Greetings, and welcome to the Halloween edition of NRL 22! At this point, you all know that NRL 22’s mission is to grow the sport of Precision Rifle. We are especially interested in the next generation. Halloween is a fun time of year for kids. Let’s seize the opportunity and integrate Halloween into this month’s shoots. Perhaps do a best costume award, or make all of your shooters yell out Boo during one of your side stages. Maybe candy for all of the kids. Keep it light and fun and absolutely share any of your ideas for the benefit of our growing community on our Facebook pages NRL 22 Members and NRL 22 Advisors for the Match Directors (if you are not in this group and an MD, contact us).

This month will feature two barricade stages! We have introduced new concepts last month. We will reinforce those and introduce some more this month. As expected, our more experienced shooters scored very high and newer ones were still able to make many hits and have fun. Expect more of the same for this month. As always, please share your feedback and thoughts to help us out. Special shout out to Sage Range MD Erik Severson who wrote 5 stages for me and will be featured as November’s COF. Thanks Erik that is a huge help and what this community is all about!

Range requirements: NRL22 target package, 6 foot A-frame ladder, 10 feet of rope, an old tire between 28 and 31 inches in diameter, 3 cinder blocks, 2” NRL paper 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 ($0.30 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.

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.

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. Consider having extra targets down range in case a shooter shoots the wrong target. Cross fires will happen, but only the 3 or 2 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: Download the NRL22 Scores sheet from the downloads section on NRL22.org, fill out the results, and submit scores sheet to matches@nrl22.org, followed by payment for admin fee. Deadline for submissions is November 2nd at 8:00PM.

October’s prizes: 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 November 10th at 8 PST.

A word on NRL 22: Folks, if you do the numbers, the National Rifle League is not producing a large amount of cash flow for NRL 22, but this has been a LOT of work. That is because the National Rifle League is a 501(c3) charity and we are truly here for the growth of Precision Rifle shooting. Nothing is required of you to participate, so above and beyond anything else participate, even if it is for free. However, if you have the means, please encourage your shooters to sign up for membership and pay the $25 for the monthly score collecting fees. It literally keeps the lights on so these good times can continue.

We wanted to take this opportunity to thank all of you for making NRL 22 great! First months participation was much higher than we expected for our opening. That is because of all of you jumping in and helping. Please keep communication up. What types of stages would you like to see more/less of? What additional stages did you run? Do you have pictures? Share all of these things for the benefit of the community on NRL22 Members on Facebook and Instagram. If you are a Match Director and are not on NRL22 Advisors, reach out to us! We love any feedback and would like to hear your wants for future COF!

With huge respect,
The National Rifle League
STAGE BARRICADE #1:  
**SPOOKY TIRE OF DEATH!**

**TIME:** 120 SEC  
**ROUND COUNT:** 10

**RANGES AND TARGETS:** 25 YDS WITH 1” AND .25” KYL STYLE TARGETS.

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

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

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**START POSITION:** RIFLE RESTING ON THE TOP OF THE TIRE. MAGAZINE IN OR LOADED, ACTION OPEN

1. SHOOTER WILL BEGIN WITH THE RIFLE RESTING ON THE TOP OF THE TIRE. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE 25 YD 1” TARGET WITH 4 ROUNDS.

2. SHOOTER WILL THEN TRANSITION TO THE MIDDLE OF THE TIRE WITH THE RIFLE RESTING ON THE TIRE’S BEAD AND ENGAGE THE 25 YD 1” TARGET WITH 4 ROUNDS. (BIPOD MAY NOT TOUCH THE GROUND OR INSIDE OF THE TIRE. THE INTENT IS TO REST THE RIFLE ON THE TIRE BEAD.

3. SHOOTER WILL MOVE TO PRONE AND ENGAGE THE 25 YD .25” TARGET WITH THE REMAINING 2 ROUNDS

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**NOTE:** WHEN THE SHOOTER TRANSITIONS, THEY SHALL LEAVE THE ACTION OPEN IF THE RIFLE IS A BOLT OR OTHER MANUALLY OPERATED 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 STEP.

**2ND NOTE:** SEE SUPPLEMENTAL PAGE FIG. 1 FOR AN EXAMPLE OF HOW TO SET UP THE LADDER AND TIRE PROP.
STAGE BARRICADE #2:
SCARY CINDER BLOCKS FROM HELL!

TIME: 120 SEC  ROUND COUNT: 10

RANGES AND TARGETS: 100YDS WITH 5” HANGING TARGET.

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 FIRST BLOCK, MAGAZINE IN OR LOADED, AND ACTION OPEN

1. SHOOTER WILL START WITH THE RIFLE RESTING ON 1 BLOCK. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE 100YD TARGET WITH 3 ROUNDS.

2. SHOOTER WILL LEAVE THEIR RIFLE AND MOVE 10YDS BEHIND THE FIRING LINE TO RETRIEVE THE SECOND BLOCK AND BRING IT BACK TO THE FIRING LINE AND STACK IT ON TOP OF THE FIRST BLOCK. SHOOTER WILL THEN FIRE 3 ROUNDS AT THE 100YD TARGET FROM THE TOP OF THE SECOND BLOCK.

