



December 2024 COF

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. [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 Dominic Thompson. Dominic is the Co-Owner of NRL22 and the Co-Director of Match Operations. Dominic has been an NRL22 and NRL22X Match Director since 2019 at Fort Campbell, KY. Thank you Dominic for this COF.

If you have questions about the COF please email us at info@NRL22.com

Starting Position: Unless otherwise stated, starting positions are always standing, rifle at the high ready and all gear in hand, mag in, action open. The high ready position means that the rifle is held by the competitor with the muzzle pointing approximately 45 degrees skyward and towards the downrange targets. If your range has stricter rules on starting positions, make sure to follow your range's rules and regulations.

Range requirements: This month's COF will require a 55-gal barrel, sawhorse, rooftop, tank trap, pyramid, 3 cinder blocks, chair, 3 tires, a shot timer or stopwatch that can time down to a hundredths of a second, and the NRL22 standard target package. Left over targets: 1x 1", 1x 1.5", 1x3", 4", 5", and 6"

Scoring submissions: In accordance with the 2025 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 located [HERE](#). If you don't have that ability, then download the NRL22 Scoresheet Submission Spreadsheet from the MD Resources section found [HERE](#). Submit your spreadsheet through the NRL22 website along with the match admin fee which can be found [HERE](#). 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 **January 13, 2025** The show will be streamed through Facebook Live. If you have questions, ask them during the live show and we will answer them for you.

Terms of Use

The use of this course of fire is restricted to personal/individual use; however, the use of this course of fire in a match setting must be operated within the NRL22 rules and is restricted to current NRL22 clubs. The monthly course of fire is a proprietary product of the NRL22. Furthermore, the scores of every competitor at that match must be submitted to the NRL22 regardless of the competitor's membership status. Every competitor is given a 7-day grace period to become a member and claim their score.



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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. 3. 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 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)
- Coeey
 - 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 \$631.10 in 2024. 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 \$1,218.50 in 2024. 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 \$2,094.04 in 2024. 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. Debi's Hurry Christmas

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 45 yds: 1" on KYL

63 yds: 1" on a single hanger

72 yds: 2" on a single hanger

89 yds: 2" on a single hanger

100 yds: 3" on a double hanger

Target Size(s)

MOA	MILS
2.1	0.6
1.5	0.4
2.7	0.8
2.1	0.6
2.9	0.8

Restrictions: None

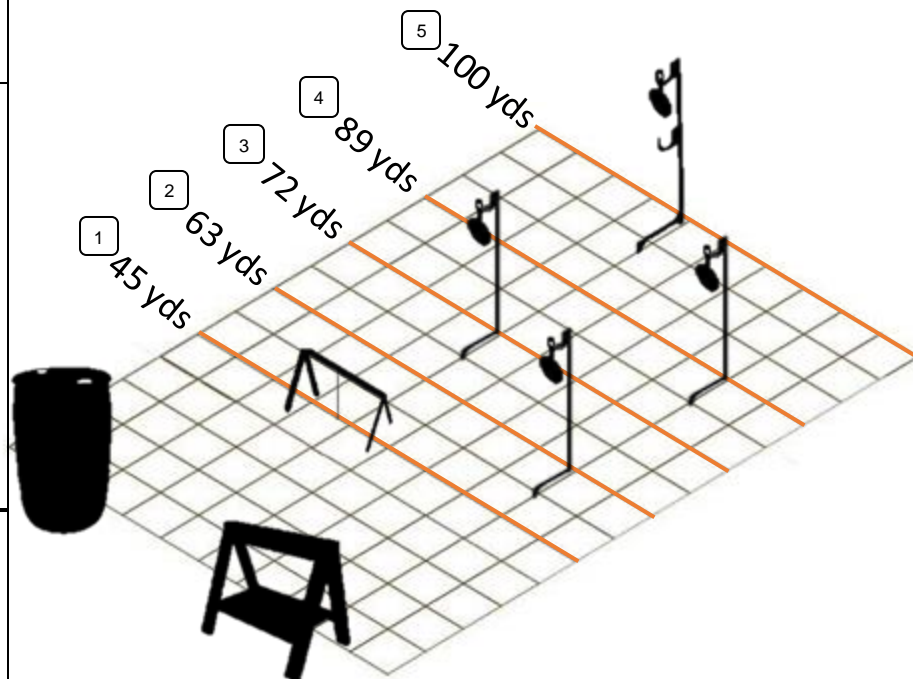
Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

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

1. 55-gal Barrel – Targets 1, 3, 5
2. Prone – Targets 2, 4
3. Top of sawhorse – Targets 1, 3, 5
4. Prone – Targets 2, 4
5. 55-gal Barrel – Targets 1, 5

Adaptive Recommendation: Same target engagement but shoot odds from 55-gal barrel and evens from the sawhorse.



