



MARCH 2021 NRL22 OFFICIAL COURSE OF FIRE

March introduction:

Welcome to March Madness 2021. With the 2021/2022 NRL22 Season points race in the books have some fun with this month's themed COF. We encourage this month, next month, and every month to add some bonus stages that will develop and test your shooter's skills to better prepare them for different disciplines, hunting, or even the 2021/2022 NRL22 National Championship that will occur Memorial Weekend (28-30 May 2021) in Nehawka, Nebraska.

Equipment Update:

"A plate and single bag combination, attached or not attached, is considered 1 piece of equipment. It must be used together throughout the stage and may not exceed 9"x11"x7" together. Any piece of equipment added to a plate/bag combination is considered a second piece of equipment and is not allowed"

Section 5 C. 1. is the only rule that may be changed during the course of the season. All rule questions should be directed at each club's Match Director. The 2020/2021 NRL22 rules can be found at [NRL22 Rules](#).

If you need clarification on the rule change regarding equipment, then click this link [Equipment Video](#)

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](#)

Let's introduce first time COF designer, Mike Glander. Mike competes at Bench Rest Rifle Club of Saint Louis out of Saint Louis, Missouri. Mike designed a great basketball theme-based COF that is fun and challenging.

Range requirements: This month's COF will require the 2020/2021 NRL22 standard target package, rooftop, tire, 5-gal bucket, 2-gal bucket, tank trap, and stopwatch that can time down to a tenth of a second.

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 and 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, fill out the results, and submit scores sheet to matches@nrl22.org, followed by payment for admin fee. Deadline for submissions is **April 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 **April 14th, 2021**.



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Here is the running list of likely Base class rifles and scopes MSRPs. If you notice models that are not on this list that are missing, please let your match director know. If you have questions about base class, please ask your match director.

They are the ones who make the determination.

1. Likely Base class rifle MSRP list:

- Ruger models: 10/22 \$309-899. Precision Rimfire \$529. American Rimfire \$359-579.
- CZ 457 \$365-1144
- Savage models: B22 \$286-445. A22 \$284-509. Mark 2 \$230-639.
- Bergara models: BXR Steel \$565. BXR Carbon \$659. BMR Steel \$565. BMR Carbon \$659

2. Likely Base class scopes list:

- Vortex models: Diamondback Tactical \$449.99-499.99
- Bushnell Match Pro 6-24x50 \$499.99
- Athlon models: Midas Tac \$709-755. Helos BTR \$638-719. Talos BTR \$204-329. Argos BTR Gen 2 \$450-\$500
- SWFA models: SS 10x42 Tactical \$299.95 (6, 12, 16 and 20 are the same. SS 10-42M \$399.95. SS 3-15x42 \$699.99.

Beat The Buzzer

Time: 120 Sec

Round Count: 10

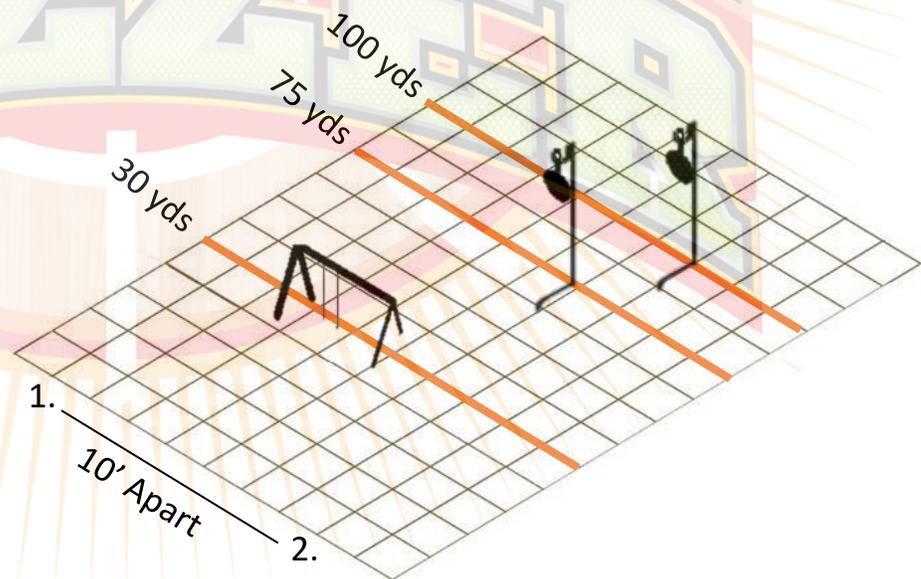
Ranges and Targets: 30 yds: .25" and .5" on KYL rack
75 yds: 2" on single hanger
100 yds: 2" on single hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

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, shooter will take a supported prone position and engage all four targets with one shot each, far to near, big to small, hit or miss move on. Shooter will then stand up and move all equipment to a position on the firing line at least 10 feet from the starting position and assume a supported prone position. Shooter will engage all four targets with one shot each, near to far, small to big, hit or miss move on. Shooter will then stand up and move all equipment to the first firing position and take a supported prone position and engage the 30 yd targets with 1 shot each, big to small, hit or miss move on.



