



# April 2024 NRL22 Official Course of Fire

**PractiScore Template:** Here is the link for the PractiScore template for this month's COF. This template has all the stages already built for you if you don't want to create them yourself. All you need to do is follow the instructions to the letter otherwise you risk your match results being overwritten. [PractiScore Template](#)

**DFAT Range Card:** The DST Precision DFAT allows you to use the rifle and optic to dryfire practice in a very small area such as your garage, living room, or even bedroom. With this adapter most scopes focus in the 11-15 feet range. You can find this month's COF range card here. [DFAT Range Practice Range Card](#)

**COF Designer:** This COF was designed by Gaylen Mohr. Gaylen is a competitor and Match Director for Crawford County Shooting Sports located in Denison, Iowa. Gaylen has been competing in NRL22 since 2019 and a Match Director since 2020. Thank you Gaylen for writing this COF for all of us to enjoy.

If you have questions about the COF please email us at [info@NRL22.com](mailto:info@NRL22.com)

**Range requirements:** This month's COF will require a 2x tires, 55-gal barrel, cinderblock, 5-gal bucket, rooftop, tank trap, a shot timer or stopwatch that can time down to a tenth of a second, and the NRL22 standard target package. Left over targets: 1x 1.5", 1x 2", 2x 3", 4", 5", 6"

**Scoring submissions:** In accordance with the 2024 NRL22 rules, Match Directors are required to submit scores within 7 days of their match concluding. You can submit your NRL22 (5 stages only) scores through the NRL22 website using the Practiscore URL. If you don't have that ability then download the NRL22 Scores sheet from the downloads section on [NRL22.org/downloads](http://NRL22.org/downloads), fill out the results, and submit scores through the [NRL22.org](http://NRL22.org), followed by payment for the match admin fee. Keep in mind that only NRL22 members are eligible for prizes and while we have a 7-day grace period for membership, if the prizes are already distributed, it is the competitor's loss.

**Live Stream:** The live show for prizes will happen on **May 8th, 2024**. If you have questions, ask them during the live show and we will answer them for you.

## Terms of Use

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Here is the running list of approved out-of-production rifles that will remain in base division. These rifles must be in their original factory configuration to be eligible for base division. The only modifications to those rifles are the ones listed in the NRL22 Rules Section 5. B. The burden of providing solid evidence for inclusion into base division rests squarely on the shooter, and the MD makes the final call on which division the shooter's rifle gets classified in. If there are out-of-production rifles that are not on this list, please email us at [info@NRL22.com](mailto:info@NRL22.com) with the manufacturer, model number, and MSRP (not MAP) with a website where it was to be considered for inclusion.

- CZ 452 (all models)
- CZ 455 (all models)
- Savage (all models, except Savage Anschutz)
- Ruger (all models)
- Marlin/Glenfield
  - Levermatic
  - Model(s) 780, 880, 980
  - XT-22
- Mossberg (all models)
- Winchester
  - Model 69 & variants
  - Model 131 & 141 (including SR variants)
- Cooley
  - 64 (predecessor to Savage 64)
  
- Example #1: The CZ 452 American had an MSRP of \$409.00 in 2007. Inflation adjustment puts that MSRP at \$614.52 in 2023. This is clearly in line with many other "base division" rifles including several versions of the CZ 457.
- Example #2: The CZ 455 Varmint Precision Trainer had an MSRP of \$967 in 2018. Inflation adjustment puts that MSRP at \$1,186.49 in 2023. Unless the competitor is electing to shoot with iron sights, it would be practically impossible for this model to stay under the applicable \$\$\$ threshold.
- Example #3. The Winchester Model 52 Sporter had an MSRP of just \$88.50 in 1934. However, 90 years of compound inflation really adds up. Inflation adjustment puts that MSRP at \$2,039.03 in 2023. The Model 52 will be a ton of fun to shoot, ...in Open division.

