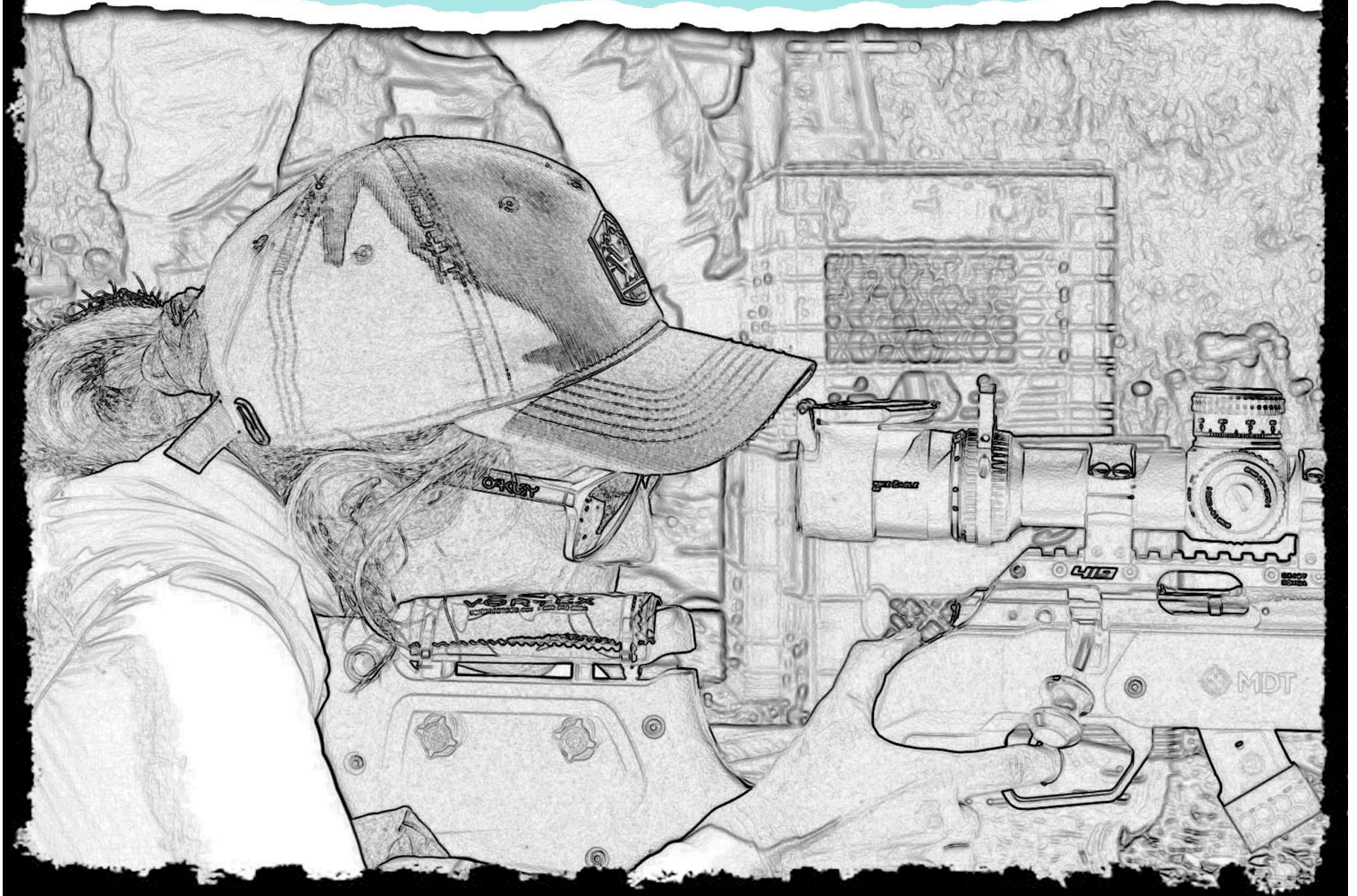
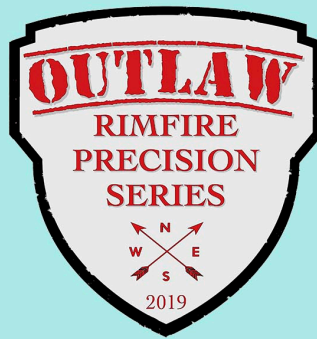


MARCH 2025

COURSE OF FIRE



RANGE REQUIREMENTS:

TARGETS:

- 1 X 1" TARGET
- 1 X 1.5" TARGET
- 2 X 2" TARGET
- 1 X 2.5" TARGET
- 2 X 3" TARGET
- 1 X 4" TARGET

PROPS:

- 55 GALLON BARREL – LAID ACROSS FIRING POINT
- TANK TRAP
- NRL PYRAMID
- 4 TIRES

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: Barrel Strong/Weak Side

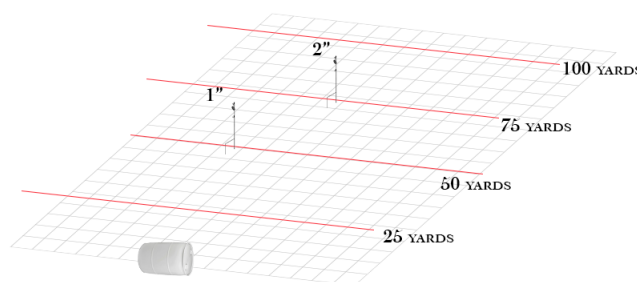
*** TIMED STAGE ***

Record time elapsed NOT time remaining

Barricade/Prop: 55 Gallon Barrel
Shooting Position : From side of barrel laying down, across firing line
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 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 right side shooting position (using right shoulder, right eye, right trigger finger) from the top of the barrel and engages T1 with 2 rounds hit or miss then T2 with 2 rounds hit or miss. After 4 rounds, shooter transitions to a left side shooting position (using left shoulder, left eye, left trigger finger) from top of the barrel and reengages T1 with 2 rounds, hit or miss then T2 with 2 rounds hit or miss.

Shooter continues until rounds complete or time expires.

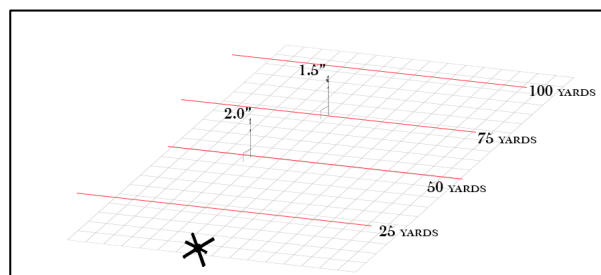
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

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.

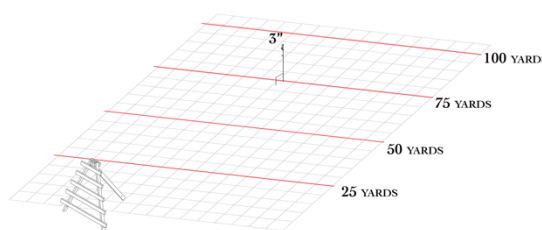
Shooter continues until rounds complete or time expires.

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: Pyramid Panic

Barricade/Prop:	Pyramid	Round Count: 12
Shooting Position:	Each of the indicated positions	Scoring: 10pts/hit
Bipod/Bag Allowed:	Yes	Possible Points: 120
Must Hit to Advance:	No	
Par Time:	120 Seconds	

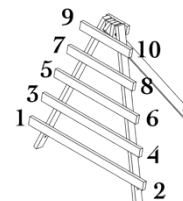
	Size/Shape	Yards/Meters
T1	3"	75/69



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 shooting position from the lowest rung on the left side of the pyramid (P1) and engages T1 with 1 round, hit or miss. Shooter transitions to P2 on the right side of the pyramid and reengages T1 with 1 round, hit or miss. Shooter then moves up 1 rung and back to the left side position P3 and engages T1 with 1 round then transitions to the right side position P4 and reengages T1 with 1 round. Shooter continues engaging with 1 round then transitioning to next position until the top rung. At the top rung, Positions P9 and P10, the shooter engages T1 with 2 rounds, hit or miss from each of the side of the top rung, starting on the left side.

If shooter is unable to shoot safely from the next indicated position due to height, they may move to the next reachable position and shoot from there. Shooter should use a different position per engagement.

Shooter continues until rounds complete or time expires.

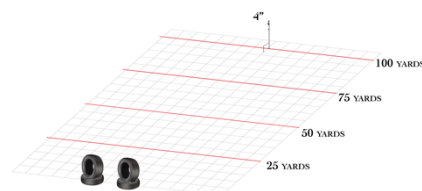
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 4: Tires

Barricade/Prop: Tire Stacks
Shooting Position: Top and Inside bead
Bipod/Bag Allowed: Yes
Must Hit to Advance: Yes
Par Time: 120 Seconds

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

	Size/Shape	Yards/Meters
T1	4"	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 from the top of the tire on the right side tire pile and engages T1 until 2 hits are made. After 2 hits, shooter transitions to a position shooting through the same tire and engages T1 until 2 hits are made. After 2 hits shooter transitions to shooting position through the top tire of the left tire pile and engages T1 until 2 hits are made. After 2 hits, shooter transitions to position from the top of the same tire and reengages T1 until 2 hits are made.

Shooter continues until rounds complete or time expires.

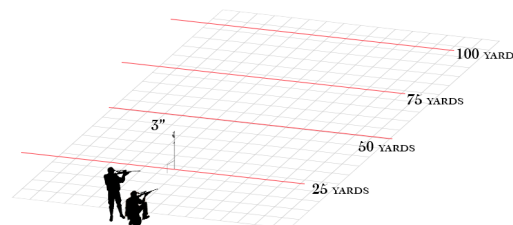
Transitions must be done with the bolt back for bolt action rifles. Semi-auto shooters must engage safety and declare "SAFE" before transitions.

Stage 5: Standing / Kneeling

Barricade/Prop: Positional
Shooting Position : Standing and Kneeling
Bipod/Bag Allowed: No – Sling only (optional)
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"	25/23



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 standing unsupported position and engages T1 with 5 rounds, hit or miss. After 5 rounds, shooter adopts an unsupported Kneeling position and reengages T1 with 5 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.