3. SHOOTER WILL REPEAT THIS PROCESS FOR THE THIRD BLOCK AND FIRE THE REMAINING 4 ROUNDS FROM THE TOP OF THE 3RD BLOCK.

NOTE: WHEN THE SHOOTER LEAVES THEIR RIFLE, THEY SHALL LEAVE THE ACTION OPEN IF THE RIFLE IS A BOLT OR OTHER MANUALLY OPERATED ACTION AND SHALL NOT CLOSE THE ACTION UNTIL THE RIFLE IS ON THE NEXT STEP AND ON TARGET. WITH SEMI AUTOS, THE SHOOTER SHALL ENGAGE THE SAFETY AND YELL “SAFE” LOUD ENOUGH TO BE HEARD OVER HEARING PROTECTION BEFORE LEAVING THE RIFLE.

2ND NOTE: THE INTENT OF THIS STAGE IS FIRE OFF OF DIFFERENT HEIGHTS OF BARRICADES AND TO MAKE THE SHOOTER MOVE AND WORK A LITTLE BIT TO ELEVATE HIS OR HER HEARTH RATE. THE INTENTION IS NOT TO PUNISH THEM. IF A SHOOTER IS A SMALLER CHILD OR AN OLDER PERSON, CONSIDER HAVING THEM RETRIEVE AN APPROPRIATE SIZED OBJECT, AND PUT THE BLOCK IN PLACE FOR THEM.
STAGE PRONE #1: HORRIFYING HOLDOVERS!

TIME: 120 SEC    ROUND COUNT: 10

RANGES AND TARGETS: 50YDS WITH .75”, .5” HANGING TARGETS.
75YDS WITH 2.5” AND 1” HANGING TARGETS ON A DOUBLE HANGER. 100YDS WITH 3” HANGING TARGET.

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 IN FRONT OF TARGET AT FIRING LINE, MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE .75” TARGET AT 50YDS WITH 2 ROUNDS.

2. HIT OR MISS, MOVE TO ENGAGE 2.5” TARGET AT 75YDS AND ENGAGE WITH 2 ROUNDS.

3. MOVE TO ENGAGE THE 3” TARGET AT 100YDS AND ENGAGE WITH 2 ROUNDS.

4. MOVE TO ENGAGE .5” TARGET AT 50YDS AND ENGAGE WITH 2 ROUNDS.

5. FINALLY, MOVE TO ENGAGE 1” TARGET AT 75YDS WITH 2 ROUNDS.

NOTE: ALL SHOTS MUST BE TAKEN WITH RETICLE HOLDOVERS ONLY. THE SHOOTER MAY ADJUST PARALLAX (FOCUS) AND MAGNIFICATION, BUT NEVER ELEVATION OR WINDAGE. IF THE SHOOTER DOES ADJUST THEIR ELEVATION OR WINDAGE THEY SHALL RECEIVE A 0 SCORE FOR THE STAGE.
STAGE PRONE #2:
THE GREAT PUMPKINS!

TIME: 90 SEC  ROUND COUNT: 10

RANGES AND TARGETS: 50YDS WITH 2” NRL PUMPKIN PAPER TARGETS.

POINTS: 10, 8, 6, OR 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: PRONE BEHIND RIFLE, MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE TOP 2” 50YD PAPER TARGETS WITH 3 ROUNDS FROM PRONE STRONG SIDE.

2. SHOOTER SHALL THEN ENGAGE THE 2ND FROM THE TOP TARGET WITH 2 ROUNDS FROM SUPPORT SIDE.

3. THEN THE SHOOTER SHALL ENGAGE THE 3RD FROM THE TOP TARGET WITH 3 ROUNDS FROM STRONG SIDE.

4. FINALLY, THE SHOOTER WILL ENGAGE THE BOTTOM MOST TARGET WITH 2 ROUNDS FROM SUPPORT SIDE.
STAGE POSITIONAL #1:  
UNSUPPORTED AND UNSKEERED  
TIME: 120 SEC  
ROUND COUNT: 10  

RANGES AND TARGETS: 25YDS WITH 1.5” TARGET ON A DOUBLE HANGER. 50YDS WITH 2” HANGING TARGET. 100YDS WITH 6” HANGING TARGET.  

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

EQUIPMENT: SLING.  


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

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE 1.5” 25YD TARGET WITH 3 ROUNDS FROM PRONE WITH ONLY A SLING AS SUPPORT.  

2. THEN THE SHOOTER WILL ENGAGE THE 2” 50YD TARGET WITH 3 ROUNDS.  

3. FINALLY, THE SHOOTER WILL ENGAGE THE 6” 100YD TARGET WITH 4 ROUNDS.
SUPPLEMENTAL

FIG. 1 - Method for mounting tire to ladder with rope.