

### May 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. <a href="PractiScore Template">PractiScore Template</a>

**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. <u>DFAT Range Practice Range Card</u>

**COF Designer:** This COF was designed by Justin McBee out of Mayfield, KY. Justin is a competitor, NRL22 and NRL22X Match Director. This COF will be fun and challenging for everyone. Thank you, Justin for volunteering to write this month's COF for the entire NRL22 community.

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

**Range requirements:** This month's COF will require the NRL22 pyramid, 5-gal bucket, 55-gal barrel, Ladder, Tank trap, Rooftop, Tripod, a shot timer or stopwatch that can time down to a tenth of a second, and the NRL22 standard target package. Left over targets: 2x 2.5", 5", 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 <u>HERE</u>. If you don't have that ability, then download the NRL22 Scoresheet Submission Spreadsheet from the MD Resources section found <u>HERE</u>. Submit your spreadsheet through the NRL22 website along with the match admin fee which can be found <u>HERE</u>. 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 **Sunday, June 9th, 2024**. 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.



### May 2024 NRL22 Official Course of Fire

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
  - o Model(s) 780, 880, 980
  - o XT-22
- Mossberg (all models)
- Winchester
  - Model 69 & variants
  - Model 131 & 141 (including SR variants)
- Cooev
  - 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



## 1. May The 4<sup>th</sup> Be With You

Time: 120 Sec Round Count: 12

#### **Ranges and Targets:**

44 yds: 1" on a single hanger

88 yds: 2" & 3" on a double hanger

2.2 0.6
2.2, 3.3 0.6, 0.9

**Restrictions:** None

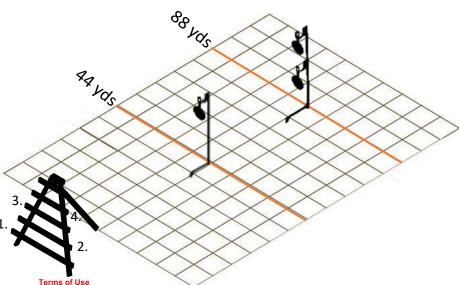
Points: 10 points per impact, 120 points possible

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

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

- Left outside bottom rung: Near, Far small, Far large.
- Right outside 2<sup>nd</sup> rung: Far large, Far small, Near
- Left outside 3<sup>rd</sup> rung:
   Near, Far small, Far large
- 4. Right outside 4<sup>th</sup> rung: Far large, Far small, Near

**Adaptive Recommendation:** Same target engagement. Use the 2 highest rungs you can reach and alternate after every 3<sup>rd</sup> shot.





### 2. Summer's Gateway

Time: 120 Sec Round Count: 12

#### **Ranges and Targets:**

75 yds: 2" on a single hanger 2.5 0.7

100 yds: 2.5" & 3" on a double hanger 2.4, 2.9 0.7, 0.8

**Restrictions:** Following the competitor's first 6 shots, a magazine change must be completed before firing their 7th shot. Impacts made without a mag change will not be counted.

Points: 10 points per impact, 120 points possible

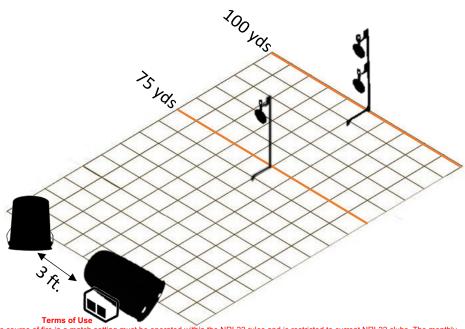
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

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

- 5-gal bucket: Near, Far small, Far large
- 55-gal barrel: Far large, Far small, near

Note: You may secure the 55-gal barrel with cinder blocks to prevent it from rolling forward.

**Adaptive Recommendation:** Same target engagement. The 5-gal bucket & 55-gal barrel may be placed on an elevated position.





### 3. Laying In The Shade

Time: 120 Sec **Round Count: 10** 

#### **Ranges and Targets:**

10 vdc, 1/" 0 1/" on a I/VI rack	MOA	MILS
40 yds: ¼" & ½" on a KYL rack	0.6, 1.2	0.2, 0.3
65 yds: ¾" & 1" on a KYL rack	1.1, 1.5	0.3, 0.4
100 vds: 3" on a double hanger	2.9	0.8

**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, engage the targets with 1 shot each in the following order and manner:

Prone: 1st KYL – Large to small 1.