Inflation/compound interest calculator can be found [here](#)

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# 1. Rolling Around The Tires

Time: 120 Sec

Round Count: 10

## Ranges and Targets:

Option 1 – 84 yds: 2.5” on a single hanger

MOA	MILS
2.8	0.8

**Restrictions:** No bipod

**Points:** 10 points per impact, 100 points possible

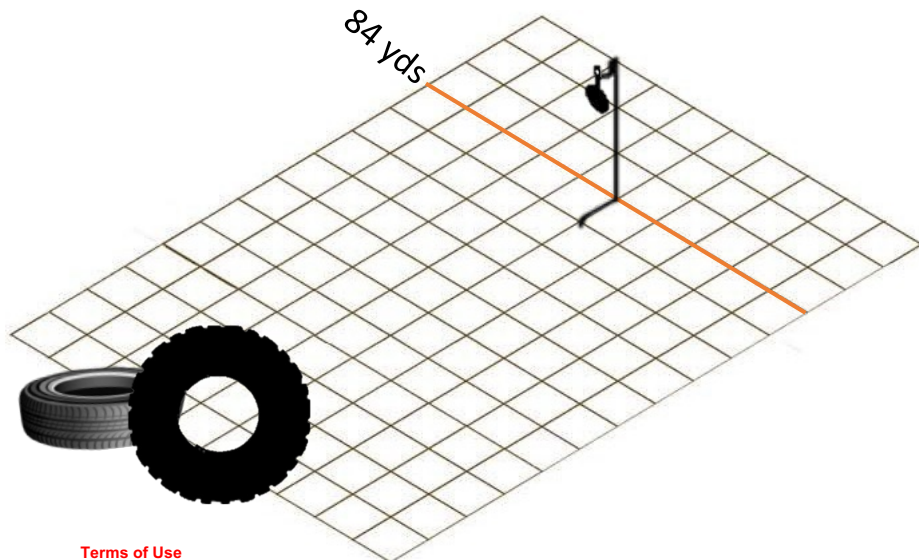
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On start signal, engage the target with 2 shots from each position in the following order:

- Left side of flat tire
- Right side of flat tire
- Top of vertical tire
- Back half of flat tire
- Through the center of the vertical tire

Note: The flat tire will be divided into 3 sections – left, right, and back area. The vertical tire should be secured as best as possible to prevent any tipping.

**Adaptive Recommendation:** Same target engagement. Tires may be placed on an elevated position.



### Terms of Use

## 2. Hopping Around

Time: 120 Sec

Round Count: 10

### Ranges and Targets:

Option 1 – 66 yds: 1.5” on a single hanger  
 94 yds: 2.5” on a single hanger

MOA	MILS
2.2	0.6
2.5	0.7

**Restrictions:** No bipod

**Points:** 10 points per impact, 100 points possible

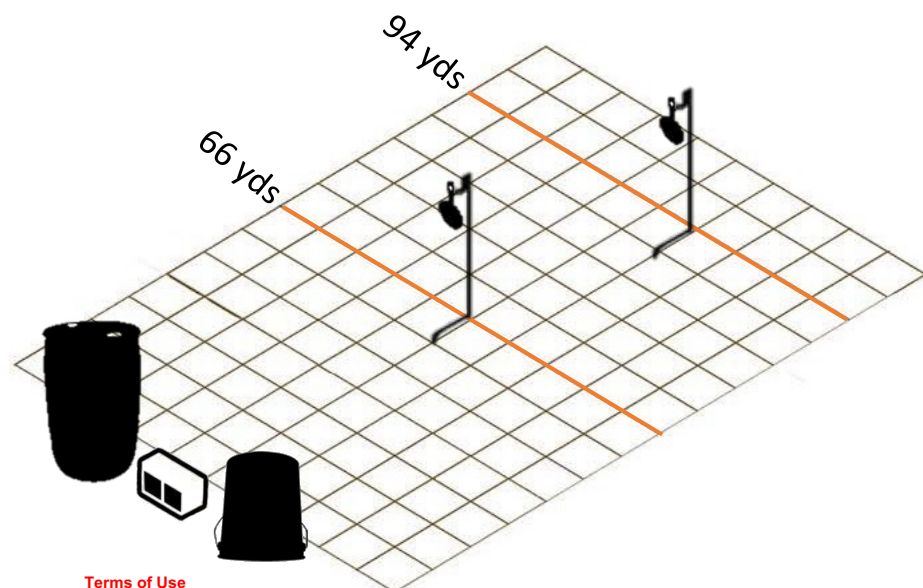
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, build a position on the 5-gal bucket and engage targets **Far to Near** with 2 shots each.

Move to the top of the 55-gal barrel and engage targets **Near to Far** with 2 shots each.

Take a position on the cinder block between the props and engage targets **Far to Near** with 1 shot each.

**Adaptive Recommendation:** Same target engagement. The 5-gal bucket and cinder block will be placed on an elevated position.



