



October 2022 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. [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: Richard Rogers from Crooked Creek Gun Club in Aurora, Nebraska. Richard did an amazing job in the use of almost all targets and the unique use of the props.

If you have questions about the COF please email Dominic at Dom@NRL22.org

Range requirements: This month's COF will require a sawhorse, 3x cinder blocks, 55-gal barrel, 5-gal bucket, 2-gal bucket, ladder, a stopwatch that can time down to a tenth of a second, and the NRL22 standard target package. Left over targets: 1x 1.5"

Scoring submissions: In accordance with the 2022 NRL22 rules, Match Directors are required to submit scores within 7 days of their match concluding. Download the NRL22 Scores sheet from the downloads section on NRL22.org/downloads, fill out the results, and submit scores through the NRL22.org by clicking [here](#), followed by payment for the match admin fee. 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 Facebook show for prizes will happen on **November 9th, 2022**.

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 in order for their match score to count.



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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. 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 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
 - Levermatic
 - Model 20
 - Model 780
 - Model 39A (variants & predecessors)
- Mossberg (all models)
- Winchester
 - Model 69 & variants
 - Model 131 & 141 (including SR variants)
- Cooney
 - 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

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One Position, What A Treat!

Time: 120 Sec

Round Count: 10

Option 1 - 35 yds: 1/4" & 3/4 on a KYL rack
75 yds: 2" & 3" on a double hanger

Ranges and Targets:

Option 2 - 70 yds: 1/2" & 1.5"
150 yds: 4" & 6"

Restrictions: None

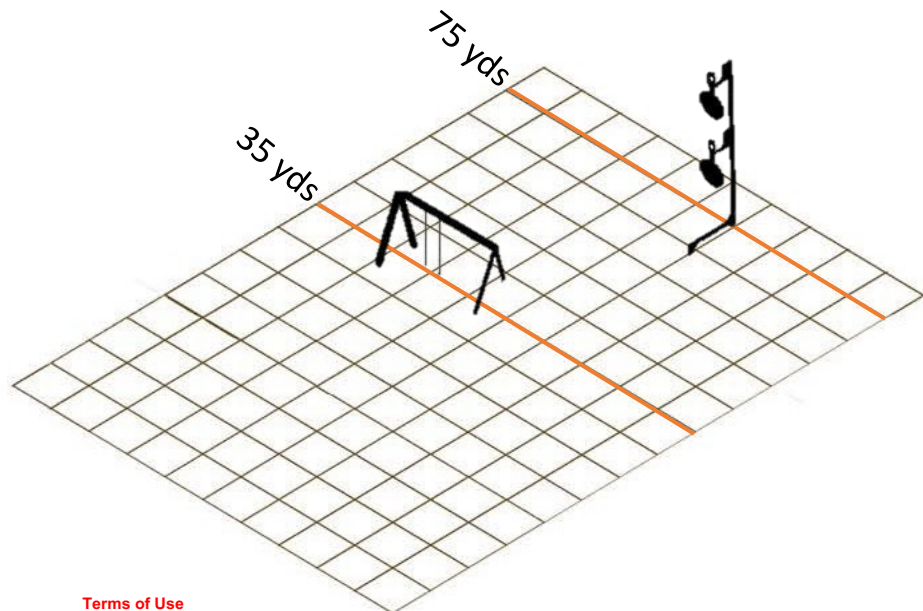
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, the shooter will take a prone position and engage all targets with 1 shot each starting with the KYL from large to small and then the far targets large to small.

The shooter will then repeat the engagement. The final 2 shots will be taken at the 1/4" target.

OG/Adaptive Recommendation: Same starting position and shooting order. The shooter will engage targets off the top of a 55-gal barrel or equivalent. A stool/chair may be used if needed.



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Trick Or Treat Each Block Twice

Time: 120 Sec

Round Count: 10

Ranges and Targets:

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

Option 2 – 150 yds: 6"

Restrictions: No part of the rifle/equipment can touch the ground when shooting off the cinder blocks.