2. Prone: 2<sup>nd</sup> KYL – Large to small

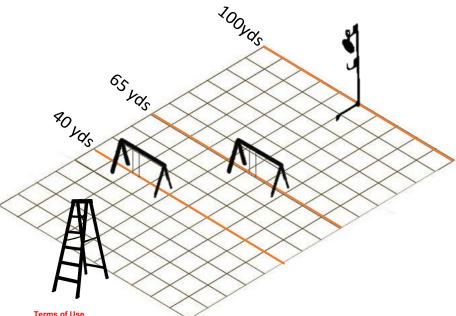
Ladder (any rung): Far target 3.

4. Prone: 1st KYL – Small to large

Prone: 2<sup>nd</sup> KYL – Small to large 5.

Ladder (any rung): Far target

Adaptive Recommendation: Same target engagement. Prone may be shot from an elevated position such as a 55-gal barrel.





### 4. Cinco De Mayo

Time: 120 Sec **Round Count: 10** 

#### **Ranges and Targets:**

**MOA MILS** 100 yds: 4" on a single hanger 3.8 1.1

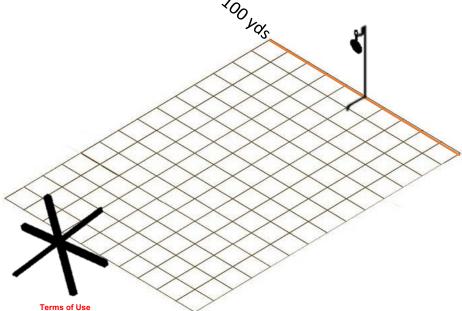
**Restrictions:** Forward support may not touch the ground e.g., bipod, bags, etc.

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, engage the target with 2 shots from each tip, center, and then from 1 leg for a total of 5 different positions.

**Note:** The center tank trap tip will be facing back towards the competitors. **Adaptive Recommendation:** Same target engagement. Alternate between all 3 tips and move after every 2<sup>nd</sup> shot.





### 5. Setting On The Roof

Time: 120 Sec **Round Count: 10** 

### **Ranges and Targets:**

40 yds: 1" on a single hanger	MOA	IVIILS
40 yus. 1 On a single nanger	2.4	0.7
55 yds: 1.5" on a double hanger	2.6	0.8
60 yds: 1.5" on a double hanger	2.4	0.7
89 vds: 1.5"& 2" on a double hanger	1.6, 2.1	0.5, 0.6

**Restrictions:** No elevation dialing allowed once time begins. Only parallax and magnification may be adjusted.

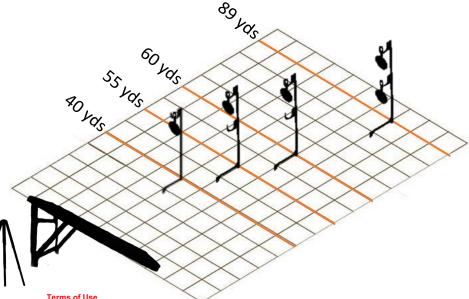
Points: 10 points per impact, 100 points possible

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

**Description:** On the start signal, engage targets from the peak of the rooftop with 1 shot each, Far to Near, Large to Small. Then 1 shot each Near to Far, Small to Large.

Note: The rooftop peak is facing the competitor. The tripod may be used as rear support.

Adaptive Recommendation: No change





## Wobbly Reindeer

Time: 120 Sec Round Count: 12

#### **Ranges and Targets:**

	MOA	MILS
50 yds: 1" on a single hanger	1.9	0.6
64 yds: 2" on a single hanger	3	0.9
90 vds: 3" on a double hanger	3.2	0.9

**Restrictions:** None

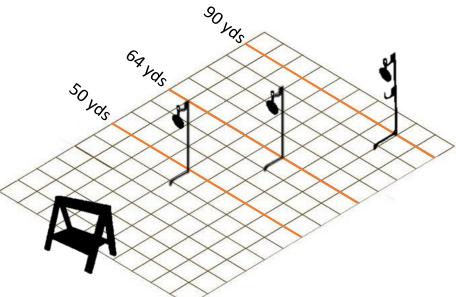
Points: Points: 10 points per impact, 120 points possible

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

**Description:** On the start signal, you will take a position on the top of the sawhorse and engage the targets in the following order:

- Near x2, Middle x1, Far x1
- Middle x2, Far x1, Near x1
- Far x2, Near x1, Middle x1

**Adaptive Recommendation:** No change. You may use a stool to sit on when shooting from the top of the sawhorse.





# Sugar Plums Dancing

Time: 120 Sec Round Count: 12

#### Ranges and Targets:

	MOA	MILS
80 yds: 1.5" & 2" on a double hanger	1.8, 2.4	0.5, 0.7
96 yds: 3" & 4" on a double hanger	3, 4	0.9, 1.2

**Restrictions:** None

Points: 10 pts per impact

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

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

- Near Small
- Near Large
- Far Large
- Far Small
- Repeat that 4-shot sequence two more times

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

