



#### **November 2023 NRL22 Official Course of Fire**

**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. <a href="PractiScore Template">PractiScore Template</a>

**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. <u>DFAT Range Practice Range Card</u>

**COF Designer:** Thank you to Richard Rogers for designing this month's COF. Richard did a great job in the COF design by testing the competitor's fundamentals this month. Richard is a competitor and Match Director for Crooked Creek Gun Club out of Aurora, Nebraska.

If you have questions about the COF please email Dominic at Dom@NRL22.org

**Range requirements:** This month's COF will require a Tank Trap, 5-gal bucket, Sawhorse, a Tripod, NRL22 Pyramid, 55-gal barrel, a stopwatch that can time down to a tenth of a second, and the NRL22 standard target package. Left over targets: 1" KYL target, 1x 1", 2x 1.5", 1x 3", 4", 5", 6".

**Scoring submissions:** In accordance with the 2024 NRL22 rules, Match Directors are required to submit scores within 7 days of their match concluding. You can submit your NRL22 (5 stages only) scores through the NRL22 website using the Practiscore URL. If you don't have that ability then download the NRL22 Scores sheet from the downloads section on NRL22.org/downloads, fill out the results, and submit scores through the NRL22.org, followed by payment for the match admin fee. Keep in mind that only NRL22 members are eligible for prizes and while we have a 7-day grace period for membership, if the prizes are already distributed, it is the competitor's loss.

**Live Stream:** The live show for prizes will happen on **December 13th, 2023**. If you have questions, ask them during the live show and we will answer them for you.





#### **November 2023 NRL22 Official Course of Fire**

Here is the running list of approved out-of-production rifles that will remain in base division. These rifles must be in their original factory configuration to be eligible for base division. 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 division rests squarely on the shooter, and the MD makes the final call on which division the shooter's rifle gets classified in. If there are out-of-production rifles that are not on this list, please email Dom at Dom@NRL22.org with the manufacturer, model number, and MSRP (not MAP) with a website where it was to be considered for inclusion.

- CZ 452 (all models)
- CZ 455 (all models)
- Savage (all models, except Savage Anschutz)
- Ruger (all models)
- Marlin/Glenfield
  - Levermatic
  - o Model(s) 780, 880, 980
  - o XT-22
- Mossberg (all models)
- Winchester
  - Model 69 & variants
  - o Model 131 & 141 (including SR variants)
- Cooey
  - o 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 \$614.52 in 2023. This is clearly in line with many other "base division" 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 \$1,186.49 in 2023. 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, 90 years of compound inflation really adds up. Inflation adjustment puts that MSRP at \$2,039.03 in 2023. The Model 52 will be a ton of fun to shoot, ...in Open division.

Inflation/compound interest calculator can be found at <a href="here">here</a>





## Turkey & Stuffing

Time: 120 Sec Round Count: 12

Option 1 – 52 yds: ¾" on a KYL rack

64 yds: 1" on a single hanger

Ranges and Targets:

100 yds: 2" on a double hanger (Left)

100 yds: 2.5" on a double hanger (Right)

Option 2 – Same targets and distance.

Stressor: 105 second par time

**Restrictions:** No dialing elevation. Only magnification & parallax may be adjusted.

Points: 10 points per impact, 120 points possible

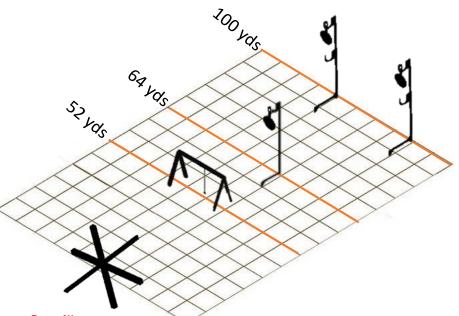
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will take a prone position and engage the targets with 1 shot each from near to far and then from far to near. The far target will only be the **LEFT** target from this position. (3/4", 1", 2", 2", 1", 3/4")

You will then move to any position on the top half of the tank trap (center and all tips) and engage the targets with 1 shot each from near to far and then from far to near. The far target will only be the *RIGHT* target from this position.

(3/4", 1", **2.5", 2.5",** 1", 3/4")

**Adaptive Recommendation:** Same starting position and target engagement. You will shoot the prone portion from a 55-gal barrel. No change on the tank trap.



Terms of Use





### Fall Break

Time: 120 Sec Round Count: 12

Option 1 - 35 yds:  $\frac{1}{2}$ " &  $\frac{1}{4}$ " on a KYL Rack

**Ranges and Targets:** 75 yds: 1.5" on a double hanger

Option 2 – 65 yds: 1" & 1/2"

130 yds: 3"

**Restrictions:** None

**Points:** 10 pts per impact plus 0.1 bonus points per second remaining. **For** the PractiScore NRL22 template, enter the total time elapsed in seconds.

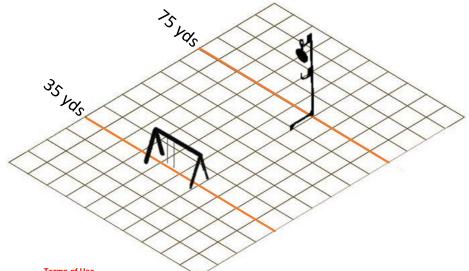
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will take a prone position and engage the targets in the following order:

- Small KYL target
- Large KYL target
- Far target

You will repeat this sequence until 12 rounds have been fired or time expires.

**Adaptive Recommendation:** In position with magazine out and off glass.







## **Opening Day**

Time: 120 Sec **Round Count: 10** 

Option 1 – 84 yds: 2" on a single hanger

97 yds: 3" on a double hanger **Ranges and Targets:** 

Option 2 – 126 yds: 4"

145 yds: 5"

**Restrictions:** If using the tripod as optional equipment, the competitor must start with it in hand.

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

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

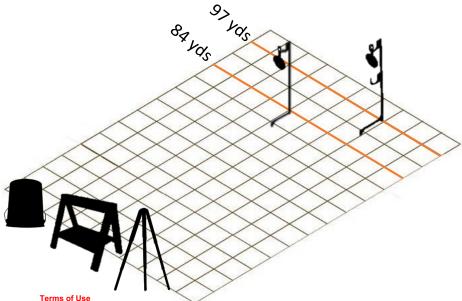
**Description:** On the start signal, you will take a position on top of one of the props and engage Far to Near with 1 shot each.

You will then change props and engage the targets in the same order.

You will continue engaging the targets in this sequence and alternating props until 10 shots have been fired or time expires.

The use of the tripod as rear support is optional.

Adaptive Recommendation: The 5-gal bucket will be placed on an elevated position. You will engage the targets with 2 shots each Far to Near and then alternate between props.







# Turkey Trot Like It's Hot

Time: 120 Sec Round Count: 10

Option 1 – 77 yds: 2" on a single hanger

100 yds: 3" on a single hanger

**Ranges and Targets:** 

Option 2 – Same targets and distance.

Stressor: 105 second par time

**Restrictions:** None

Points: 10 points per impact, 100 points possible

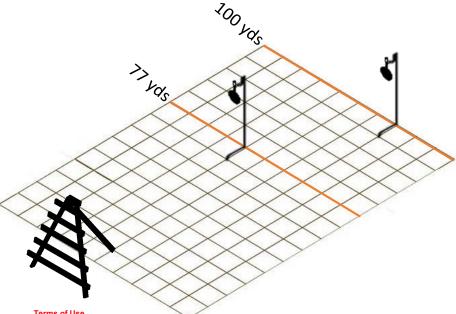
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will engage the far target with 5 shots using the left or right outside edges, on one side of the prop, 1 shot per position.

You will start from the lowest position and work your way up to the highest position you can reach. If you can't reach the 4<sup>th</sup> or 5<sup>th</sup> position, then you'll work your way back down until 5 shots have been fired.

After the 5<sup>th</sup> shot, you will transition to the opposite outside edge you started from and engage the near target with 5 shots in the same manner as the opposite side.

Adaptive Recommendation: You will alternate between the outside left and right edges, moving after every shot. You will first shoot 5 shots at the far target and then 5 shots at the near target.



Terms of Use





### Gobble 'Till You Wobble

Time: 120 Sec Round Count: 10

Option 1 – 70 yds: 2.5" target on a double hanger

Ranges and Targets: 70 yds: 2.5" target on a double hanger

Option 2 – Same targets and distance.

Stressor: 105 second par time

**Restrictions:** None

Points: 10 points per impact, 100 points possible

**Start Position:** Standing 3 ft. behind the prop, rifle and all gear in hand,

mag in, action open.

**Description:** On the start signal, you will engage the targets in the

following fashion:

left target, back to start position, right target, back to start position,

left target, etc.

Start position means standing with rifle and <u>ALL GEAR</u> in hand, 3 feet back, before stepping forward and establishing the next shooting position.

You will continue this pattern for a total of 10 shots or time expires.

Adaptive Recommendation: No change

