



June 2026 COF

PractiScore Template: PractiScore templates are now being emailed to your inbox! If you are assisting your match director, just ask them to forward the email to you with the attached template. [PractiScore Template](#)

Official COF Walkthrough: The official COF walkthrough can be found on our YouTube channel. Typically, the video is published the same day as the COF or a day later. Make sure to subscribe to our channel so that you'll get notified when the walkthrough video is published. [NRL22 YouTube Channel](#)

DFAT Range Card: The DST Precision DFAT allows you to use the rifle and optic to dry fire 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 Rob Gallagher. Rob is a native Nashvillian that shoots in middle Tennessee and southern Kentucky. While choking back tears and sobs of joy, Dominic Thompson described him as the "most natural shooter that he's ever seen" 🤔 🤔 . When not working his 9-5 job, Rob is a Reserve Sgt with Mt. Juliet Police Department, just east of Nashville, TN. His favorite ticket to write is Handicap and Fire Zone infractions. Don't test him, he's never lost in court.

If you have questions about the COF please email us [here](#).

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 5-gal bucket, 55-gal barrel, 2-gal bucket, rooftop, 6' ladder, tank trap, sawhorse, a shot timer or stopwatch that can time down to a hundredths of a second, and the NRL22 standard target package.

Scoring submissions: In accordance with the 2026 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.

Monthly Live Show: The live show for prizes will happen on **12 July 2026**. The show will be streamed through Facebook and YouTube. If you have questions, ask them during the live show and we will answer them for you. Make sure to like, follow, and subscribe to our social media pages and channel.

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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Thank you to all the amazing sponsors for the 2026 season. Please make sure to support these companies when you are deciding where to buy. We have a list of Preferred sponsors that are offering exclusive discounts to NRL22 members which range from 10%-40% that can be viewed under "My Account"

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2027 Season Presented by:



Stage 1 Presented by:



1. Buckets of Glory

Time: 120 Sec Round Count: 10

Ranges and Targets:

Option 1 – 50 yds: 1" & 1.5" on a double hanger
77 yds: 1.5" & 2.5" on a double hanger

Target Size(s)	
MOA	MILS
1.9, 2.9	0.6, 0.8
1.9, 3.1	0.5, 0.7

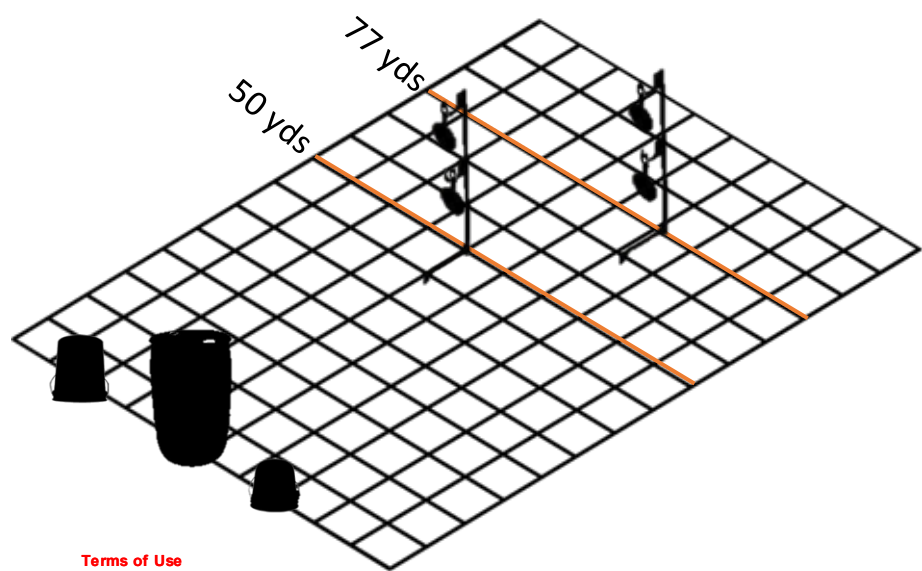
Restrictions: No dialing of elevation on the clock is allowed. Dialing windage and magnification on the clock is allowed. **If a shooter dials elevation on the clock the RO will say "Wrong Procedure" after the shot has been fired.** All subsequent shots will be scored as a miss until the procedure is corrected.