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2. Don't Fall Like Santa Did

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 84 yds: 1.5" & 2" on a double hanger

Target Size(s)	
MOA	MILS
1.7, 2.3	0.5, 0.7

Restrictions: None

Points: 10 points per impact, 100 points possible

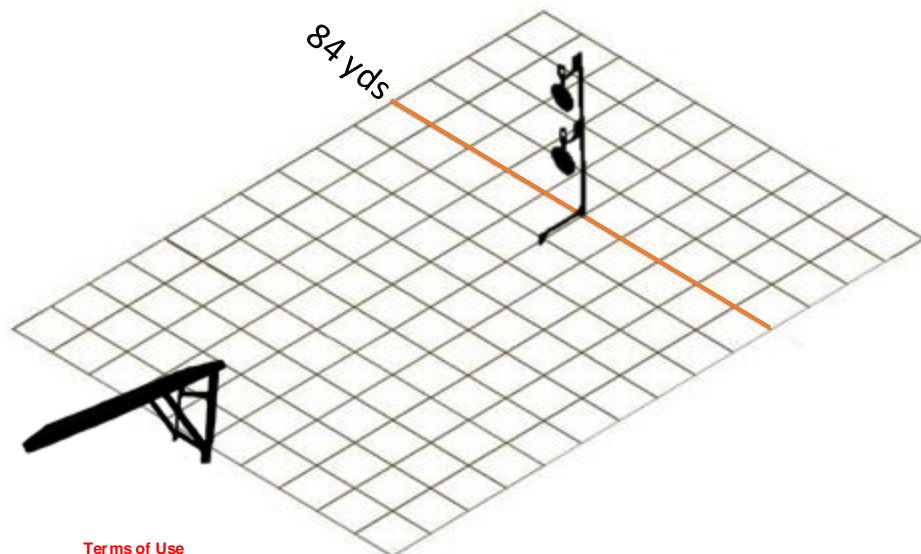
Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the targets from Large to Small with 1 shot each, from the following positions on the rooftop in order:

1. Peak
2. Center
3. Bottom
4. Center
5. Peak

Note: The rooftop peak is facing to the right.

Adaptive Recommendation: Same target engagement. Instead of moving on the rooftop use a 55-gal barrel/bench. Alternate between the peak of the rooftop and the 55-gal barrel/bench.



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3. Noel Time Like The Present

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 100 yds: 2.5" & 3" on a double hanger

