



APRIL 2018 NRL22 OFFICIAL COURSE OF FIRE

Greetings and welcome to the April COF! I wanted to take a minute and send a heart felt thank you to the gentlemen who volunteered to host the regional championships across the country! We heard nothing but great things and good times. This is the last regular season shoot before Ron Young hosts the NRL22 National Championship in Price, Utah. As always, have fun with it and continue to share your good times on Facebook so that we can all participate.

NRL22 shirts are now available for purchase on www.NRL22.org with kids' sizes on the way due to popular demand. Remember, this money goes right back into growing precision rifle!

It seems like everyone is having a great time with the monthly prize shows. Travis and team at Contingency X have been doing a great job with it. But it is truly the sponsors who are making this happen. They have been excellent to all of us. Remember them when spending your hard earned cash or sharing recommendations to other shooters. Much thanks goes to Victor Company USA, Benchmark Barrels, Short Action Precision, Thunder Beast Arms, BLAMM Enterprises, PRIME Ammo, Storm Tactical, Impact Data Books, X-Steel Targets, and the NRL. The prize table has been great, let's all do our part and publicly thank them and recommend them to other shooters.

Range requirements: NRL22 target package, 6 foot a-frame ladder, 10 foot rope, tire, cinder blocks, a hammer or mallet, a large bag of shelled peanuts, and 2" NRL22 blockhead targets and target stands for paper targets.

Shooter equipment: Rifle must be chambered in 22 LR. Rifle is encouraged to have a removable magazine. Scopes with adjustable windage, elevation and a reticle are recommended. Bipods and a rear bag approximately the same size as a volleyball or smaller are also recommended. A sling is a huge aide for positional stages and shooters would benefit greatly from a sling. Special note on equipment, this is a fantastic community. If you are short on equipment, let that be known. The good men and women in this community will fall all over themselves to help you out and lend you theirs.

Match director suggestions: The COF is set up so that every stage can take place at the same time and not overlap targets. Squading will reduce the time it takes to run your shoot. I have been using 3 bricks (\$.30 each at Home Depot) to surround the target hangers for stability in soft dirt. I have also been painting the bricks and targets different colors for the different stages. Example is that Prone #2's targets are all painted red. On ranges with hard dirt, I bring a cordless drill with a masonry bit and a hammer to get the hangers in the ground. We keep hearing that the KYL targets tend to come apart. A piece of tape on all 4 legs has kept ours running strong.

Safety suggestions: Weed whacker plastic string works very well for Empty Chamber Indicators. Using ECI ensures a rifle is not loaded and especially useful for Ruger 10/22's. The stages' starting positions were deliberately set up for safety. Ensure RO's are very close to new shooters and kids, especially in the positional and barricade stages in case the 180 rule is broken or a transition is made without the action open or safety engaged.



APRIL 2018 NRL22 OFFICIAL COURSE OF FIRE

Paper stage suggestions: Have one of the NRL 22 paper targets present at stage briefing so that all shooters can see what it is before they get behind the rifle. Ensure the shooter number is written very large. Because the targets we provide have 2 targets on each one, I have been cutting the targets in half and spreading them out a bit. This seems to reduce crossfires, but they will happen. Only 1, 2, 3, or 4 shots count per target. If a shooter accidentally shoots another shooter's target, it benefits the shooter who was shooting at the correct target. However, an RO with a spotting scope ensuring a shooter's target is clean before they shoot will help minimize this. For scoring, the shot just needs to break the line to get the higher points. So if the 10 circle is just barely nipped, that shot is a 10.

Scoring submissions: The NRL22 Scores Sheet is available in the downloads section at NRL22.org. Submit shooter name, class (Open, Base, Ladies, or Young Guns), scores of the 5 NRL22 stages, and shooter's NRL22 Member # if available, followed by payment for the Match Administration Fee. **The deadline for score submissions is Wednesday, May 2nd at 5PM PST.**

Keep in mind that only NRL 22 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 Wednesday, May 9th.**

Keep it real!
The National Rifle League

STAGE BARRICADE #1: FEELING... TIRE-D?

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: 75YDS WITH A 3" TARGET ON A SINGLE HANGER
100YDS WITH A 5" TARGET ON A SINGLE HANGER

POINTS: 10PTS FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100.

