November 2026 COF

PractiScore Template: The PractiScore templates are now located in your Match Director Dashboard found under ”My Account”.

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 month’s Course of Fire was designed by Ryan Thurman, a nurse and nurse educator who apparently decided that taking care of people wasn’t enough of a challenge, so he picked up NRL22 as a second addiction. Ryan is a husband to Jennifer, who deserves a medal for putting up with his shenanigans every day, and a father of three kids who are probably already learning that “just one more stage” somehow turns into an entire weekend at the range. When he’s not educating nurses, raising kids, or convincing himself he needs just one more piece of gear, Ryan can be found at his home range, Strategic Edge Gun Range in Chapel Hill, Tennessee. This month, he’s traded his educator hat for his Course of Fire designer hat, and he’s ready to put your skills, patience, and possibly your vocabulary to the test. So, grab your rifle, check your DOPE, and get ready to find out whether Ryan designed a fun day at the range or a new reason to question your life choices. Good luck and remember misses build character… or at least that’s what we tell ourselves!

If you have questions about the COF please email us here.

Monthly Live Show: The live show for prizes will happen on **December 13, 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.

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



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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 2027 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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NRL22
NATIONAL RIMFIRE LEAGUE

2027 Season Presented by: TIKKA

Stage 1 Presented by: SK

1. Pass The Ammo, Not The Gravy

Time: 120 Sec Round Count: 11

Ranges and Targets:

Option 1 – 50 yds: T1 – 1”and T2 – ¾” on a KYL rack
86 yds: T3 – 2” on a single hanger
94 yds: T4 – 2.5” on a single hanger
100 yds: T5 – 2.5” & T6 – 3” on a double hanger

Target Size(s)	
MOA	**MILS**
1.4, 1.9	0.4, 0.6
2.2	0.6
2.5	0.7
2.9, 2.4	0.8, 0.7

Restrictions: None

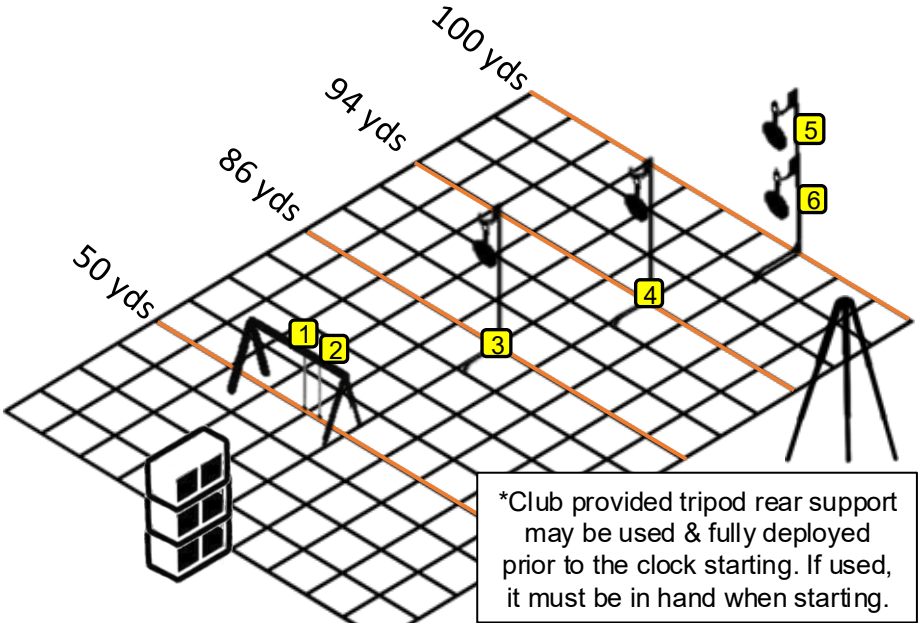
Points: 10 points per impact, 110 points possible

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 1 shot each in the following order and manner from the 2 available positions – Prone & top of the cinder blocks:

1. Position 1: T1, T2, T3, T4, T5
2. Position 2: T6, T5, T4, T3, T2, T1

Adaptive Suggestion: Place cinder block on an elevated position. After the first sequence (position 1) has been completed, you will go back to the starting position and then engage the targets again from the cinder block.