**Terms of Use**

# 3. Thinking Of The Roof

Time: 120 Sec      Round Count: 10

## Ranges and Targets:

Option 1 – 61 yds: 1" on a single hanger	MOA	MILS
78 yds: 1.5" & 2" on a double hanger	1.6	0.5
92 yds: 2.5" on a double hanger	1.8, 2.6	0.5, 0.8
	2.4	0.7

**Restrictions:** No part of the rifle, equipment, or body may touch the ground, nor any rooftop supports.

**Points:** 10 points per impact, 100 points possible

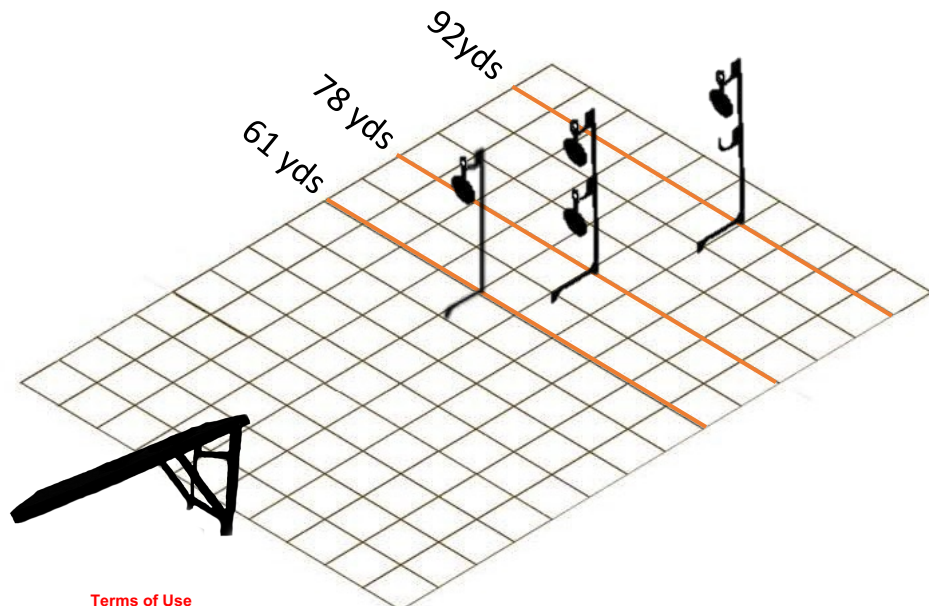
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, ascend the rooftop and engage the targets in the following order with 1 shot each:

- Near, Middle small, Middle large, Far
- Middle small, Middle large, Far
- Middle large, Far, Near

Note: You may hand your rifle to an RO while ascending or descending the rooftop for safety.

**Adaptive Recommendation:** Same target engagement. You may start in position and off glass or stand to the left or right of the rooftop and engage targets off the peak of the rooftop.



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# 4. Go Fast, But Not Too Fast

Time: 120 Sec      Round Count: 12

## Ranges and Targets:

Option 1 – 37 yds: ¼", ½", ¾", & 1" on a KYL rack  
 68 yds: 1.5" & 2" on a double hanger

MOA	MILS
0.6, 1.3, 1.9, 2.6	0.2, 0.4, 0.6, 0.8
2.1, 2.8	0.6, 0.8

**Restrictions:** None

**Points:** 10 pts per impact plus 0.1 bonus points per second remaining. **For the PractiScore NRL22 template, enter the total time elapsed in seconds.**

**Start Position:** Standing, rifle and all gear in hand, mag in, action open

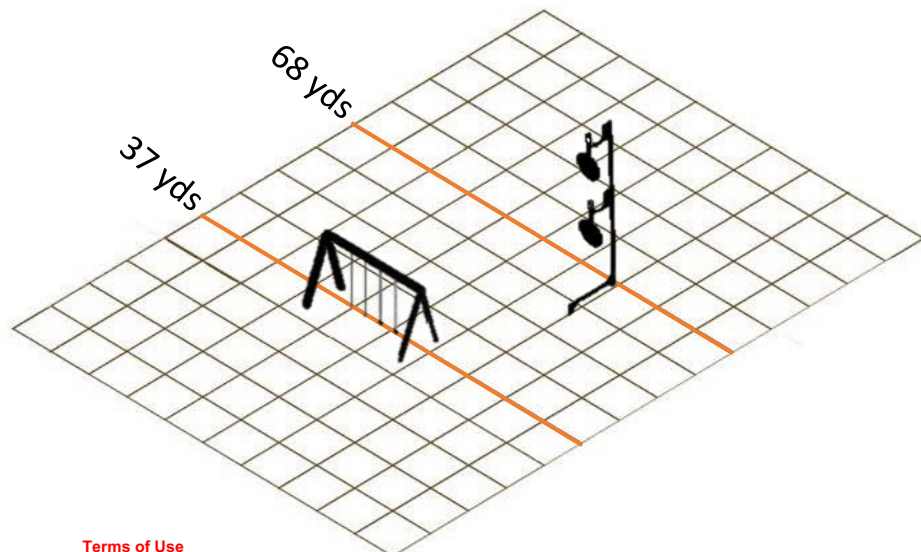
**Description:** On the start signal, take a prone position and engage the targets *Far to Near, Large to Small* with 1 shot each.