Points: 10 points per impact, 100 points possible

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

Adaptive Suggestion: All engagements will be from the 55-gal barrel. You must return to the high ready with all gear in hand after each sequence has been engaged.

- Description:** On the start signal, engage the targets in the following order and manner:
- 2-gal bucket: Far targets – 2 shots each small then large
 - 55-gal barrel: Near targets – 1 shot each large then small
 - 5-gal bucket: Far targets – 2 shots each small then large



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2027 Season Presented by:



Stage 2 Presented by:



2. Rooftop Jackal

Time: 120 Sec Round Count: 12

Ranges and Targets:

Option 1 – 30 yds: ¼” & ½” on a KYL rack
45 yds: ¾” & 1” on a KYL rack

Target Size(s)	
MOA	MILS
0.8, 1.6	0.2, 0.5
1.6, 2.1	0.5, 0.6

Restrictions: No part of your body or equipment may touch the ground.

Points: 10 points per impact, 120 points possible

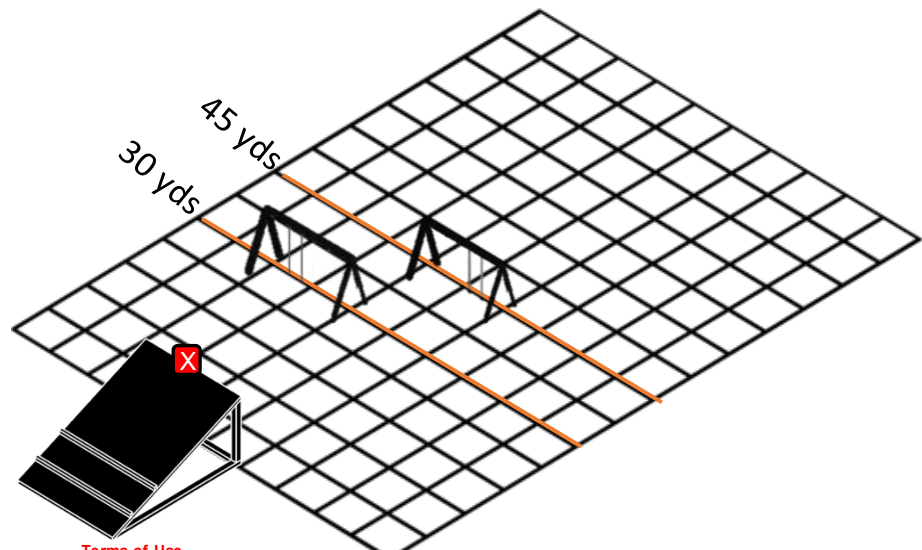
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

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

Description: On the start signal, ascend the rooftop and engage the targets from the center of the rooftop from large to small, near to far with 1 shot each in the following manner:

1. Strong side
2. Support/weak side
3. Strong side

Note: Support side means non-dominant eye, shoulder, and hand.



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2027 Season Presented by:



Stage 3 Presented by:



3. Pharaohs Don't Ask Permission

Time: 120 Sec Round Count: 12

Ranges and Targets:

- Option 1 – 45 yds: 1" on a single hanger
- 65 yds: 1.5" on a single hanger
- 80 yds: 2" on a single hanger

