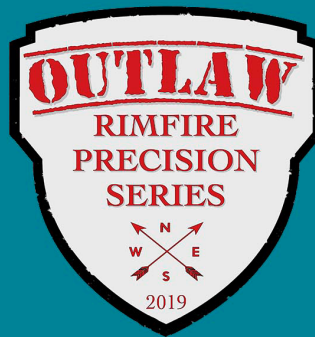


DECEMBER 2025 COURSE OF FIRE



Range Requirements

Targets

- 1 x KYL RACK - 1", 3/4", 1/2", 1/4"
- 2 x 1.5"
- 2 x 2"
- 2 x 2.5"
- 1 x 4"

Props

- 6' Ladder
- Saw Horse
- 2 Tires
- NRL22 Pyramid
- 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

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!

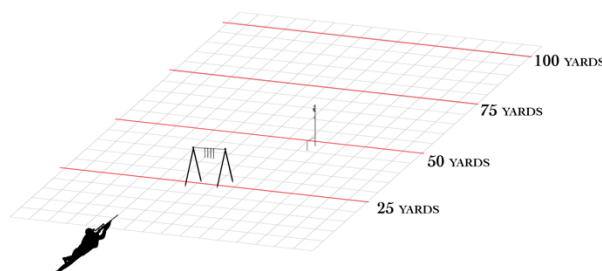
Your rifle is now clear, and you can move off the shooting line.

Stage 1 - KYL Timed Stage Prone

Barricade/Prop: None-Prone
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	KYL - 1", 3/4", 1/2" and 1/4"	25 / 23
T2	1.5"	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 the KYL targets from **large to small** with one shot each. The shooter then engages the far target with 2 shots, and then the KYL targets from **small to large** with one shot each. Finally, the shooter engaged the far target with 2 shots.

Shooter must perform a magazine change between their 1st and 10th shot. If a magazine change is not done, shooter's last 2 shots do not count.

Shooter continues until rounds complete or time expires.

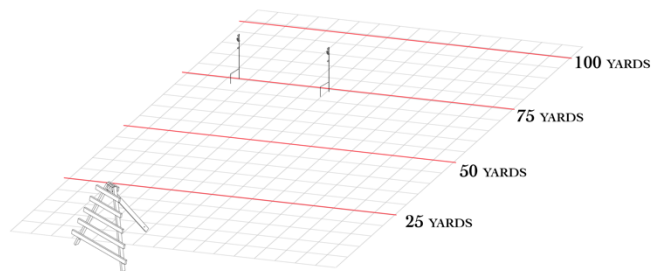
TIMED STAGE - Record Elapsed Time

Stage 2 - Your Choice Pyramid

Barricade/Prop: NRL22 Pyramid
Bipod/Bag Allowed: Yes, Both
Must Hit to Advance: No, Hit or Miss
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
T2	1.5"	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.

Shooter will choose 5 different and unique positions on the NRL22 Pyramid. Positions on each rung are on the outside of the legs, or center. On the engage command, shooter will proceed to their positions of choice and engage the targets in the following order, with one shot each:

- Position 1: Large, Small
- Position 2: Large, Small
- Position 3: Large, Small
- Position 4: Large, Large
- Position 5: Small, Small

Shooter continues until rounds complete or time expires

Stage 3 - Barrel and Tires

Barricade/Prop: 4 Tires

Round Count: 10

Bipod/Bag Allowed: Yes - Bipod and Bag

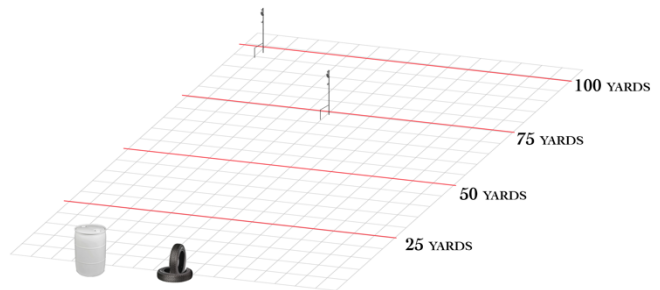
Scoring: 10 pts/hit

Must Hit to Advance: No - Hit or miss

Possible Points: 100 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	2"	75 / 69
T2	2.5"	100 / 91



Stage Description

Note for MD: Barrel to be standing upright. Tires set up so one is lying flat, holding the other upright, facing downrange (ie tire opening facing the sides)

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 the upright tire and engages T1 with **3 rounds**. Shooter then transitions to the upright barrel and engages T2 with **2 rounds**. Shooter transitions back to the upright tire and engages T1 with **2 rounds**. Finally, shooter transitions back to the barrel and engages T2 with **3 rounds**.

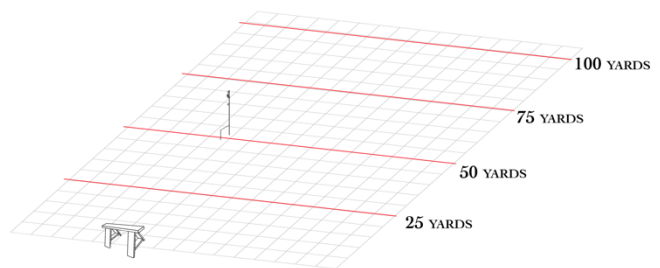
Shooter continues until rounds complete or time expires

Stage 4 - Saw Horse Scramble

Barricade/Prop: Saw Horse
Bipod/Bag Allowed: Yes - Bipod and Bag
Must Hit to Advance: Yes - Hit to Advance
Par Time: 120 seconds

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

Target Size / Shape		Yards/ Meters
T1	1"	50/46



Stage Description

Note for MD: Sawhorse is placed parallel with the firing line. Left and right positions are reasonably near the edge of the sawhorse to force shooters to break position and move.

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

THIS STAGE IS HIT TO ADVANCE. On the engage command, shooter adopts a position on the left position on the sawhorse and engages the target for 3 impacts. Shooter then transitions to the right position and engages the target for 3 impacts. Shooter then engages the target for 1 impact from the positions left, right, left, right.

THIS STAGE IS HIT TO ADVANCE, 10 rounds max

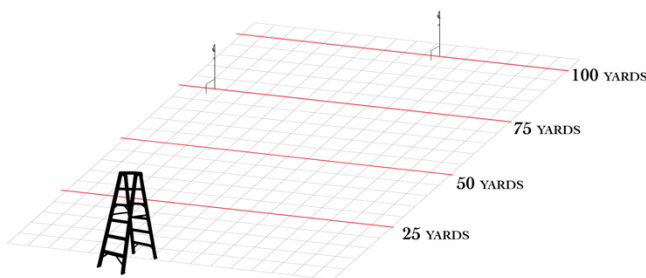
Shooter continues until rounds complete or time expires

Stage 5

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

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

Target Size / Shape		Yards/ Meters
T1	2"	75 / 69
T2	4"	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 on the 4th rung from the bottom of the ladder and engages T1 and T2 with 2 shots each. Shooter then moves down a rung and engages T1 and T2 with 3 shots each.

Shooter continues until rounds complete or time expires.