



JUNE 2021 NRL22 OFFICIAL COURSE OF FIRE

June introduction:

Welcome to the 2021/2022 Season. As many are aware there have been quite a few changes to the NRL22 rules this year. We highly encourage you to go to NRL22.org/about/rules to read the rules in its' entirety or go to the NRL22 Members page to see the change review. The NRL22 Executive and Support staff want to thank everyone who played a vital role in these changes, without your input and participation we couldn't grow this sport as it has.

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](#)

We would like to thank DST Precision for coming onboard and creating a free product for everyone to use that allows the shooter to practice this COF inside their home with the use of their DFAT device. The DFAT allows you to use the rifle and optic to dryfire practice in a very small area. 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](#)

Option 2: If an MD chooses to select option 2 for any stage, then he/she is responsible for acquiring the needed targets and hangers. The target sizes and distances for option 2 are set and must be adhere to, this ensures that a MD doesn't have an advantage over other shooters. The only exception to this is if a MD doesn't have the needed distance to accommodate a stage for option 2 then they may change the distance and target size; however, they must make it public to their shooting club prior to the match.

COF Designer: Michael Millikan, MD from Eagle Eye Shooting Complex out of Mt. Pleasant, TN and the MD of the 2019/2020 NRL22 National Championship. Thank you for your contribution and fun COF.

Range requirements: This month's COF will require a ladder, 55-gal barrel, rooftop, coin, stopwatch that can time down to a tenth of a second, and the 2020/2021 NRL22 standard target package. Left over targets: 6".

Safety suggestions: Weed whacker plastic string works very well for Empty Chamber Indicators (ECI). Using ECI ensures a rifle is not loaded and especially useful for semi-auto rifles. Mag block flags are acceptable for an ECI; however, the RO needs to ensure that the chamber is clear. The stages' starting positions were deliberately set up for safety. Ensure RO's are very close to new shooters and kids, especially in case the 180 rule is broken or a transition is made without the action open or safety engaged.

Scoring submissions: Download the NRL22 Scores sheet from the downloads section on NRL22.org/downloads, fill out the results, and submit scores sheet to matches@nrl22.org, followed by payment for admin fee. Deadline for submissions is **July 7th, 2021**. Keep in mind that only NRL22 members are eligible for prizes and while we have a 30-day grace period for membership, if the prizes are already distributed, it is the competitor's loss. The live Facebook show for prizes will happen on **July 14th, 2021**.

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Here is the running list of approved out-of-production rifles that will remain in base class. These rifles must be in their original factory configuration to be eligible for base class. 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 class rests squarely on the shooter, and the MD makes the final call on which class the shooter's rifle gets classified in.

- CZ 452 (all models)
- CZ 455 (all models)
- Savage (all models, except Savage Anschutz)
- Ruger (all models)
- Marlin/Glenfield
- Mossberg (all models)
 - Levermatic
 - Model 20
 - Model 60 (aka Glenfield 60) & historical variants
 - Model 65 (aka Glenfield 65) & historical variants
 - Model 780
 - Model 39A (variants & predecessors)
- Winchester
 - Model 69 & variants
 - Model 131 & 141 (including SR variants)
- Cooney
 - 60
 - 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 \$618.65 in 2021. This is clearly in line with many other "base class" 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 \$1056.67 in 2021. 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, 87 years of compound inflation really adds up. Inflation adjustment puts that MSRP at \$1158.20 in 2021. The Model 52 will be a ton of fun to shoot, ...in Open class.

Inflation/compound interest calculator can be found at <https://www.investor.gov/financial-tools-calculators/calculators/compound-interest-calculator>

Use a fixed 3.0% rate, nothing for variance range, compound annually

What Goes Up, Must Come Down

Time: 120 Sec

Round Count: 10

Ranges and Targets: Option 1 – 100 yds: 3" on a single hanger
Option 2 – 200 yds: 6" on a single hanger

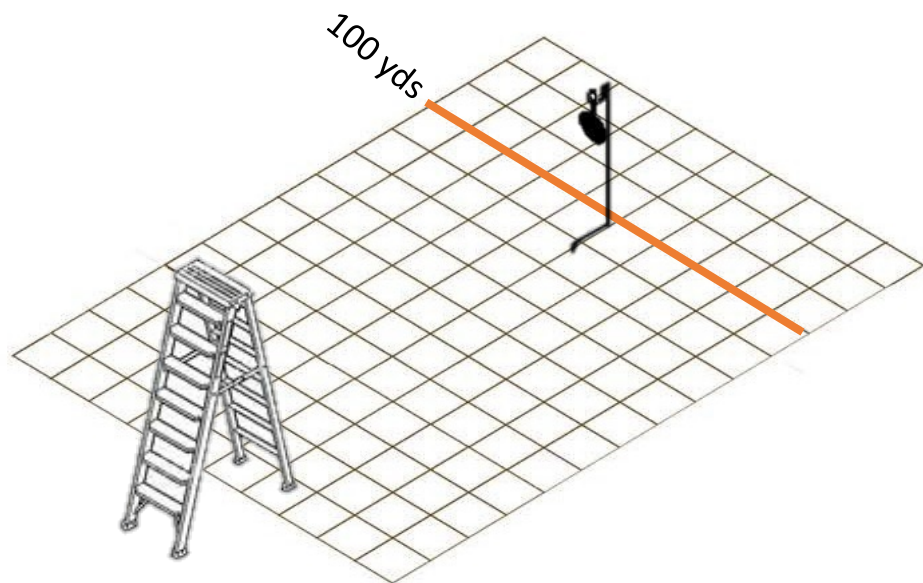
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, the shooter will engage the target with 1 shot from each ladder rung, hit or miss move on. The shooter will start from the lowest ladder rung and work their way up, down, and back up without skipping for 10 shots or time expires.