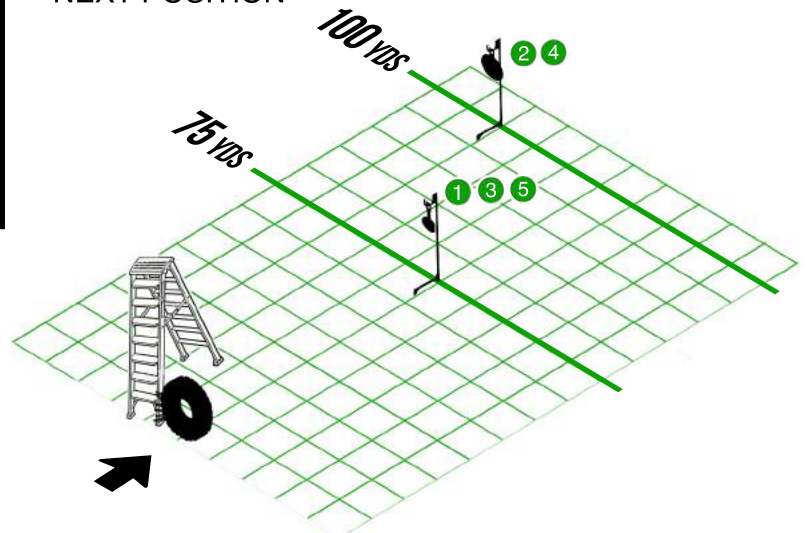
EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER.

START POSITION: RIFLE RESTING ON THE HIGHEST RUNG THAT THE SHOOTER CAN SAFELY GET A SIGHT PICTURE THROUGH WHILE STANDING UPRIGHT. MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **75YD 3"** TARGET WITH **2** ROUNDS.
2. SHOOTER WILL THEN ENGAGE THE **100YD 5"** TARGET WITH **2** ROUNDS.
3. SHOOTER WILL THEN MOVE TO THE TOP OF THE TIRE AND ENGAGE THE **75YD 3"** TARGET WITH **2** ROUNDS.
4. SHOOTER WILL THEN ENGAGE THE **100YD 5"** TARGET WITH **2** ROUNDS.
5. SHOOTER WILL THEN MOVE TO THE CENTER OF THE TIRE AND ENGAGE THE **75YD 3"** TARGET WITH **2** ROUNDS.

NOTE: THE TIRE SHOULD BE SECURED TO THE LADDER WITH THE ROPE SO THAT IT IS UPRIGHT AND THE LADDER SHOULD BE POSITIONED DIAGONAL TO THE TARGET SO THAT SIGHT PICTURE CAN BE HAD FROM THE LADDER STEP AND THE TIRE.

SAFETY NOTE: WHEN THE SHOOTER TRANSITIONS, THEY SHALL LEAVE THE ACTION OPEN IF THE RIFLE IS A BOLT OR OTHER MANUALLY ACTION AND SHALL NOT CLOSE THE ACTION UNTIL THE RIFLE IS SUPPORTED AND ON TARGET. WITH SEMI AUTOS, THE SHOOTER SHALL ENGAGE THE SAFETY AND YELL "SAFE" LOUD ENOUGH TO BE HEARD OVER HEARING PROTECTION BEFORE TRANSITIONING TO THE NEXT POSITION



STAGE BARRICADE #2: **HURRY UP BLOCKHEAD!**

TIME: 14, 18, 22, & 26 SEC ROUND COUNT: 10

RANGES AND TARGETS: 35YDS ON THE NRL22 2" BLOCKHEAD TARGETS.

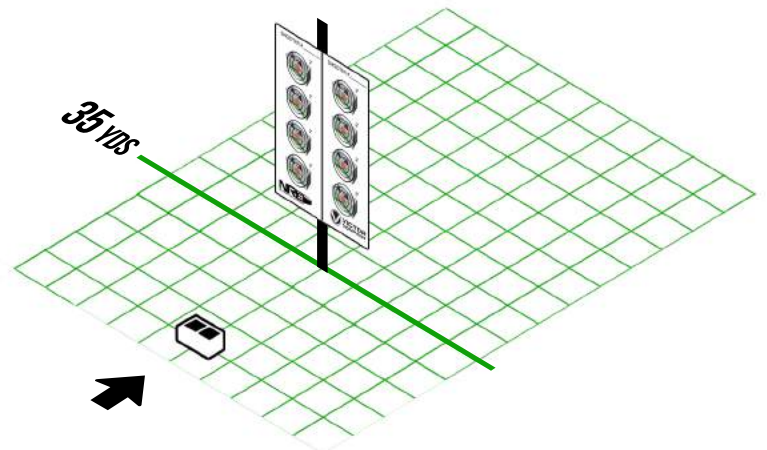
POINTS: 10PTS, 8PTS, 6PTS, 4PTS, FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100.

