

OCTOBER 2023

COURSE OF FIRE





Range Requirements

Targets

- KYL RACK - 1", 3/4", 1/2", 1/4"
- 1 x 1.5"
- 1 x 2"
- 2 x 2.5"
- 2 x 3"
- 1 x 4"
- 1 x 5"

Props

- 3 x Tire (30" IN DIA. AND 10" WIDE (EG. 265/65R17)
- 1 x 6' Ladder
- 1 x Tank Trap
- 1 x Sawhorse
- 55 Gallon Barrel
- 5 Gallon Bucket

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!

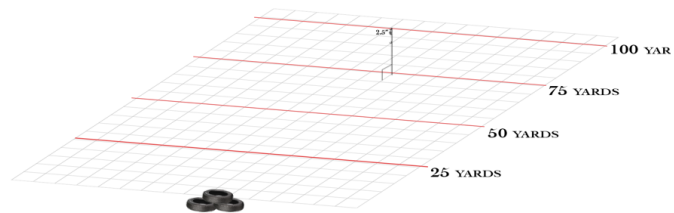
Your rifle is now clear, and you can move off the shooting line.

Stage 1: Tires

TIMED STAGE - Record Elapsed Time

Barricade/Prop: 3 Tires
Round Count: 10
Scoring: 10 pts/hit
Bipod/Bag Allowed: Yes - bag and bipod
Possible Points: 100 pts
Must Hit to Advance: No - Hit or miss
Par Time: 120 seconds

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



Note To Match Director

3 tires in a pyramid (lying flat, two on the bottom, one on the top)

Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when you get in position

On the engage command, shooter engages T1 hit or miss with two rounds from the following positions from left to right:

- Prone left of the tire pile
- Rifle supported on the left tire
- Rifle supported on the top tire
- Rifle supported on the right tire
- Prone right of the tire pile

Shooter continues until rounds complete or time expires

Stage 2: Your Choice on the Ladder

Barricade/Prop: 6' Ladder

Round Count: 10

Scoring: 10 pts/hit

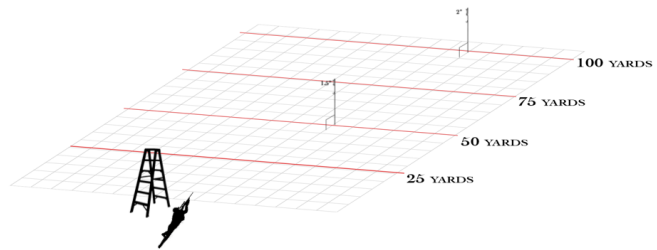
Bipod/Bag Allowed: Yes - Bipod and Bag

Possible Points: 100 pts

Must Hit to Advance: No - Hit or Miss

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1.5"	50 / 46
T2	2.5"	100 / 92



Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when you get in position.

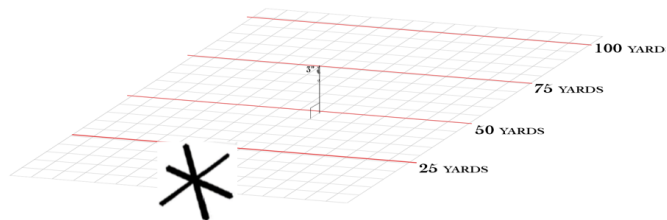
On the engage command, shooter adopts a position on any allowed rung of their choice and engages the T1 with 3 rounds. Hit or miss, shooter transitions to a prone supported position beside the ladder and engages T2 with 4 rounds. Shooter then transitions back to the ladder on another rung of their choice and engages the T1 with 3 rounds. **Shooters cannot use a rung of the ladder multiple times, and cannot use the lowest rung.**

Shooter continues until rounds complete or time expires

Stage 3: Around and Around

Barricade/Prop: Tank Trap **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	3"	50 / 46



Stage Description

Standing 1 yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when you get in position.

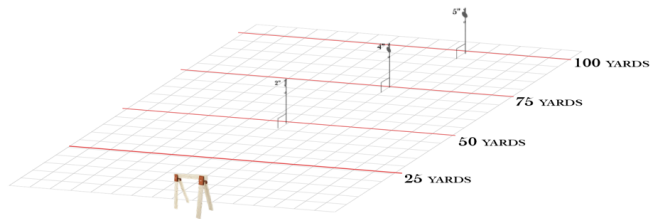
On the engage command, shooter adopts a shooting position from any of the three tips of the tank trap and engages T1. Hit or miss, shooter continues to engage T1 with one round cycling between each of the 3 tips.

Shooter continues until rounds complete or time expires

Stage 4: Target Acquisition Madness

Barricade/Prop: Sawhorse **Round Count:** 10
Bipod/Bag Allowed: Yes - bipod and bags **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"	50 / 46
T2	4"	75 / 69
T3	5"	100 / 92



Stage Description

On the engages command, shooter adopts a position off the top bar of the sawhorse. In the following sequence, hit or miss:

- Near x 1 round
- Far x 2 rounds
- Middle x 2 rounds
- Near x 2 rounds
- Far x 2 rounds
- Middle x 1 rounds

Shooter continues until rounds complete or time expires



Stage 5: Ups and Downs KYL Me

Barricade/Prop: 55Gal Barrel
5 Gal bucket

Round Count: 10

Bipod/Bag Allowed: Yes - Bipod and Bag

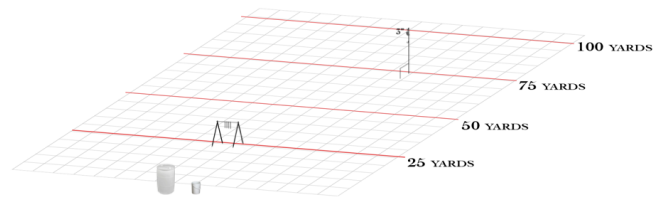
Scoring: 10 pts/hit

Must Hit to Advance: No - Hit or Miss

Possible Points: 100 pts

Par Time: 120 seconds

Target Size / Shape		Yards/ Meters
T1	1", 3/4", 1/2", 1/4"	25 / 23
T2	3"	75 / 69



Stage Description

Standing 1 yard behind firing point, mag in, bolt back, chamber flag removed. Close the bolt only when you get in position.

On the engages command, shooter adopts a position on top of the barrel and engages T2 with 1 round. Hit or miss, shooter transitions to the top of the 5 gallon bucket and engages the KYL targets from large to small. Shooter then repeats the sequence one more time.

Shooter continues until rounds complete or time expires.