Target Size(s)	
MOA	MILS
2.4, 2.9	0.7, 0.8

Restrictions: None

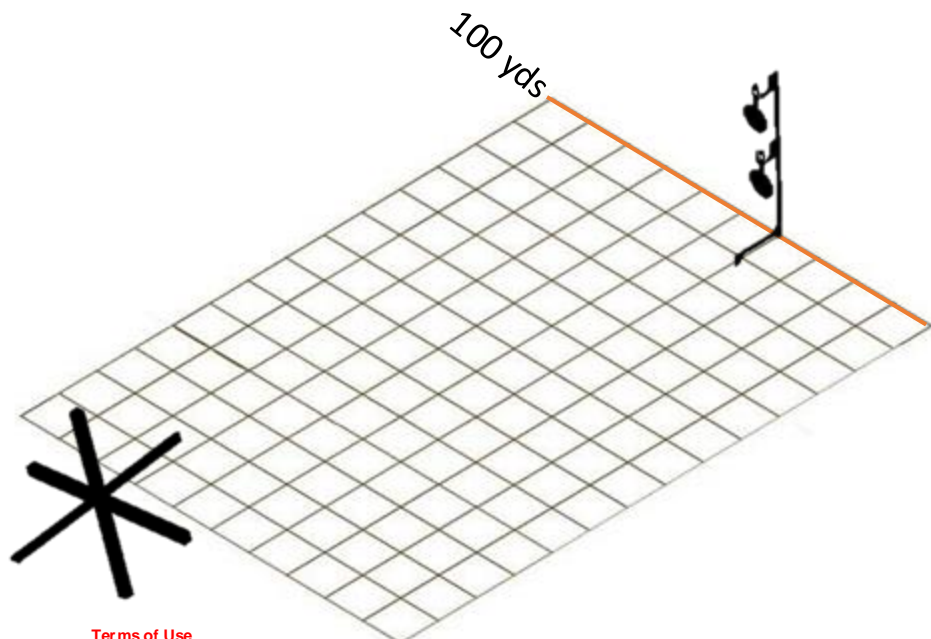
Points: 10 pts per impact plus 0.1 bonus points per second remaining. **For the PractiScore NRL22 template, enter the total time elapsed in seconds.**

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the targets from each tip and the center with 1 shot on the Large and 2 shots on the Small.

You may choose the position order to engage the targets from.

Adaptive Recommendation: Same target engagement. Use only the tips. You may repeat a tip, but it cannot be the most recently one used.



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4. Up & Down The Christmas Tree

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 83 yds: 2.5" on a double hanger

Target Size(s)	
MOA	MILS
2.9	0.8

Restrictions: None

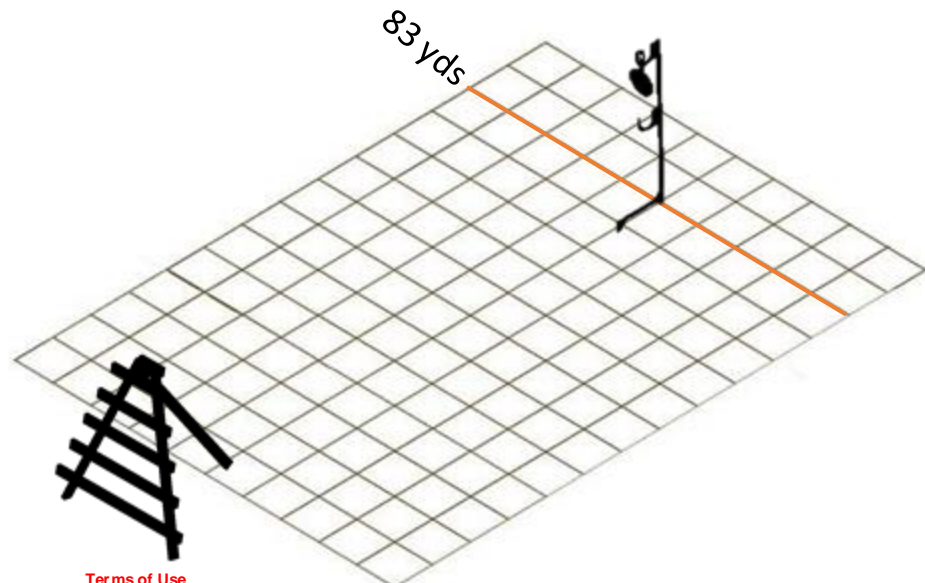
Points: 10 points per impact, 100 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the target with 1 shot from 10 different positions.

Note: Positions are the outside left and right 2x4 sections and the middle 2x4 sections.

Adaptive Recommendation: Same target engagement. Alternate between 4 positions you can safely engage the target from. Positions may only be repeated once all 4 positions have been used at least once.