2 Minutes 'Till Tipoff

Time: 120 Sec

Round Count: 10

Ranges and Targets: 50 yds: 1.5" on single hanger
100 yds: 3" on single hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

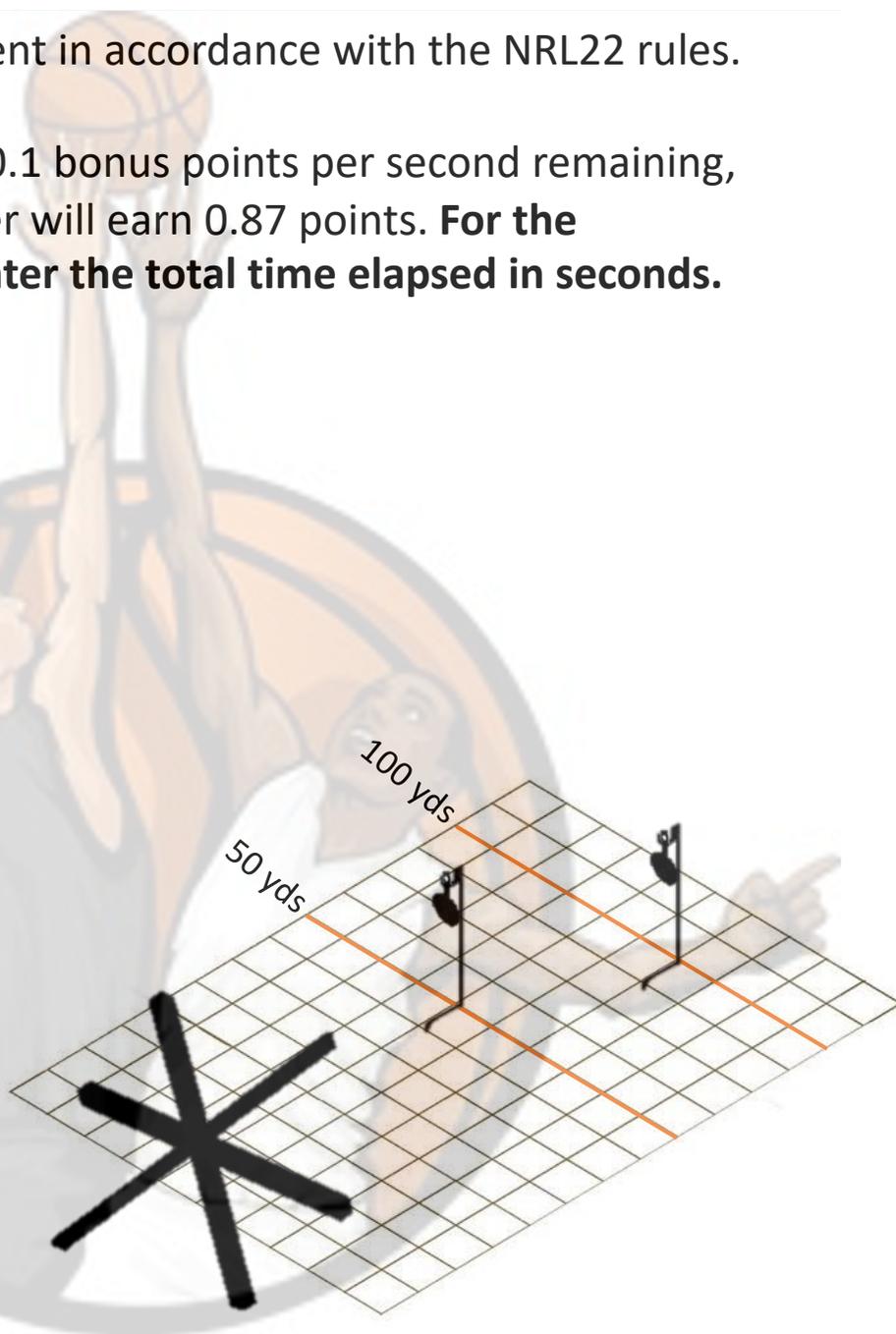
Points: 10 pts per impact plus 0.1 bonus points per second remaining, i.e. if 8.7 sec remain the shooter will earn 0.87 points. **For the PractiScore NRL22 template enter the total time elapsed in seconds.**

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

Description: On start signal, shooter will take a position on one of the tips of the tank trap and engage the 50 yd then 100 yd target with 2 shots each, near to far. Shooter will then move to another tip of the tank trap and engage the 100 yd then 50 yd targets, far to near, with 1 shot each. Shooter will then move to final remaining tip of tank trap and engage the 50 yd then 100 yd target with 2 shots each, near to far target.