Target Size(s)	
MOA	MILS
2.1	0.6
2.2	0.6
2.4	0.7

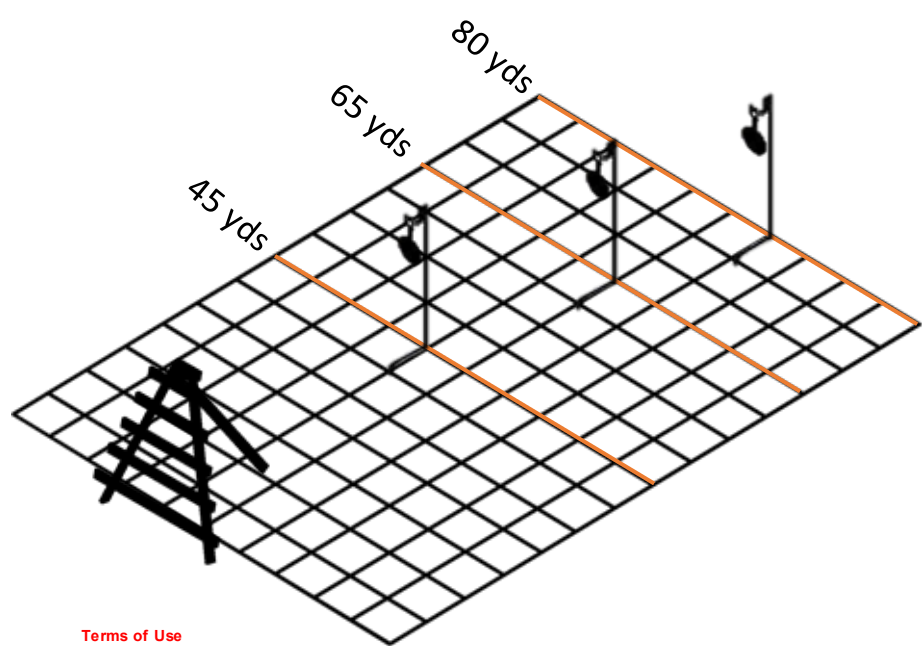
Restrictions: None

Points: 10 points per impact, 120 points possible

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

Adaptive Suggestion: Same target engagement, but on position 3, you will use 2nd highest outside rung you can reach – opposite of what you used on position 1.

- Description:** On the start signal, engage the targets with 1 shot each from near to far from the following positions in order:
- 2nd highest rung you can reach on the outside
 - Highest rung you can reach on the outside
 - 2nd rung from the bottom outside
 - Lowest rung you can reach on the outside



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2027 Season Presented by:



Stage 4 Presented by:



4. I Wanna Go Fast!

Time: 120 Sec Round Count: 12

Ranges and Targets:

Option 1 – 82 yds: 2" on a single hanger
100 yds: 3" double hanger

Target Size(s)	
MOA	MILS
2.3	0.7
2.9	0.8

Restrictions: Rungs may not be repeated

Points: 10 pts per impact plus 0.1 bonus points per second remaining after the required round count of 12 shots have been fired. *If the shooter times out, then 120.00 will be entered for total time elapsed.*

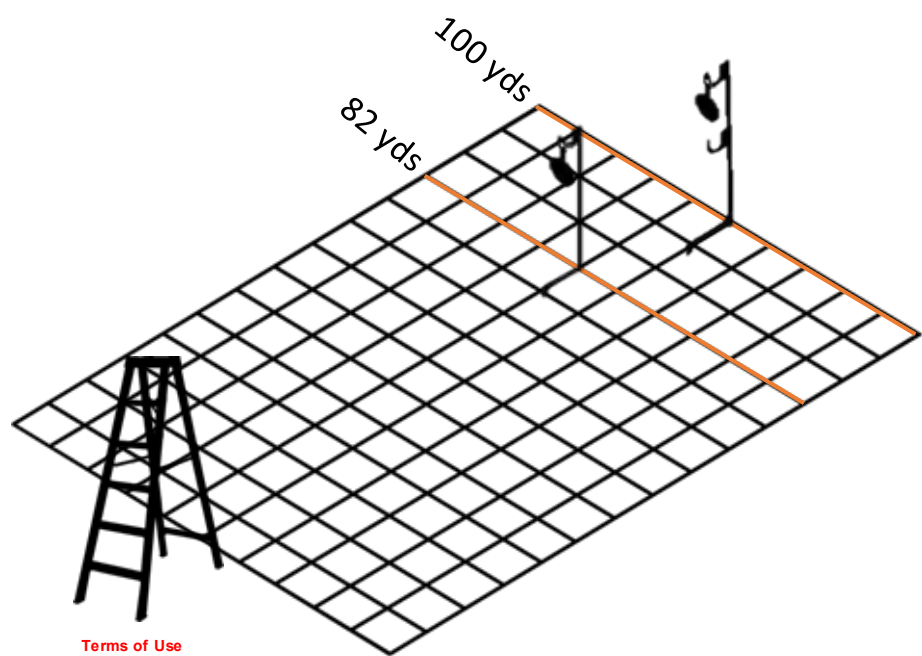
When scoring, always record the total time elapsed in seconds.