*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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Version 1

2027 Season Presented by: TIKKA

Stage 2 Presented by: Kestrel Ballistics

2. A Slice of Action

Time: 120 Sec Round Count: 12

Ranges and Targets:

Option 1 – 55 yds: 1” on a single hanger
100 yds: 2.5” on a double hanger (Left)
100 yds: 3” on a double hanger (Right)

10 yds Apart

Target Size(s)	
MOA	MILS
1.7	0.5
2.4	0.7
2.9	0.8

Restrictions: Positions can’t be reused

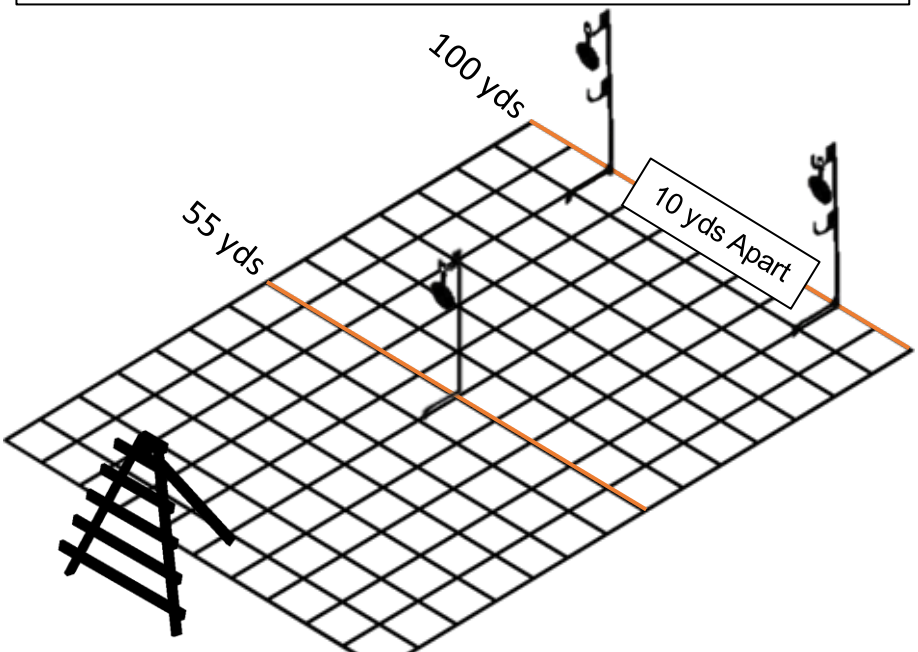
Points: 10 points per impact, 120 points possible

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

Description: On the start signal, engage the targets with 1 shot each from the outside left and right rungs in the following order and manner:

1. Left Side: Near, Left
2. Right Side: Near, Right
3. Left Side: Near, Left
4. Right Side: Near, Right
5. Left Side: Near, Left
6. Right Side: Near, Right

Adaptive Suggestion: Use the 2 highest rungs you can reach. Alternate between the left and right. Once 4 positions have been used, a previously used position may be used. You must move after every 2 shots.



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NRL22
NATIONAL RIMFIRE LEAGUE

2027 Season Presented by: TIKKA

Stage 3 Presented by: ALTA ARMS

3. Turn Up To 11

Time: 120 Sec Round Count: 11

Ranges and Targets:

Option 1 – 92 yds: 3” on a single hanger

Target Size(s)	
MOA	**MILS**
3.1	0.9

Restrictions: None

Points: 10 pts per impact plus 0.1 bonus points per second remaining after the required round count has 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.