If the shooter completes the COF before the time limit, the shooter will let the RO know by yelling "DONE" to stop the time.

All 3 tips must be used.



Don't Get Crossed Up!

Time: 120 Sec

Round Count: 12

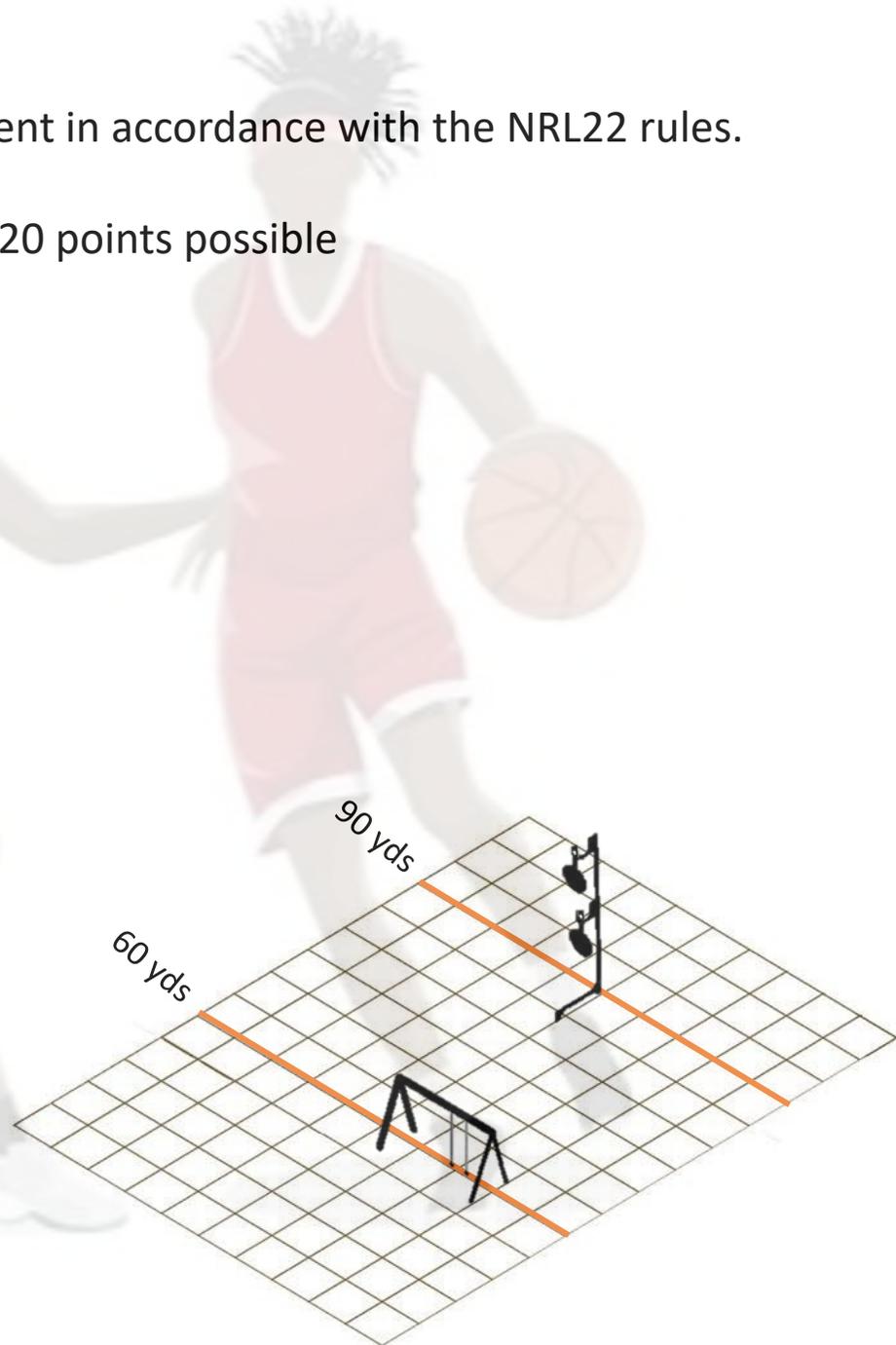
Ranges and Targets: 60 yds: 1" and .75" on KYL
90 yds: 2" and 2.5" on double hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 10 points per impact, 120 points possible

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

Description: On start signal, shooter will take a supported prone position and engage the 60 yd targets with 1 shot each, big to small, hit or miss move on. Shooter will then engage the 90 yd target with 1 shot each, big to small, hit or miss move on. Shooter will then engage the 60 yd 1" target and the 90 yd 2.5" target with 4 shots, alternating between near and far, hit or miss move on (i.e. 60 yd, 90 yd, 60 yd, 90 yd). Shooter will then engage the 90 yd 2" target and 60 yd .75" target with 4 shots, alternating between far and near, hit or miss move on (i.e. 90 yd, 60 yd, 90 yd, 60 yd).



Getting Tired Of All These Buckets

Time: 120 Sec Round Count: 10

Ranges and Targets: 83 yds: 2.5" and 3" on double hanger
45 yds: 1" and 1.5" on double hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 10 points per impact, 100 points possible

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

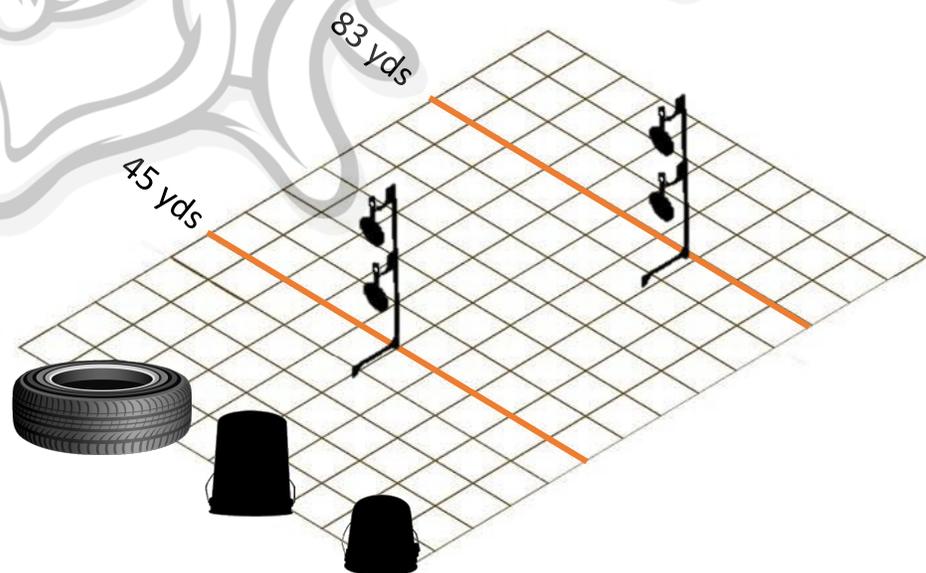
Description: On start signal, shooter will take a position on top of tire and engage the 45 yd targets with 1 shot each.

Shooter will then engage the 83 yd targets with 1 shot each.

Shooter will then place the 5-gal bucket in the middle of the tire with the open side down. Shooter will take a position on top of the bucket and engage the 83 yd targets, with 2 shots each.

Shooter will then place the 2-gal bucket on top of the 5-gal bucket and take a position on top of the 2-gal bucket. Shooter will engage the 45 yd target with 1 shot each.

NOTE: All shots are big to small and hit or miss move on. When shooting from the tire and bucket, the rifle must be supported only by the tire or bucket and equipment (e.g. shooting bag). A bipod may be used, but the bipod must not touch the ground.



Don't Give Up...Don't Ever Give Up!

Time: 120 Sec

Round Count: 10

Ranges and Targets: 67 yds: 1.5" and 1" on double hanger
100 yds: 3" and 2.5" on double hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

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, shooter will take a supported prone position on the left side of the rooftop and engage the 67 yd then 100 yd targets big to small, hit or miss move on. If a shot is missed, the shooter must engage the next target(s) from support side. Once an impact is achieved, the shooter may move back to strong side. After engaging all four targets, the shooter will climb the rooftop and engage the 100 yd targets with 1 shot each, big to small, hit or miss move on. No part of the shooter's body may touch the ground while shooting from the rooftop. Shooter will then take a prone supported position on the right side of the rooftop and engage the 100 yd then 67 yd targets big to small, hit or miss move on. If a shot is missed, the shooter must engage the next target(s) from support side. Once an impact is achieved, the shooter may move back to strong side.

Note: Support side means support shoulder, hand, and eye.