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

Description: On the start signal, engage the targets with 2 shots each, near then far from the following positions in order:

1. Lowest rung
2. A higher rung
3. Highest rung you can safely shoot from

Adaptive Suggestion: Alternate between the 2 highest ladder rungs you can safely shoot from.



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2027 Season Presented by:



Stage 5 Presented by:



5. Don't Tip The Tank Trap

Time: 120 Sec Round Count: 12

Ranges and Targets:

- Option 1 – 63 yds: 1.5" on a double hanger
- 83 yds: 2" on a double hanger
- 100 yds: 3" on a double hanger

Target Size(s)	
MOA	MILS
2.3	0.7
2.3	0.7
2.9	0.8

Restrictions: None

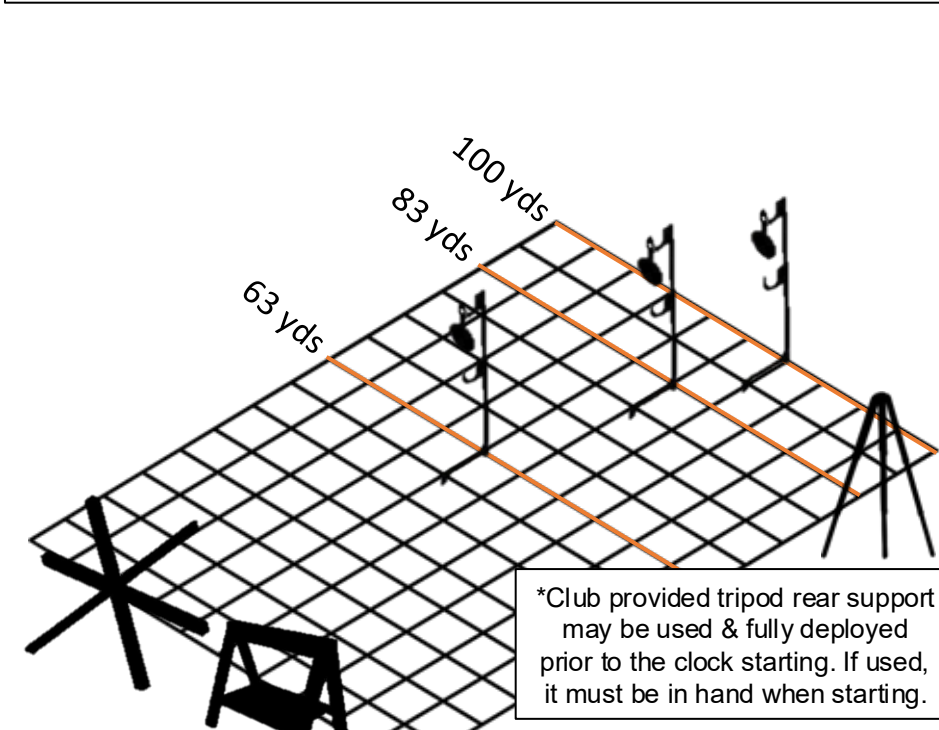
Barricade/Targets Setup: Center tip pointing down range.

Points: 10 points per impact, 120 points possible

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

Adaptive Suggestion: Same target engagement but instead of using the sawhorse, you'll use the center tank trap tip.