After 6 shots, transition to weak side and start the sequence over, beginning with the far target.

Each target sequence is HIT TO MOVE ON.

Note: Weak side means – weak hand, shoulder, and eye.

**Adaptive Recommendation:** Starting in position with magazine out and off glass.



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# 5. Being Organized On The Tank Trap

Time: 120 Sec

Round Count: 12

## Ranges and Targets:

Option 1 – 39 yds: 1" on a double hanger  
 69 yds: 2" on a double hanger  
 99 yds: 3" on a double hanger

MOA	MILS
2.4	0.7
2.8	0.8
2.9	0.8

**Restrictions:** Magazine change is required after the 1<sup>st</sup> shot and before the 12th shot. If a mag change is not conducted, then the last 2 shots will not count regardless if they were impacts. If a competitor times out and a mag change was not conducted, no impacts will be deducted.

**Points:** 10 points per impact, 120 points possible

**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, engage targets with 1 shot each in the following order:

Center - Near to Far

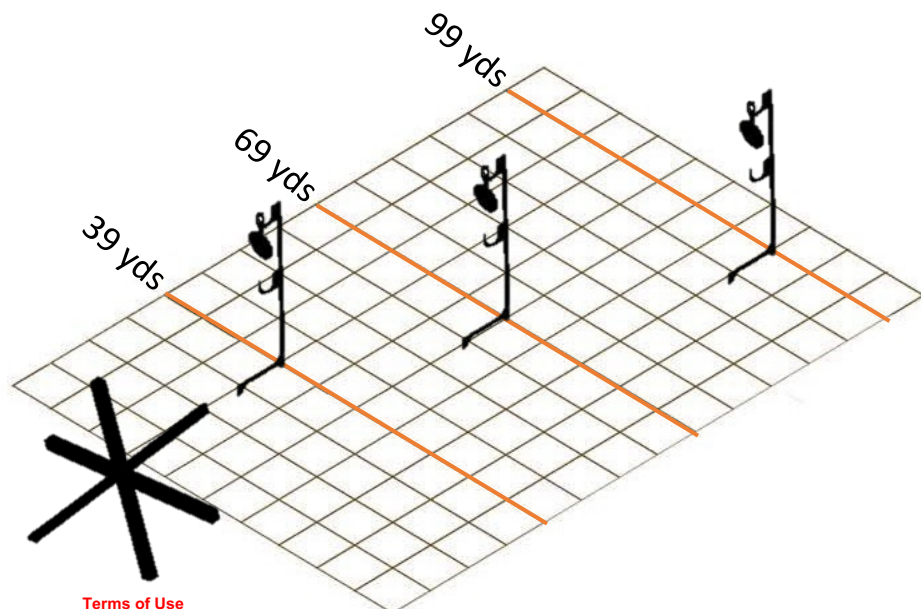
Tank trap tip #1 - Far to Near

Tank trap tip #2 - Near to Far

Tank trap tip #3 - Far to Near

Note: You may pick any order of using the tank trap tips.

**Adaptive Recommendation:** Same target engagement. Use 2 tips and alternate between them after each engagement sequence.