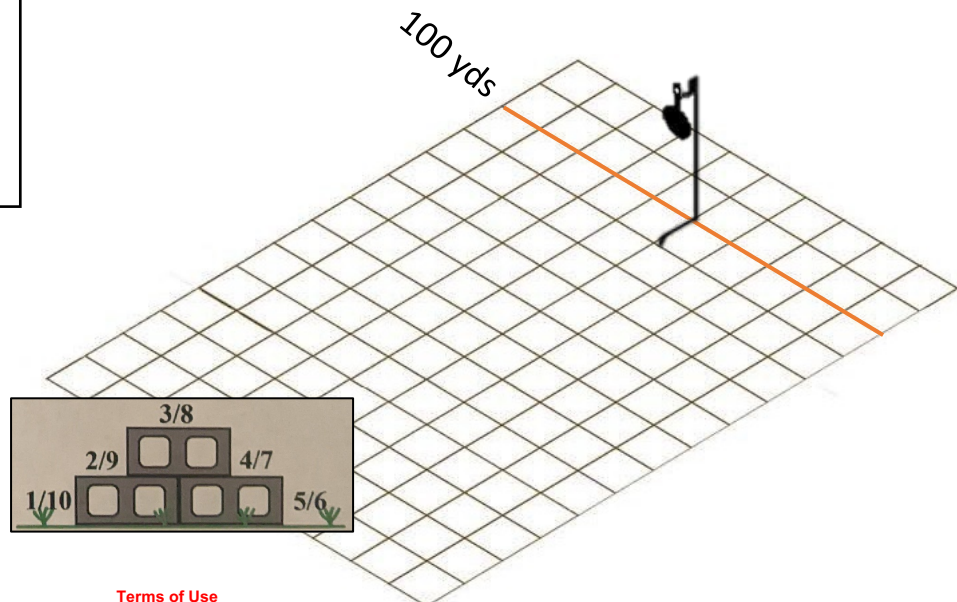
Points: 10 points per impact, 100 points possible

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 the following positions:

1. Prone, left of cinder block – shots 1 & 10
2. Left cinder block – shots 2 & 9
3. Top cinder block – shots 3 & 8
4. Right cinder block – shots 4 & 7
5. Prone, right of cinder blocks – shots 5 & 6

OG/Adaptive Recommendation: Same starting position and shooting order. Cinder blocks can be placed on a shooting bench or equivalent.



Terms of Use

Choose Two Candy Buckets

Time: 120 Sec

Round Count: 9

Option 1 – 50 yds: 1" & 2.5" on a double hanger
100 yds: 5" on a single hanger

Ranges and Targets:

Option 2 – Same targets and distance

**Stressor: All three props are used, 90 Sec
par time, mandatory mag change**

Restrictions: None

Points: 10 points per impact, 90 points possible

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

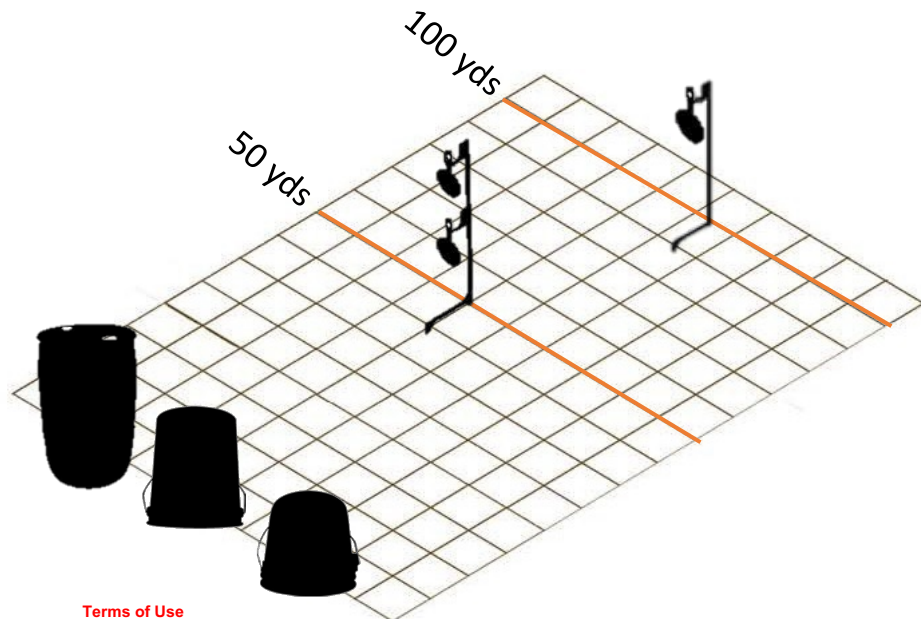
Description: On the start signal, the shooter will take a position on one of the barricades and engage the near targets from large to small with 1 shot each and then the far target with 1 shot.

The shooter will then repeat the engagement from a different barricade. The shooter will then repeat the engagement from the first barricade.

One barricade will not be used.

All shots are hit to move on.

OG/Adaptive Recommendation: Same starting position and shooting order. 5-gal and 2-gal buckets can be placed on a shooting bench or equivalent. The 55-gal barrel will be placed next to the buckets.