- Description:** On the start signal, engage the targets with 2 shots each in the following order and manner:
1. Top of the sawhorse: Far
 2. Right most tank trap tip: Near then Middle
 3. Left most tank trap tip: Near then Middle
 4. Top of the sawhorse: Far



*Club provided tripod rear support may be used & fully deployed prior to the clock starting. If used, it must be in hand when starting.

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Schedule of Target Engagement Breakdown

Stage 1		
Shot Number	Position	Target
1	2-gal	Far Small
2		Far Small
3		Far Large
4		Far Large
5	55-gal	Near Large
6		Near Small
7	5-gal	Far Small
8		Far Small
9		Far Large
10		Far Large

Stage 2		
Shot Number	Position	Target
1	Strong	Near Large
2		Near Small
3		Far Large
4		Far Small
5	Support	Near Large
6		Near Small
7		Far Large
8		Far Small
9	Strong	Near Large
10		Near Small
11		Far Large
12		Far Small

Stage 3		
Shot Number	Position	Target
1	2nd Highest	Near
2		Middle
3		Far
4	Highest	Near
5		Middle
6		Far
7	2nd Lowest	Near
8		Middle
9		Far
10	Lowest	Near
11		Middle
12		Far

Stage 4		
Shot Number	Position	Target
1	Lowest Rung	Near
2		Near
3		Far
4		Far
5	A Higher Rung	Near
6		Near
7		Far
8		Far
9	Highest Rung	Near
10		Near
11		Far
12		Far

Stage 5		
Shot Number	Position	Target
1	Sawhorse	Far
2		Far
3	Right Tip	Near
4		Near
5		Middle
6	Left Tip	Middle
7		Near
8		Near
9	Sawhorse	Middle
10		Middle
11		Far
12	Far	

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Stage 6: Spinning Dinosaurs

Time: 120 sec

Round Count: 10

Ranges and Targets:

Restrictions:

Points: 10 Points per Impact. 100 points possible. 20 bonus points for flipping spinner target.

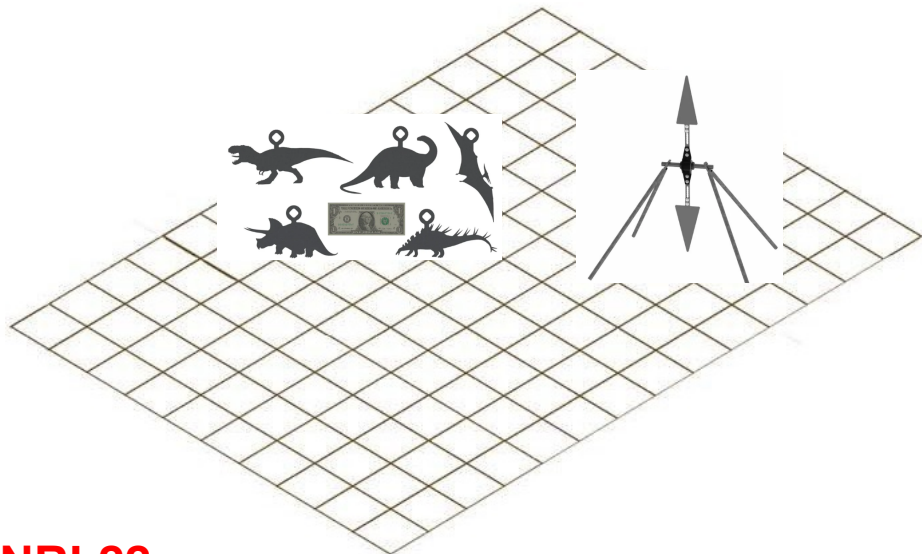
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

Description:

Take the prone position and engage the dinosaurs from left to right with one shot each. Then engage the spinner target with remaining 5 shots alternating between top and bottom targets in either order. 20 bonus points if the target does spin.

Adaptive Recommendation:

All targets at 100 yards.





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.