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# 6. Bonus Stage

## Shoots And Ladders

Time: 120 Sec

Round Count: 10

Option 1 – 50 yds: 2" on a single hanger  
75 yds: 3" on a single hanger

**Ranges and Targets:**

**Restrictions:** None

**Points:** 10 points per impact, 100 points possible

**Start Position:** Standing, rifle and all gear in hand, mag in, action open

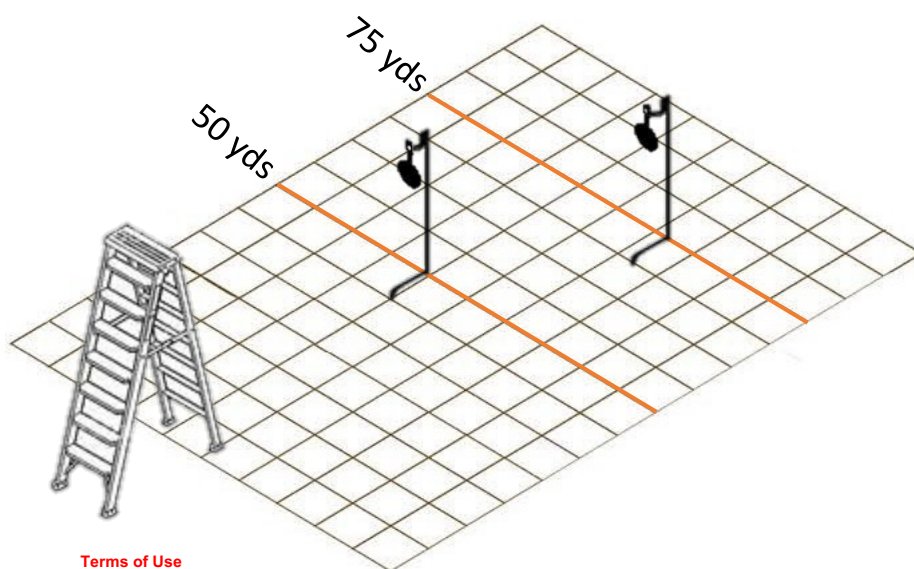
**Description:** On the start signal, you will start on the lowest rung and engage both targets from near to far with 1 shot each and then move up to the next rung.

Repeat this until all shots are fired.

If you can't safely reach the highest rung on the ladder, you will move down to the next rung. i.e., if you just got done shooting on rung 4 but can't reach rung 5, then you will move to rung 3.

You must move after every 2 shots.

**Adaptive Recommendation:** Same starting position and target engagement. You will use the two highest rungs you can reach and alternate between them after every 2nd shot.



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# 7. Bonus Stage

## Back n' Forth

Time: 120 Sec

Round Count: 10

Option 1 – 35 yds: 1",  $\frac{3}{4}$ ",  $\frac{1}{2}$ ",  $\frac{1}{4}$ " on a KYL rack  
100 yds: 3" on single hanger

### Ranges and Targets:

**Restrictions:** None

**Points:** 10 points per impact, 100 points possible

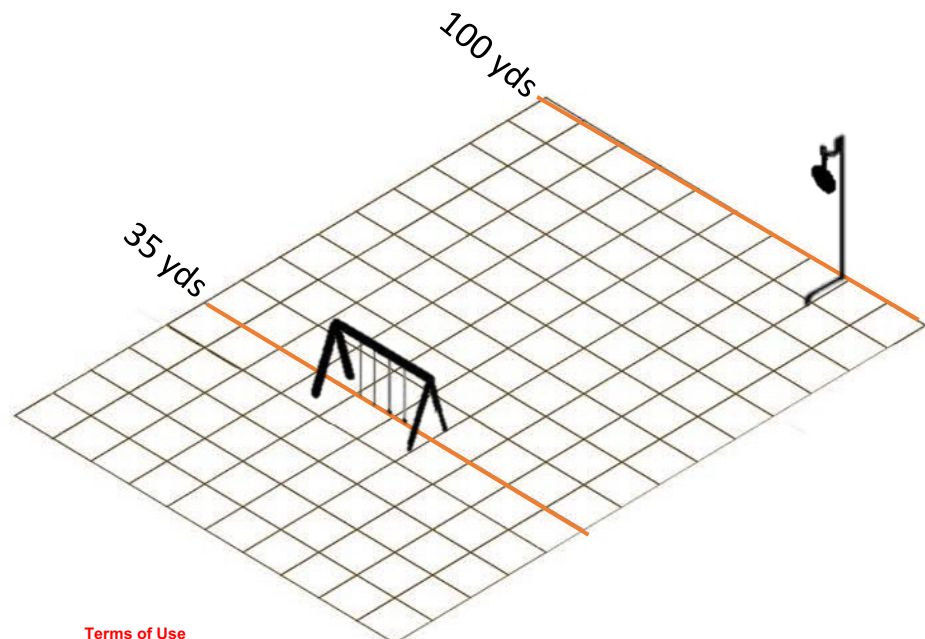
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will take a prone supported position and engage the targets with 1 shot each in the following order:

- KYL Rack (large to small)
- Far target
- Far target
- KYL Rack (small to large)

All targets are hit or miss, move on.

**Adaptive Recommendation:** Same target engagement. You will start in position with mag out and off glass.



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