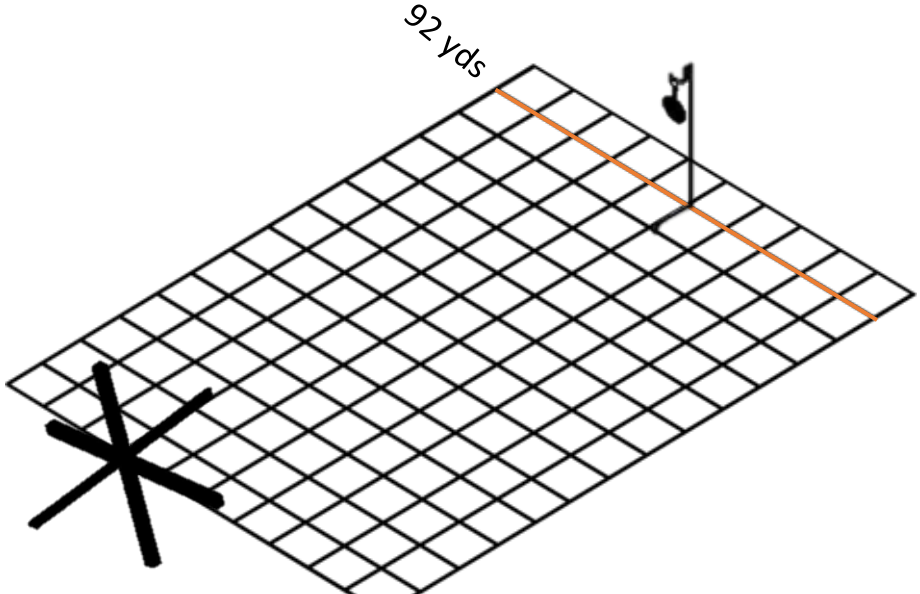
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

Adaptive Suggestion: You will use all three tips i.e. 1, 2, 3, 1, 2, 3, etc.

Description: On the start signal, engage the target with 1 shot in the following order and manner:

1. All 3 tips
2. Center
3. All 3 tips
4. Center
5. All 3 tips

Note: Each tip must be used for sequence 1, 3, and 5. The order you use them in is up to you.



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Version 1

2027 Season Presented by: TIKKA

Stage 4 Presented by: ATHLON RIDICULOUSLY GOOD OPTICS

4. Gravy Warfare

Time: 120 Sec Round Count: 10

Ranges and Targets:

Option 1 – 30 yds: T1 – ½" on a KYL rack
50 yds: T2 – 1" on a double hanger
70 yds: T3 – 1.5" on a double hanger
83 yds: T4 – 2" on a double hanger

Target Size(s)	
MOA	**MILS**
1.6	0.5
1.9	0.4
2.0	0.6
2.2	0.7

Restrictions: None

Barricade Setup: Rooftop point downrange with tape separating the left and right side.

Points: 10 points per impact, 100 points possible

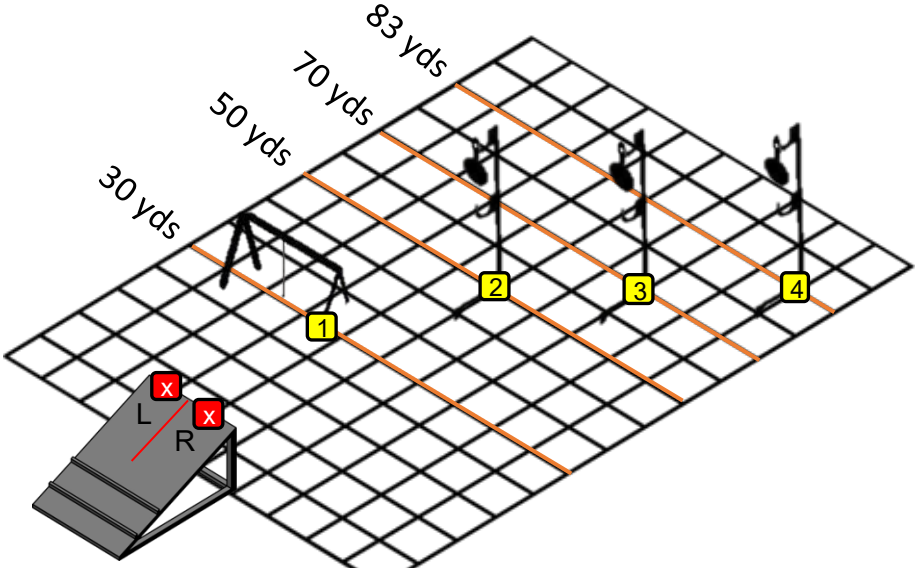
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

Description: On the start signal, take a position on the rooftop and engage the targets in the following order and manner:

1. Position 1: T1, T2, T3, T4
2. Position 2: T2, T3, T4
3. Position 1: T3, T4
4. Position 2: T4

Note: Position 1 can be either left or right side of the rooftop; however, you must alternate sides after each sequence has been shot. Your entire body does not need to be on the rooftop.

