Welcome to the scariest month of the year! This month’s COF was written by none other than our own pink Yeti, Eagle Eye Match Director, Mike Millikan. We realize lots of people think that some of our themes are silly and childish. This is exactly the point! If you are fortunate enough to have 1 Young Gun shooting your match, please embrace the Halloween theme. Have some candy for them, or if you are willing, follow Millikan’s example and dress up in costume. We adults are responsible for stewarding in the next generation of shooters. If any of these themes have a good influence on a first time Young Gun shooter, it is all worth it. Happy Halloween from the NRL22!

Range requirements: NRL22 18/19 target package, barrel, 2 cinder blocks, the old tire and 3” NRL22 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.

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. 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 5 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 7th by 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 **November 14th at 4pm PST.**
Here is the running list of Base class models that are under $350 MSRP. If you notice models that fit in this list that are missing, please let your match director know. If you have questions about base model, please ask your match director. They are the ones who make the determination.

1. Approved Base class rifle list:
o Ruger models: 10/22 Carbine (1103, 1151, 1256 models)
o Savage models: Rascal FV-SR, B22 F Compact, B22 F Left Hand, Rascal Target, 64 FL, 64 FL XP, Rascal, Rascal Gator Camo, 64 FV-SR, Mark I GY, Mark II GY, A22, B22 F, Mark II FV-SR, Mark II FXP, B22 FV, B22 FV-SR, Mark II FV-SR Gator Camo, 64 F, 64 FXP, 64 G, Mark II F, 64 F Camo, Mark II FV, Mark II G, Mark II GL, Mark II GLY, 64 FSS, 64 FVXP, Mark I G, Mark II Camo, Mark II FVXP, Mark II FSS
o Marlin: XT-22, XT-22R, XT-22RO, XT-22RZ, XT-22TR, XT-22TSR, XT-22VR, XT-22YR, Model 60, Model 60C, Model 60SB, Model 60SN, Model 60SS, Model 70PSS, Model 795
o Mossberg: Blaze, 702, 801, 802
o Remington: 597, 597HB
2. Excluded Base class rifle list:
o CZ 455

BOO!

The National Rifle League
STAGE BARRICADE #1:  
**BOO BARREL**

**TIME:** 120 SEC  
**ROUND COUNT:** 10  
**RANGES AND TARGETS:** 100 YARDS WITH 2.5” AND 4” TARGETS 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: RIFLE RESTING ON TOP OF THE BARREL, MAGAZINE IN OR LOADED AND ACTION OPEN. |
| 1. UPON THE START SIGNAL, SHOOTER WILL TAKE 2 SHOTS AT THE 4” TARGET FROM THE TOP OF THE BARREL. |
| 2. SHOOTER WILL THEN DROP DOWN TO PRONE SUPPORTED POSITION AND TAKE 2 SHOTS AT THE 2.5” TARGET |
| 3. SHOOTER WILL REPEAT THIS PROCESS UNTIL ALL ROUNDS ARE FIRED OR TIME EXPIRES. |

**MATCH DIRECTOR NOTE:** POSITION THE BARREL SO THAT IT IS RESTING ON IT’S LID.  
**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:
TERRIFYING TIRE!

TIME: 120 SEC  ROUND COUNT: 10

RANGES AND TARGETS: 90 YARDS WITH A 3” ON A SINGLE HANGER” AND 5” TARGET ON A SINGLE HANGER

POINTS: 10 POINTS PER HIT ON THE 3” TARGET, 5 POINTS PER HIT ON THE 5” TARGET 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 LEFT CINDER BLOCK MAGAZINE IN OR LOADED AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE EITHER TARGET WITH 3 SHOTS FROM THE LEFT CINDER BLOCK.

2. THEN THE SHOOTER SHALL TRANSITION TO THE TOP OF THE TIRE AND ENGAGE EITHER TARGET WITH 4 SHOTS FROM THAT POSITION.

3. LASTLY, TRANSITION TO THE RIGHT CINDER BLOCK AND FIRE THE REMAINING 3 SHOTS.

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.

MATCH DIRECTOR NOTE: POSITION THE TIRE BETWEEN THE 2 BLOCKS WITH 1 POSITIONED TALL AND THE OTHER LAYING DOWN. THE BLOCKS SHALL PINCH THE TIRE. SEE ATTACHED PICTURE.
STAGE PRONE #1:

NOTHING TO BE SCARED OF HERE....MU HAHAAH!