Terms of Use

A Frightful Number Of Targets

Time: 120 Sec

Round Count: 10

Option 1 – 61 yds: 1/2" & 1" on a KYL rack
69 yds: 1" & 1.5" on a double hanger
82 yds: 1.5" & 2" on a double hanger
92 yds: 2" & 2.5" on a double hanger
100 yds: 2.5" & 4" on a double hanger

Ranges and Targets:

Option 2 – Same targets and distances

Restrictions: None

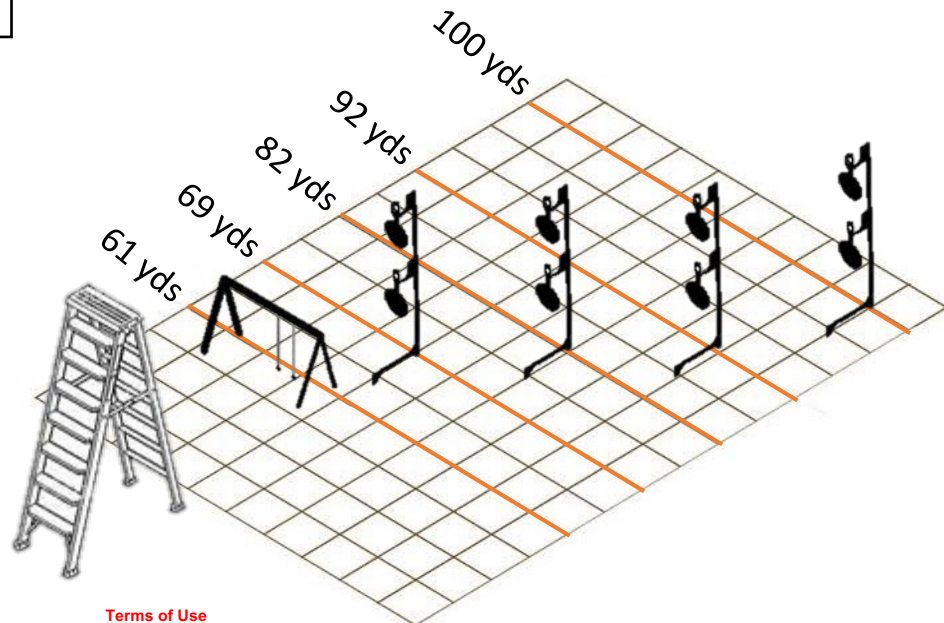
Stressor: 90 second par time

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 take a position on any rung of the ladder and engage the targets from near to far, large to small.

OG/Adaptive Recommendation: None.



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A Trick And A Treat

Time: 120 Sec

Round Count: 12

Option 1 – 63 yds: 3" on a single hanger
100 yds: 6" on a single hanger

Ranges and Targets:

Option 2 – Same targets and distance

Stressor: All targets are engaged from support side.

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 and all gear in hand, mag in, action open

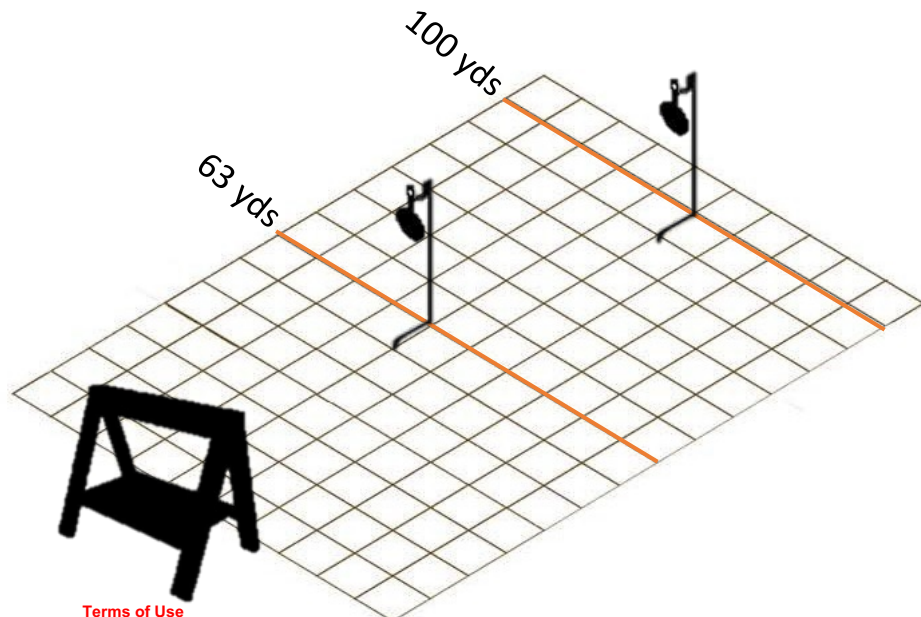
Description: On the start signal, the shooter will engage the targets with 2 shots each from near to far in the following order:

1. Left half of the sawhorse
2. Middle of the sawhorse
3. Right half of the sawhorse

The shooter must perform a magazine change after the 2nd shot but before the 11th shot.

The shooter will yell "done" to stop the timer.

OG/Adaptive Recommendation: Same target engagements and positions. The shooter may use a stool/chair to sit on.



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