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5. Don't Krampus My Stage

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 47 yds: ½" & ¾" on a KYL rack
 67 yds: 1.5" on a double hanger
 95 yds: 2.5" on a double hanger

Target Size(s)	
MOA	MILS
1, 1.5	0.3, 0.4
2.1	0.6
2.5	0.7

Restrictions: None

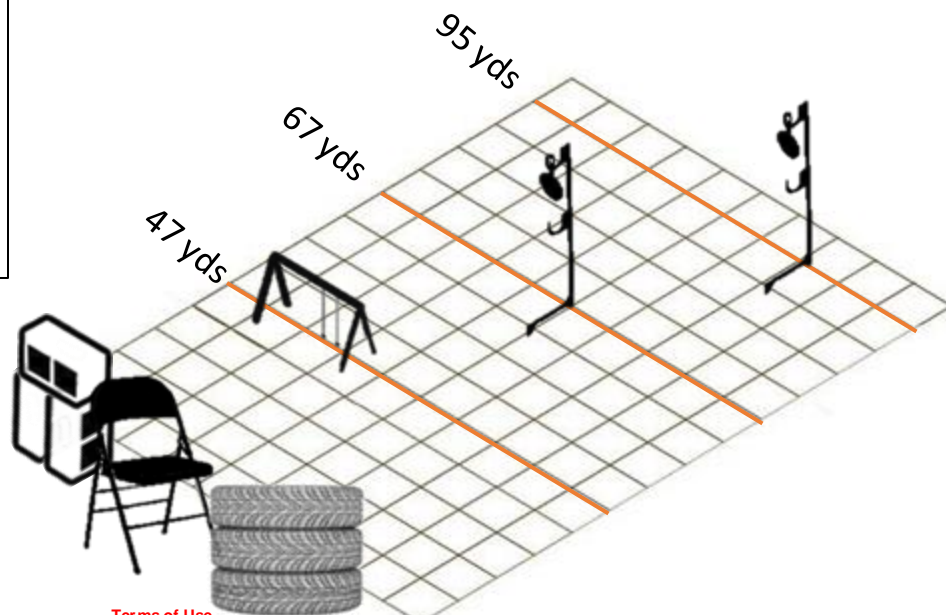
Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the targets with one shot each, Large to Small, in the following order and manner:

1. Cinderblocks – Near to Far
2. Chair seat – Far to Near
3. Tire stack – Near to Far

Adaptive Recommendation: Same target engagement. Place a cinderblock and tire on an elevated position and alternate between the two props.



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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

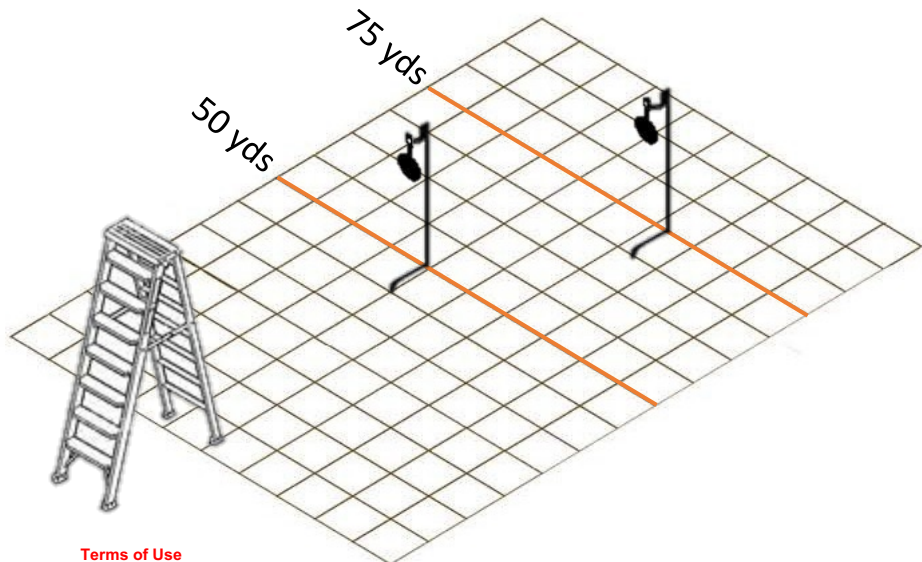
Description: On the start signal, you will start on the lowest rung and engage both targets from near to far with 1 shot each and then move up to the next rung.

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. 50 yard KYL

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 50 yds:

2", 1-3/4", 1-1/2", 1-1/4", 1", 3/4", 1/2", 1/4" on a KYL

Restrictions: None

Points: 10 points per impact, 100 points possible

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

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

Description: On the start signal, take a prone position and engage the KYL target with 1 shot from large to small.

Hit to advance. Continue shooting the smallest target for a total of 10 rounds.