Note: The shooter will not go above the 5th rung. If a shooter is too short to engage the target from the 5th rung, then he/she will engage the target from the highest rung they can reach and then work back down and back up.

OG/Adaptive Recommendation: Same starting position. Shooter will alternate between the tallest rung that they can shoot from and the rung below it after every 2 shots.



Time Is Money

Time: 120 Sec

Round Count: 10

Ranges and Targets:

- Option 1 – 45 yds: 1.5" & 1" on a double hanger
- Option 1 – 91 yds: 2.5" on a single hanger
- Option 2 – 90 yds: 2" & 3" on a double hanger
- Option 2 – 182 yds: 5" on a single hanger

Points: 10 pts per impact plus 0.1 bonus points per second remaining, i.e. if 8.7 sec remain the shooter will earn 0.87 points. **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

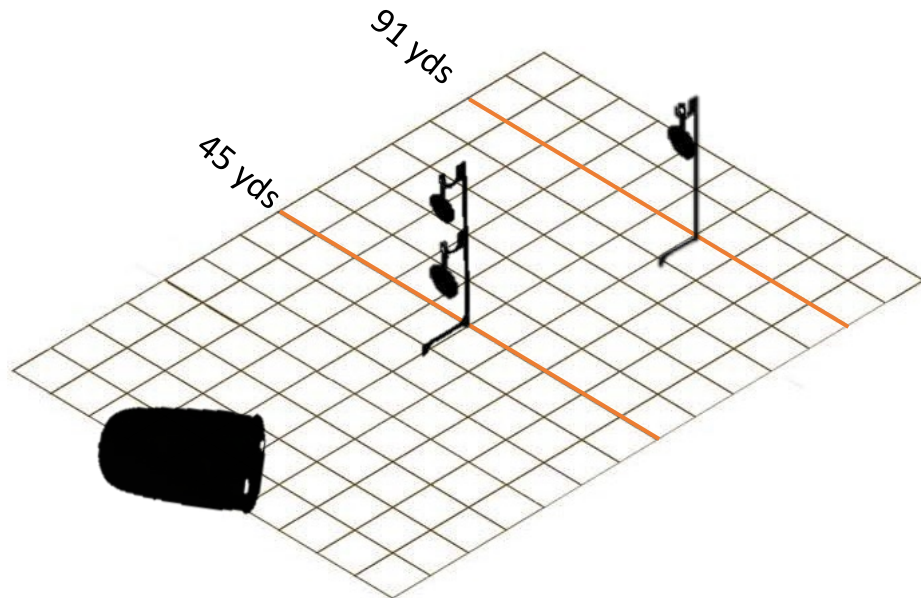
Description: On the start signal, the shooter will take a prone supported position on either side of the 55-gal barrel and engage the near targets with 1 shot each from large to small, hit or miss move on.

The shooter will then move to the opposite side of the 55-gal barrel and repeat. The Shooter will continue switching sides until 8 shots are fired.

Then the shooter will move to the top of the 55-gal barrel and engage the far target with the final 2 shots.

Note: The barrel is laying on its side as pictured

OG/Adaptive Recommendation: Same starting position. Shooter will engage the targets the same but shoot them from the left and right side of the barrel alternating after every 2nd shot. The last 2 shots will be taken from the center of the barrel.



Do You Know Your Limits?