Adaptive Suggestion: None



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Version 1

2027 Season Presented by:

TIKKA

Stage 5 Presented by:

ACCU-TAC
PRECISION BIPODS AND ACCESSORIES

5. Thanksgiving Fire Mission

Time: 120 Sec Round Count: 10

Ranges and Targets:

Option 1 – 77 yds: 1.5” on a double hanger
96 yds: 2” & 2.5” on a double hanger

Target Size(s)	
MOA	**MILS**
1.9	0.5
2.0, 2.5	0.6, 0.7

Restrictions: None

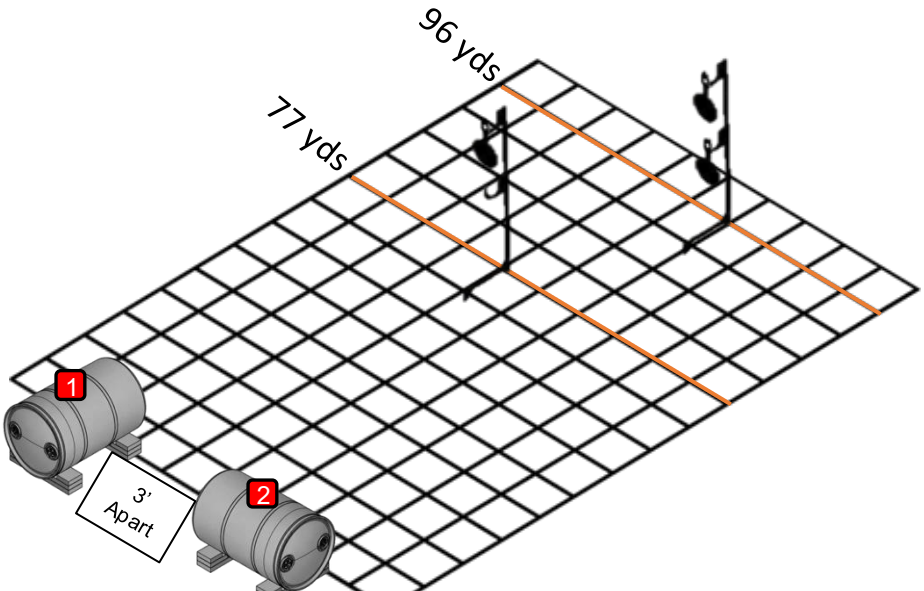
Points: Points: 10 points per impact, 100 points possible

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

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

1. Barrel #1: Near, Far Large
2. Prone: Near, Far Small
3. Barrel #2: Near, Far Large
4. Prone: Near, Far Small
5. Barrel #1: Near, Far Large

Adaptive Suggestion: Turn the barrel vertical. You will engage the targets off the barrel and go back to the starting position after each sequence.



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Target Engagement Breakdown

	Stage 1	
Shot Number	**Position**	**Target**
1	Position 1	T1
2		T2
3		T3
4		T4
5		T5
6	Position 2	T6
7		T5
8		T4
9		T3
10		T2
11		T1

	Stage 2	
Shot Number	**Position**	**Target**
1	Left Side	Near
2		Left
3	Right Side	Near
4		Right
5	Left Side	Near
6		Left
7	Right Side	Near
8		Right
9	Left Side	Near
10		Left
11	Right Side	Near
12		Right

	Stage 3	
Shot Number	**Position**	**Target**
1	Tip #1	Target
2	Tip #2	Target
3	Tip #3	Target
4	Center	Target
5	Tip #1	Target
6	Tip #2	Target
7	Tip #3	Target
8	Center	Target
9	Tip #1	Target
10	Tip #2	Target
11	Tip #3	Target

	Stage 4	
Shot Number	**Position**	**Target**
1	Position 1	T1
2		T2
3		T3
4		T4
5	Position 2	T2
6		T3
7		T4
8	Position 3	T3
9		T4
10	Position 4	T4

	Stage 5	
Shot Number	**Position**	**Target**
1	Barrel #1	Near
2		Far, Large
3	Prone	Near
4		Far, Small
5	Barrel #2	Near
6		Far, Large
7	Prone	Near
8		Far, Small
9	Barrel #1	Near
10		Far, Large

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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.