TIME: 120 SEC    ROUND COUNT: 10

RANGES AND TARGETS: 50 YDS: 1”, .75”, .50” AND .25” ON KYL RACK
50 YDS: 1.5” AND 2” ON DOUBLE HANGER

POINTS: 2” = 5 PTS, 1.5” = 10 PTS, 1” = 15 PTS, .75” = 20 PTS, .5” = 25 PTS, .25” = 30 PTS FOR A TOTAL POSSIBLE SCORE OF 105 PTS. MAX

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

START POSITION: RIFLE POSITIONED ON THE
FIRING LINE, MAGAZINE IN OR LOADED AND
ACTION OPEN. SHOOTER SHALL BE 10 FEET
BEHIND THE RIFLE

1. UPON THE START SIGNAL, SHOOTER WILL
MOVE TO THE RIFLE AND TAKE A FIRING
POSITION. SHOOTER SHALL ENGAGE
TARGETS FROM BIG TO SMALL TO
ACCUMULATE POINTS. SHOOTER MUST HIT
TO ADVANCE. IF AT ANY TIME THE
SHOOTER MISSES, THEY WILL GO BACK TO
THE PREVIOUSLY HIT TARGET AND
REENGAGE THAT TARGET UNTIL A HIT IS
MADE. FOR NO ADDITIONAL POINTS. A MISS
DOES NOT RESULT IN ANY LOSS OF POINTS
BUT A HIT DOES MEAN THAT THE SHOOTER
MUST ADVANCE FORWARD.

MATCH DIRECTOR NOTE: FOR TIME
EFFICIENCY, USE AN IPHONE FOR QUICK TIME
RESETS.
STAGE PRONE #2:
I WANT CANDY!

TIME: 120 SEC  ROUND COUNT: 10

RANGES AND TARGETS: 2.5” AND 2” TARGETS ON A DOUBLE HANGER AT
100 YARDS, 1.5” AND 1” TARGET ON A DOUBLE
HANGER AT 75 YARDS.

POINTS: 10 POINTS 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 100 YARD 2.5” TARGET WITH 3
ROUNDS. THEN THE SHOOTER WILL
ENGAGE THE 75 YARD 1.5” TARGET WITH 3
ROUNDS.

2. THEN THE SHOOTER WILL GET UP AND
TAKE A PIECE OF HALLOWEEN CANDY
FROM A BUCKET AT LEAST 10 FEET AWAY.
THE SHOOTER SHALL EAT THE CANDY,
THEN DROP DOWN PRONE AND ENGAGE
THE 2” TARGET AT 100 YARDS WITH 2
ROUNDS. THEN THE 1” TARGET AT 75
YARDS WITH THE FINAL 2 ROUNDS.
STAGE POSITIONAL #1: 
**PUMPKIN POSITIONAL**

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

**RANGES AND TARGETS:** 25 YARDS ON 3” NRL22 PAPER TARGETS  
**POINTS:** 10, 8, 6, 4, 2 AND 1 POINTS PER HIT FOR A TOTAL POSSIBLE  
SCORE OF 100.

**EQUIPMENT:** SLING ONLY.

<table>
<thead>
<tr>
<th>START POSITION: START IN THE STANDING POSITION. MAGAZINE IN OR LOADED, AND ACTION OPEN.</th>
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<tbody>
<tr>
<td>1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE EACH OF THE 3” CIRCLES WITH 1 ROUND FROM THE STANDING UNSUPPORTED POSITION.</td>
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<tr>
<td>2. THEN THE SHOOTER WILL ENGAGE EACH TARGET FROM THE KNEELING UNSUPPORTED POSITION WITH 1 ROUND.</td>
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<tr>
<td>3. THEN REPEAT THIS PROCESS FROM UNSUPPORTED SEATED.</td>
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<td>4. THEN REPEAT FROM UNSUPPORTED PRONE.</td>
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<tr>
<td>5. FINALLY, THE SHOOTER WILL PICK ANY UNSUPPORTED POSITION EXCEPT PRONE UNSUPPORTED FOR THE FINAL 2 SHOTS.</td>
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**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.
SUPPLEMENTAL

FIG. 1: Standing Unsupported Position.

FIG. 2: Kneeling Unsupported Position.

FIG. 3: Seated Unsupported Position.

FIG. 4: Prone Unsupported Position.