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER.

START POSITION: SHOOTER'S CHOICE OF RIFLE ON EITHER THE CINDER BLOCK OR IN THE SHOOTER'S HAND AT PORT ARMS. MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL TAKE THEIR POSITION AND ENGAGE THE **TOP 35YD 2"** TARGET WITH **1 ROUND IN 14** SECONDS OR LESS. SHOOTER WILL THEN STAND UP BEHIND THE RIFLE.
2. UPON THE START SIGNAL, SHOOTER WILL TAKE THEIR POSITION AND ENGAGE THE **2ND 2"** TARGET WITH **2 ROUNDS IN 18** SECONDS OR LESS. SHOOTER WILL THEN STAND UP BEHIND THE RIFLE,
3. UPON THE START SIGNAL, SHOOTER WILL TAKE THEIR POSITION AND ENGAGE THE **3RD 2"** TARGET WITH **3 ROUNDS IN 22** SECONDS OR LESS. SHOOTER WILL THEN STAND UP BEHIND THE RIFLE.
4. UPON THE START SIGNAL, SHOOTER WILL TAKE THEIR POSITION AND ENGAGE THE **4TH 2"** TARGET WITH **4 ROUNDS IN 26** SECONDS OR LESS.

NOTE: FOR TIME EFFICIENCY, RUN AS MANY SHOOTERS AS CINDER BLOCKS THAT ARE AVAILABLE AT THE SAME TIME.



STAGE PRONE #1: **THIS IS EASY... WAIT A MINUTE!**

TIME: 120 SEC ROUND COUNT: 10

RANGES AND TARGETS: 25YDS ON .25", .5", .75" KYL TARGETS,
75YDS ON 1" AND 2" TARGETS ON A DOUBLE
HANGER

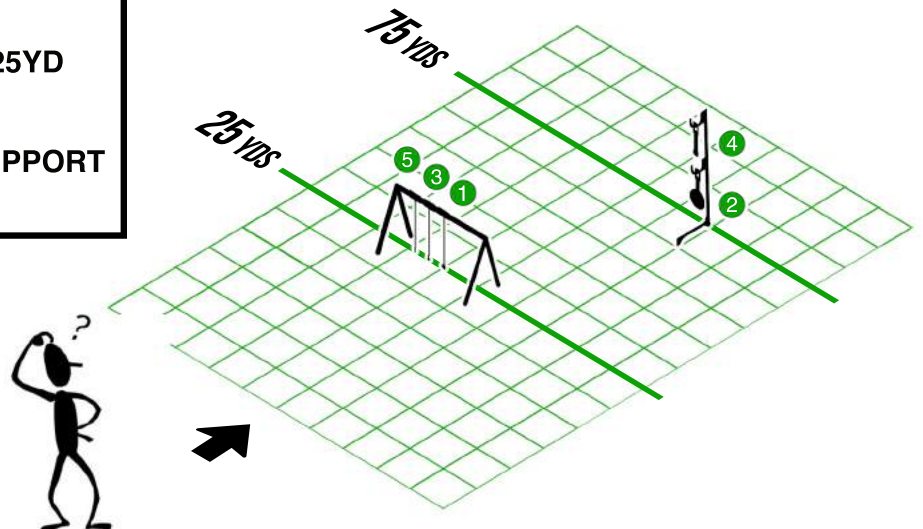
POINTS: 10PTS FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100.

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY
BALL OR SMALLER.

START POSITION: PRONE BEHIND RIFLE,
MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **25YD .75"** TARGET WITH 1 ROUND.
2. SHOOTER WILL THEN ENGAGE THE **75YD 2"** TARGET WITH 1 ROUND.
3. SHOOTER WILL THEN ENGAGE THE **25YD .5"** TARGET WITH 1 ROUND.
4. SHOOTER WILL THEN ENGAGE THE **75YD 1"** TARGET WITH 1 ROUND.
5. SHOOTER WILL THEN ENGAGE THE **25YD .25"** TARGET WITH 1 ROUND.
6. SHOOTER WILL THEN SWITCH TO **SUPPORT SIDE AND REPEAT STEPS 1-5.**

NOTE: SUPPORT SIDE MEANS THE OTHER SHOULDER, EYE AND HAND. IF A SHOOTER HAS A HANDICAP, COME UP WITH A FAIR SOLUTION TO ENSURE THAT SHOOTER CAN PARTICIPATE.



STAGE PRONE #2: HOBBLE CREEK'S HAMMA TIME! AKA BIGELOW'S NUT-CRACKER

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: 50YDS WITH 1" KYL STYLE TARGET
75YDS WITH 1.5" TARGET ON A DOUBLE HANGER
100YDS WITH 2.5" TARGET ON A DOUBLE HANGER

POINTS: 10 PTS FOR EACH HIT, WITH A TOTAL POSSIBLE SCORE OF 100

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER.

START POSITION: PRONE BEHIND RIFLE, MAGAZINE IN OR LOADED, ACTION OPEN.

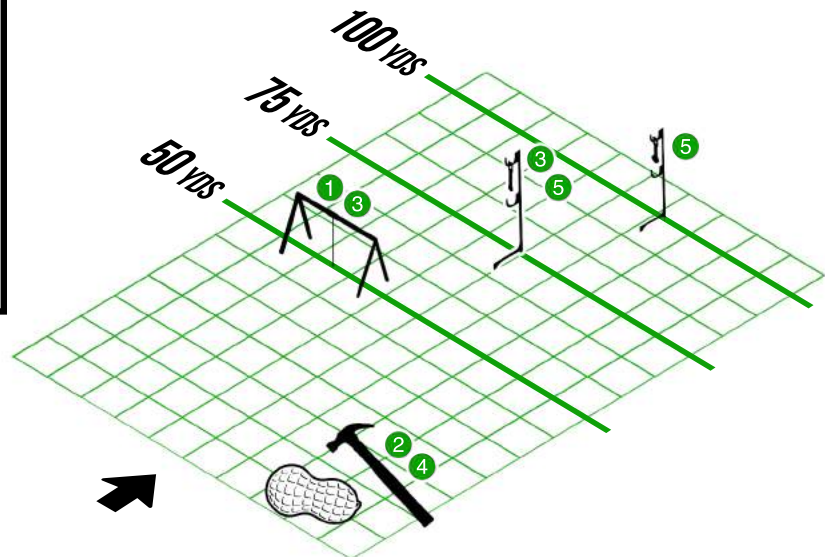
1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE 50YD 1" TARGET WITH 2 ROUNDS.
2. SHOOTER WILL THEN ROLL (STEAMROLLER, LIKE IN STRANGE BREW) SIDWAYS TWO ROLLS TO THE HAMMER AND HIT A PEANUT AND ROLL BACK TO THEIR RIFLE.
3. SHOOTER WILL THEN ENGAGE THE 50YD 1" TARGET WITH 2 ROUNDS AND THE 75YD 1.5" TARGET WITH 2 ROUNDS.
4. SHOOTER WILL THEN ROLL TO THE HAMMER, BREAK ANOTHER NUT, AND ROLL BACK.
5. FINALLY, SHOOTER WILL ENGAGE THE 75YD 1.5" TARGET WITH 2 ROUNDS AND THE 100YD 2.5" TARGET WITH 2 ROUNDS

NOTE: IF A SHOOTER IS ADVANCED IN AGE OR HAS A HANDICAP, COME UP WITH AN ALTERNATIVE MOVEMENT TO ENSURE PARTICIPATION AND GOOD TIMES.

EXTRA NOTE: BRING A RUBBER Mallet OR HAMMER AND A LARGE BAG SHELLED PEANUTS FOR PROPS.

SUPPLEMENTAL NOTE: AWARD STYLE POINTS FOR ANY SHOOTER WHO YELLS OUT "NO TIME FOR BACK UP!" OR "GET TO DA CHOPPA!" OR ANY OTHER CHEESY LINE FROM AN 80'S ACTION FILM WHILE ROLLING.

FINAL NOTE: STYLE POINTS DO NOT COUNT FOR ACTUAL MATCH POINTS, BUT SHOOTER WOULD BE COOLER IF HE/SHE DID.



GET TO DA CHOPPA!

STAGE POSITIONAL #1: **PICK YER POINTS, NOT YOUR NOSE.**

TIME: 120 SEC

ROUND COUNT: 10

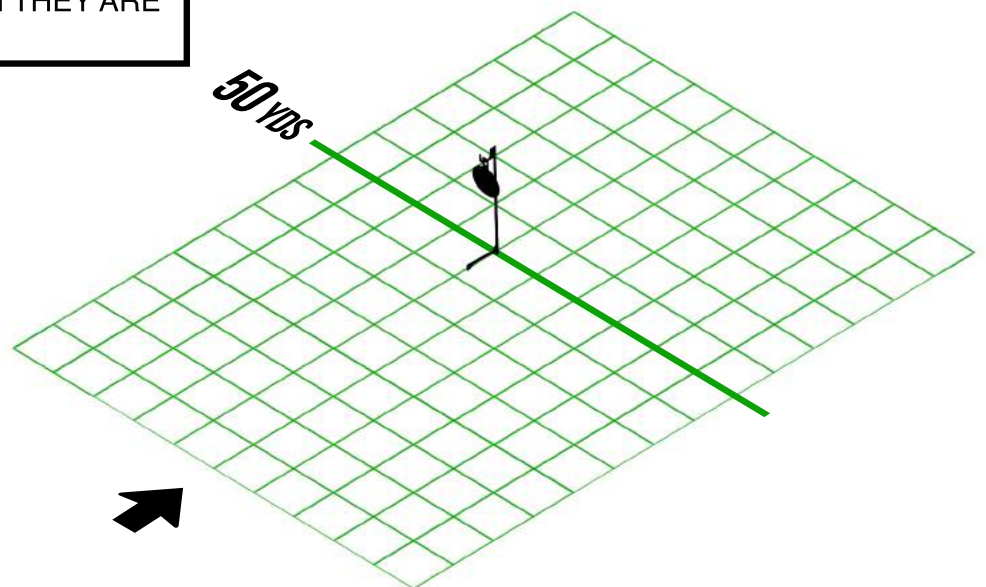
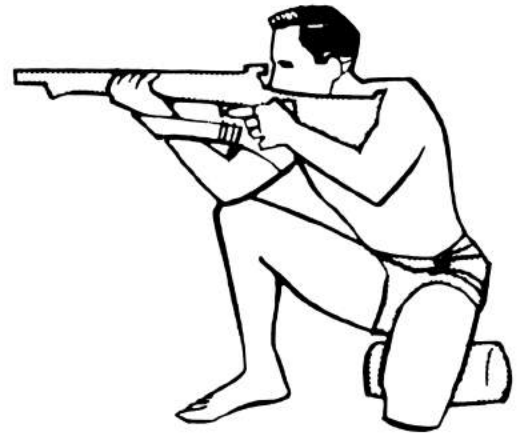
RANGES AND TARGETS: 50YDS WITH 4" TARGET ON A SINGLE HANGER

POINTS: 12PTS FOR STANDING, 9 POINTS FOR KNEELING, 6 POINTS FOR SEATED, FOR A TOTAL POSSIBLE SCORE OF 111.

EQUIPMENT: SLING ONLY.

START POSITION: STANDING POSITION, MAG-AZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **50YD 4"** TARGET FROM A STANDING POSITION.
2. SHOOTER MAY THEN CHOOSE TO TAKE THE REMAINING 9 SHOTS FROM **ANY POSITION THEY CHOOSE, EACH POSITION MUST BE USED AT LEAST ONCE.** WHEN SHOOTER IS CHANGING POSITIONS, HE OR SHE SHALL YELL OUT LOUD WHAT POSITION THEY ARE IN TO AID THE SCORE KEEPER.



SUPPLEMENTAL



FIG. 1: Standing Unsupported Position.



FIG. 2: Kneeling Unsupported Position.



FIG. 3: Seated Unsupported Position.