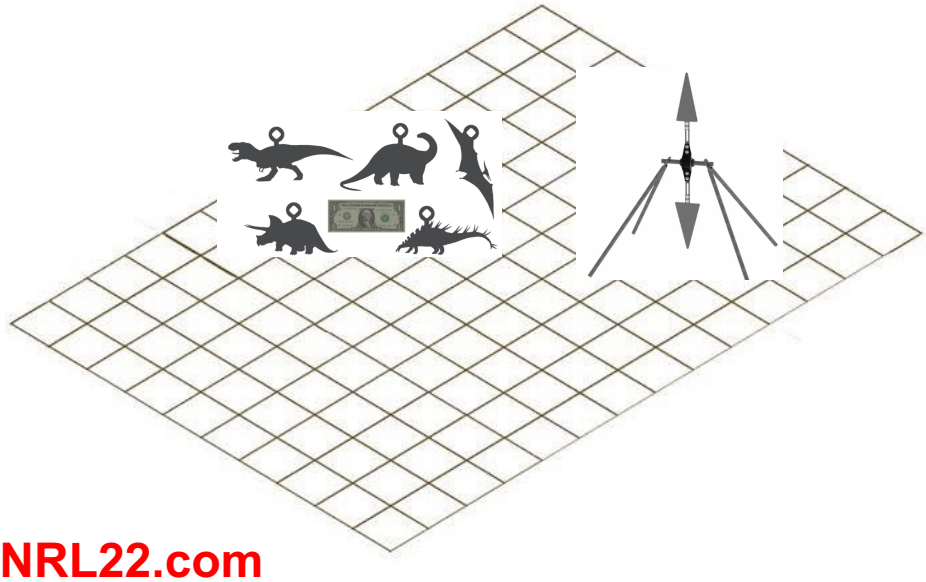
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

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.

First dinosaurs at 75 yards.
All other targets at 100 yards.

Adaptive Recommendation:



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

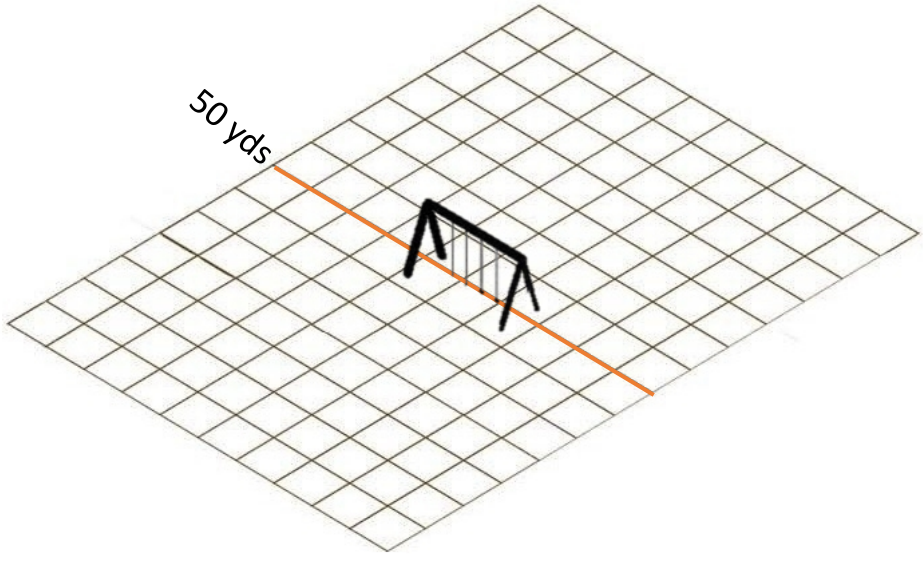
Points: 10 points per impact, 100 points possible

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.



BONUS STAGE:

Stage 8: Simon Says

Time: 120 sec Round Count: 10

Ranges and Targets:

Restrictions:

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.

Description:

Take the prone position and roll the dice or grab a card. Engage the color indicated and then the center white target. Repeat rolling the dice and engaging both targets until 10 shots have been fired.

Target placed at 100 yards.

Adaptive Recommendation:

