



## December 2021 NRL22 Official Course Of Fire

Merry Christmas and Happy Holidays! With Halloween and Thanksgiving behind us let's not forget about what we are thankful for and continue to provide cheer to our family, friends, coworkers, and strangers. Make this month's COF fun like we did with Halloween, dress up as Santa, Mrs. Clause, the Grinch, or whoever you want and post pictures on the NRL22 Members page.

**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](#)

**Option 2:** If an MD chooses to select option 2 for any stage, then he/she is responsible for acquiring the needed targets and hangers. The target sizes and distances for option 2 are set and must be adhere to, this ensures that a MD doesn't have an advantage over other shooters. The only exception to this is if a MD doesn't have the needed distance to accommodate a stage for option 2 then they may change the distance and target size but match it as close as possible to the COF. If a change as such is made, then the MD needs to make it public to their shooting club prior to the match. Additionally, option 1 and option 2 are not to mix within a stage. The MD either chooses option 1 or option 2 for the entire stage.

**COF Designer:** Justin McBee from Kentucky Regulators Gun Club out of Boaz, Kentucky. Thank you, Justin for submitting your first COF and being a Match Director. We all look forward in shooting this COF.

**Range requirements:** This month's COF will require a ladder, tank trap, chair, a stopwatch that can time down to a tenth of a second, and the 2020/2021 NRL22 standard target package. Left over targets: 2x 1", 1x 1.5", 3x 2", 1x 3", 1x 5".

**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 an 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/downloads](https://www.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. Deadline for submissions is **January 4th, 2022**. 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 **January 11th, 2022**.



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Here is the running list of approved out-of-production rifles that will remain in base class. These rifles must be in their original factory configuration to be eligible for base class. 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 class 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
- Mossberg (all models)
  - Levermatic
  - Model 20
  - Model 60 (aka Glenfield 60) & historical variants
  - Model 65 (aka Glenfield 65) & historical variants
  - Model 780
  - Model 39A (variants & predecessors)
- Winchester
  - Model 69 & variants
  - Model 131 & 141 (including SR variants)
- Cooney
  - 60
  - 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.

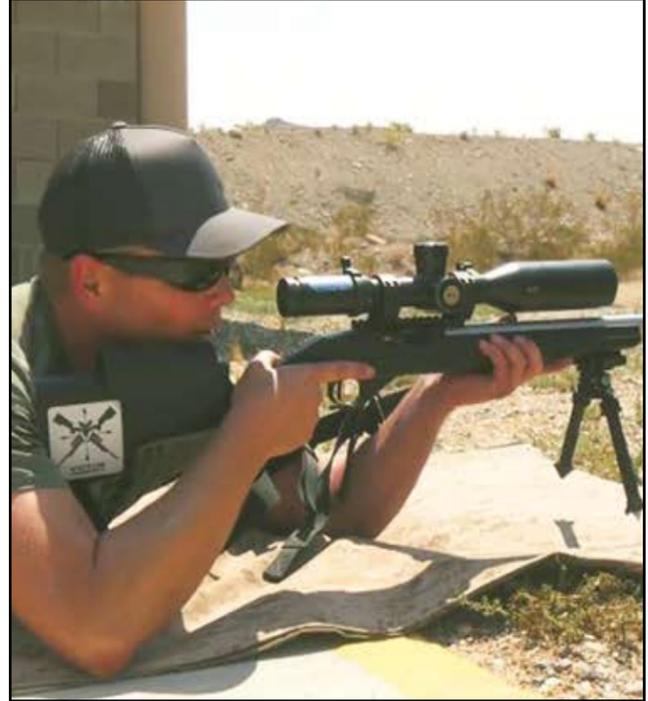
Inflation/compound interest calculator can be found at <https://www.investor.gov/financial-tools-calculators/calculators/compound-interest-calculator>

Use a fixed 3.0% rate, nothing for variance range, compound annually

## SUPPLEMENTAL



**FIG. 1: Standing Unsupported Position**  
Legs must be fully erect with both feet flat on the ground and rifle supported by the hand and/or shoulder.



**FIG. 2: Prone Unsupported Position**  
Shooter lying flat with the rifle being supported by the hand and shoulder. The hand and rifle cannot touch the ground.



**FIG. 3: Kneeling Unsupported Position**  
One knee must be on the ground, the other knee and foot one or both feet may be on the ground.



**FIG. 4: Seated Unsupported Position**  
Butt on the ground. Both knees and feet may be on the ground.

# Santa's Rooftop

Time: 120 Sec

Round Count: 12

**Ranges and Targets:**

- Option 1 – 57 yds: 1.5" on a double hanger
- 77 yds: 2.5" on a double hanger
- 97 yds: 3" on a single hanger
- Option 2 – 114 yds: 3" on a double hanger
- 154 yds: 5" on a double hanger
- 194 yds: 6" on a single hanger

**Points:** 10 points per impact, 120 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 targets near to far in the following order and manner:

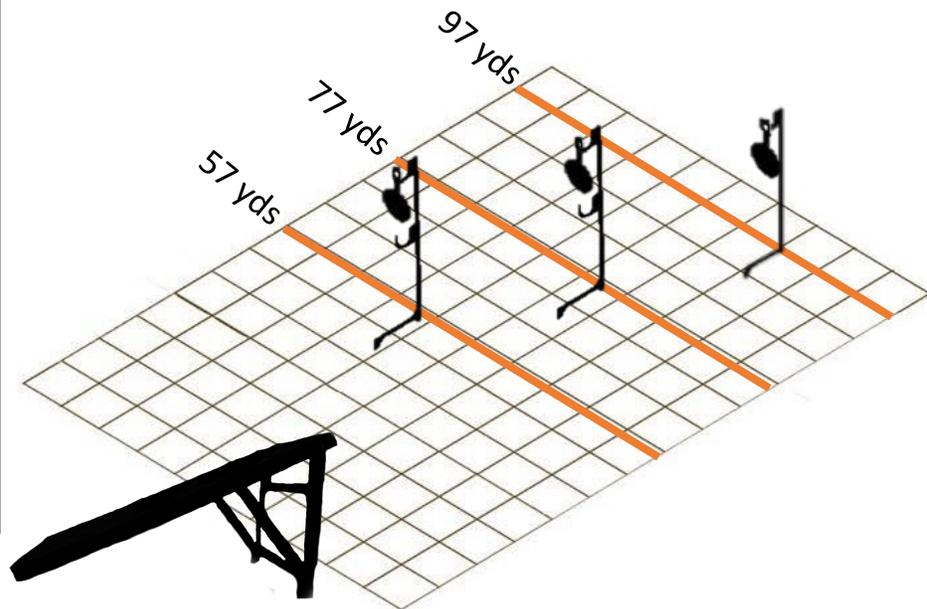
1. 1 shot each target – standing supported on the left side of the rooftop.
2. 2 shots each target – on top of the rooftop.
3. 1 shot each target – standing supported on the right side of the rooftop

**Note:** Shooter must shoot support side on either the left or right side of the rooftop.

No part of the body or gear may touch the ground when engaging targets during #2.

Support side = support eye, shoulder, and hand.

**OG/Adaptive Recommendation:** Same starting position. Shooter will engage targets with 2 shots each from the left side of the rooftop and the right side of the rooftop. The shooter must shoot support side on either the left or right side of the rooftop.



# Tinsel Town Debate

Time: 120 Sec

Round Count: 10

Option 1 – 50 yds: 1/4", 1/2", 3/4", 1" on a KYL rack  
63 yds: 1.5" on a double hanger

**Ranges and Targets:** Option 2 – 100 yds: 1/2", 1", 1.5", 2" on a KYL rack and double hanger  
126 yds: 3" on a double hanger

**Points:** 10 points per impact, 100 points possible

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

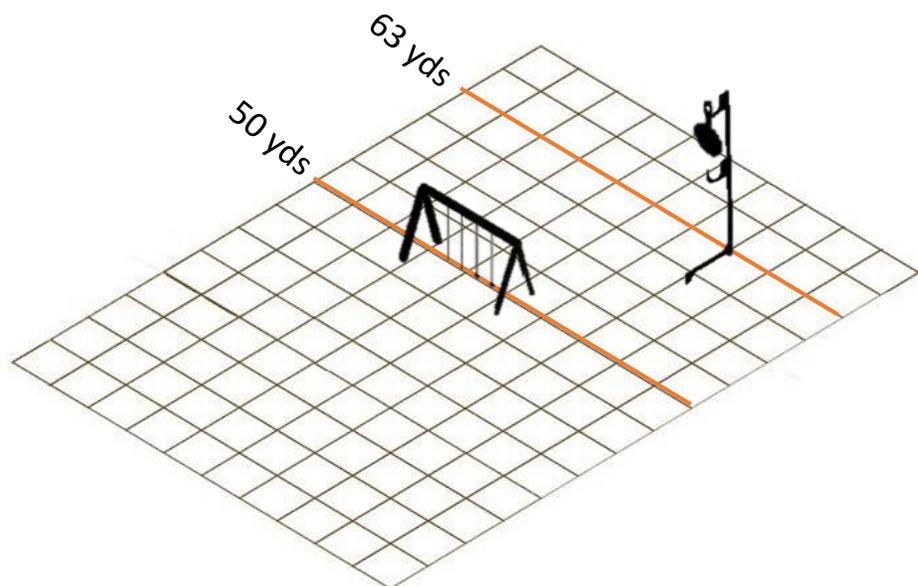
**Description:** On the start signal, the shooter will take a prone supported position and engage the KYL rack from large to small alternating to the far target after every shot.

(KYL, far, KYL, far, KYL, etc.)

If the shooter still has rounds left after the 8th impact, the last 2 shots will be on the smallest KYL.

All shots are hit to move on.

**OG/Adaptive Recommendation:** Same starting position if shot off a bench or the shooter may start in position.



# Christmas Trap

**Time: 120 Sec**

**Round Count: 10**

Option 1 – 67 yds: 3” on a single hanger  
88 yds: 4” on a single hanger

**Ranges and Targets:**

Option 2 – 134 yds: 5” on a single hanger  
176 yds: 7” on a single hanger

**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

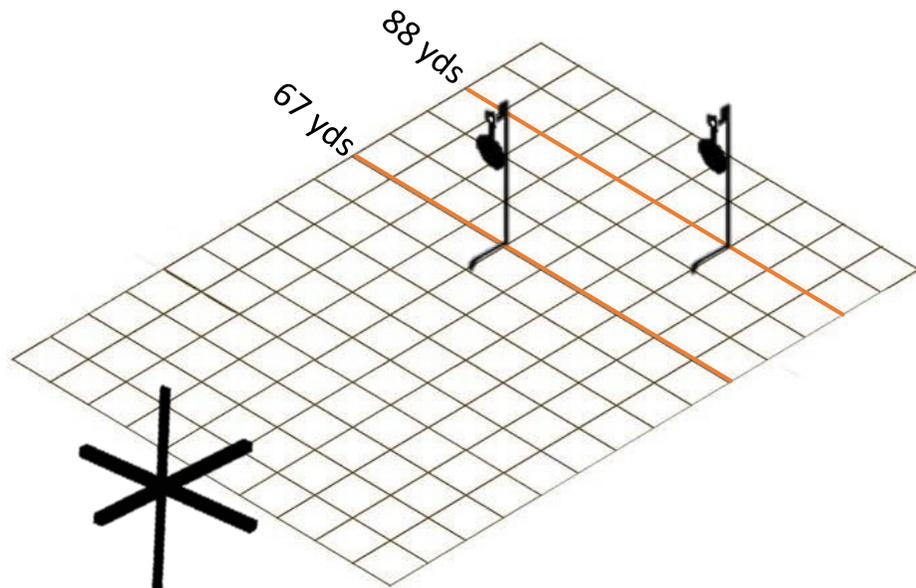
**Description:** On the start signal, the shooter will engage each target with 1 shot near to far from each tank trap tip.

The shooter will then transition to the center of the tank trap and engage each target with 2 shots.

The shooter must yell “done” after the last shot to stop the timer.

**Note:** The shooter may use the tips in any order

**OG/Adaptive Recommendation:** Same starting position. Shooter will use the same engagement order but may alternate tips for the entire stage. The shooter may use the center for last position or 1 of the tips



# Lollipop On The Ladder

Time: 120 Sec

Round Count: 10

Option 1 – 73 yds: 2x 2.5" on double hangers  
(targets must be at least 5 yards apart)

## Ranges and Targets:

Option 2 – 146 yds: 2x 5" on double hangers  
(targets must be at least 5 yards apart)

**Points:** 10 points per impact, 100 points possible

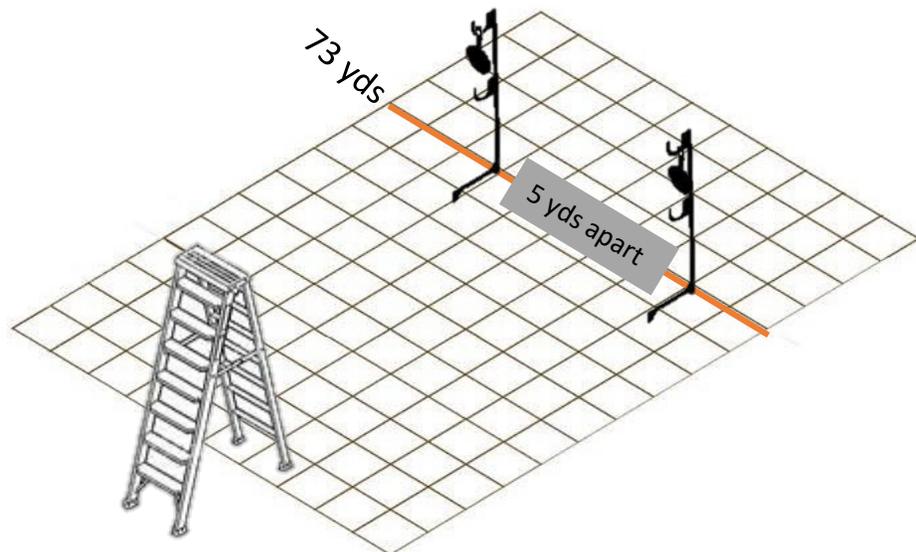
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, the Shooter will engage the targets with 1 shot each from the ladder in the following order: 1, 3, 5, 2, 4.

**Note:** The shooter will use all 5 steps. If the shooter is not tall enough to reach the 5th step, then the shooter will shoot from the 4<sup>th</sup> step in place of the 5<sup>th</sup> step.

Steps: 1, 3, 4, 2, 4

**OG/Adaptive Recommendation:** Same starting position. The shooter will use the top two highest steps they can reach and alternate between them after every second shot. The shooter starts at the highest step.



# Krampus' Revenge

Time: 120 Sec

Round Count: 10

Option 1 – 92 yds: 6" on a single hanger

Option 2 – 184 yds: 12" on a single hanger (any unsupported position).

## Ranges and Targets:

184 yds: 6" on a single hanger (55-gal barrel position)

**Points:** 10 points per impact, 100 points possible

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

**Description:** On the start signal, the Shooter will engage the target with 2 shots from the following positions:

1. Standing unsupported (Legs cannot be bent i.e., squatting)
2. 55-gal barrel
3. Seated unsupported
4. 55-gal barrel
5. Prone unsupported

**Note:** Only a sling is allowed for any unsupported position. Bags may only be used on the 55-gal barrel.

Reference the supplemental page on how each unsupported position is allowed to be shot.

**OG/Adaptive Recommendation:** Same starting position. The only change will be seated and prone unsupported. The shooter may use a chair for the seated position. A bench may be used for prone unsupported. Only slings are allowed in any unsupported position.