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 50 yds: 5", 4", 3", 2.5", 2" 1.5" on 3x double hangers, 1", 0.75", 0.5", 0.25" on KYL rack

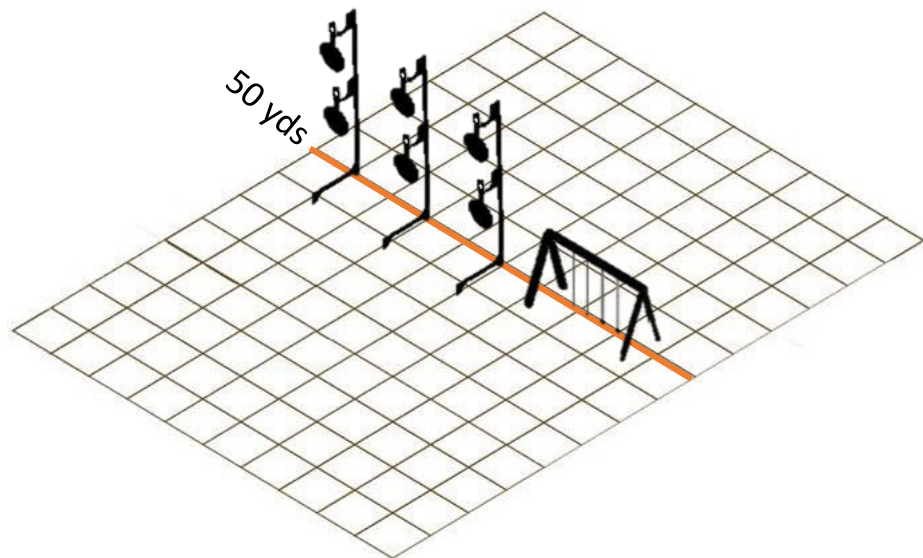
Option 2 – 125 yds: 8", 7", 6", 5", 4", 3", 2.5", 1.5", 1", 0.75"

Points: 10 points per impact, 100 points possible

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

OG/Adaptive Recommendation: Same starting position. Shot from a bench

Description: On the start signal, the shooter will take a supported prone position and engage each target from large to small, hit to advance. If a shot is missed, then the stage is over, but any points earned are kept.



It's All About The Pitch

Time: 120 Sec

Round Count: 10

Ranges and Targets: Option 1 – 75 yds: 2.5", 2", 1.5", 1" on 2x double hangers
Option 2 – 150 yds: 5", 4", 3", 2" on 2x double hangers

Points: 10 points per impact, 100 points possible

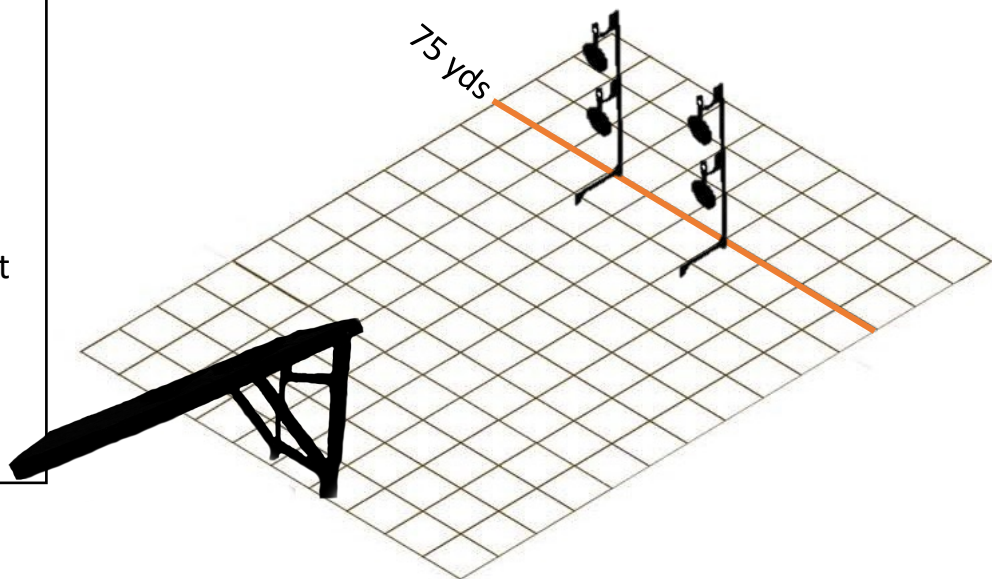
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal, the shooter will take a position on the rooftop (except on the very top and bottom) engage the targets with 1 shot each large to small. If a shot is missed, then the shooter goes back to the previous target but must impact it prior to moving on.

If a shooter impacts all targets, then the shooter will remain on the smallest target until all rounds have been fired or time expires.

Note: The rooftop is turned sideways, 90 degrees. No equipment may touch the ground nor the topmost portion of the rooftop .

OG/Adaptive Recommendation: No change



Coin Toss

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 60 yds: 2” on a single hanger

Option 1 – 80 yds: 3” on a single hanger

Option 2 – 120 yds: 4” on a single hanger

Option 2 – 160 yds: 6” on a single hanger

Points: 10 points per impact, 100 points possible

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

Description: On start signal, the shooter will flip a coin to determine what target to shoot.

Heads = Near; Tails = Far

The shooter will confirm heads or tails and then take a prone supported position and fire 2 shots at the target identified by the coin flip.

After 2 shots have been fired, the shooter will stand up and perform another coin flip.

The shooter will repeat this process until all 10 rounds have been fired or time expires.

OG/Adaptive Recommendation: Same starting position. Shot from a bench.

