



### **December 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:** This COF was designed by Ed Grissom. Ed is a competitor and NRL22 Match Director from the North Alabama Shooting Association which is located in Tuscumbia, Alabama. Ed hosts his matches on the 4th Saturday of each month. So, if you are in that area, make sure to sign up for one of Ed's matches.

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

**Range requirements:** This month's COF will require a sawhorse, rooftop, 2x tires, 2x cinder blocks, NRL22 pyramid, a stopwatch that can time down to a tenth of a second, and the NRL22 standard target package. Left over targets: 1x 1", 1x 3", 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 **January 10th, 2023**. If you have questions, ask them during the live show and we will answer them for you.





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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>





## Wobbly Reindeer

Time: 120 Sec Round Count: 12

### **Ranges and Targets:**

| Oution 1 Foundary 1" are a simple houses | MOA | MILS |
|--|-----|------|
| Option 1 – 50 yds: 1" on a single hanger | 1.9 | 0.6  |
| 64 yds: 2" on a single hanger            | 3   | 0.9  |
| 90 vds: 3" on a double hanger            | 3.2 | 0.9  |

#### Option 2 – Same targets and distance

Stressor: Targets will be engaged 1 shot each Near to Far for a total of 4 sequences with a 90 sec par time.

**Restrictions:** None

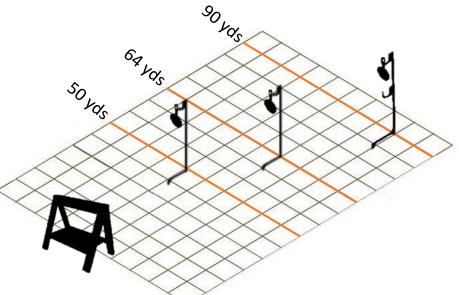
Points: Points: 10 points per impact, 120 points possible

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

**Description:** On the start signal, you will take a position on the top of the sawhorse and engage the targets in the following order:

- Near x2, Middle x1, Far x1
- Middle x2, Far x1, Near x1
- Far x2, Near x1, Middle x1

**Adaptive Recommendation:** No change. You may use a stool to sit on when shooting from the top of the sawhorse.







# Sugar Plums Dancing

Time: 120 Sec Round Count: 12

#### **Ranges and Targets:**

|   | MOA      | MILS     |
|---|----------|----------|
| Option 1 – 80 yds: 1.5" & 2" on a double hanger | 1.8, 2.4 | 0.5, 0.7 |
| 96 yds: 3" & 4" on a double hanger              | 3, 4     | 0.9, 1.2 |
| Ontion 2 120 vdc: 2" 9. 4"                      | MOA      | MILS     |
| Option 2 – 130 yds: 3" & 4"                     | 2.2, 2.9 | 0.6, 0.9 |
| 175 yds: 6" & 8"                                | 3.3, 4.4 | 1.0, 1.3 |

**Restrictions:** None

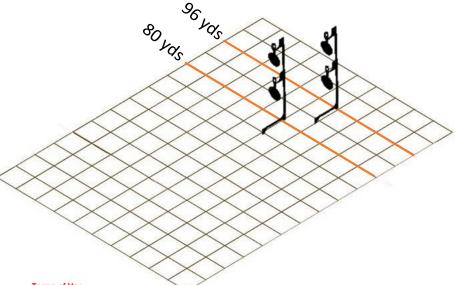
**Points:** 10 pts per impact plus 0.1 bonus points per second remaining. **For** the PractiScore NRL22 template, enter the total time elapsed in seconds.

**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 with 1 shot each in the following order:

- Near Small
- Near Large
- Far Large
- Far Small
- Repeat that 4-shot sequence two more times

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







## Up On The Rooftop

Time: 120 Sec Round Count: 10

### **Ranges and Targets:**

Option 1 - 35 yds:  $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$ ,  $\frac{1}{4}$  on a KYL rack

50 yds: 1.5" on a single hanger

Option 2 – 55 yds: ½", 1", 1.5", 2"

85 yds: 3"

MOA MILS
0.7, 1.4, 2, 2.7 0.2, 0.4, 0.6, 0.8
2.9 0.8

MOA MILS
0.9, 1.7, 2.6, 3.5 0.3, 0.5, 0.8, 1.0
3.4 1

**Restrictions:** No part of your body or equipment may touch the ground.

**Points:** 10 points per impact on far target, 1/4" - 10pts, 1/2" - 8 pts, 3/4" - 6 pts, 1" - 4 pts. 100 points possible

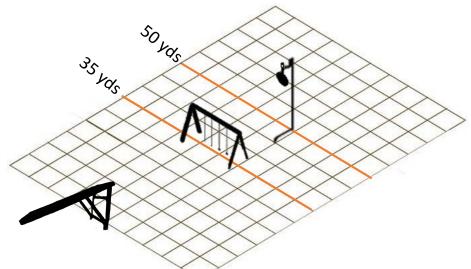
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will ascend the rooftop and alternate between the KYL rack and far target with 1 shot each. You will start with your choice of target on the KYL and then engage the far target i.e. Choice of KYL, Far, Choice of KYL, Far, etc.

You must announce which target on the KYL you are engaging initially before starting and when you make a target change.

Note: For safety, the rifle may be handed to, or retrieved from, the competitor when ascending and descending.

Adaptive Recommendation: Same target engagement. You will shoot from the peak of the rooftop while standing to the side of it or you may start in position but off glass.



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### Milk & Cookies

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

#### **Ranges and Targets:**

|   | MOA      | MILS     |
|---|----------|----------|
| Option 1 – 62 yds: 1.5" & 2" on a double hanger | 2.3, 3.1 | 0.7, 0.9 |
| 87 yds: 2.5" on a single hanger                 | 2.7      | 0.8      |

|                            | MOA      | MILS     |
|----------------------------|----------|----------|
| Option 2 – 93 yds: 3" & 4" | 3.1, 4.1 | 0.9, 1.2 |
| 131 yds: 5"                | 3.6      | 1.1      |

**Restrictions:** None

Points: 10 points per impact, 100 points possible

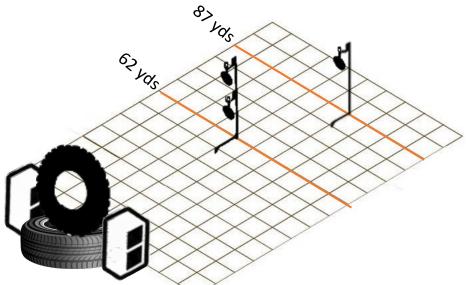
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will engage the target in the following manner and order:

- Top of left block Far target with 2 shots.
- Top of the vertical tire All targets, near to far, small to large with 1 shot each.
- Through the center of the tire All targets, near to far, small to large with 1 shot each.
- Top of right block Far target with 2 shots.

Secure the top tire to either the cinder blocks and/or the bottom tire for added support.

Adaptive Recommendation: Same starting position but tires and blocks may be on a shooting bench. Instead of 3 shots from the top of the tire, all 6 tire shots will be through the center. The first 3 shot sequence will be shot strong side and the next 3 shot sequence will be taken support side.







MOA

3.1

MILS

0.9

### Trim The Tree

Time: 120 Sec Round Count: 10

### **Ranges and Targets:**

Option 1 – 78 yds: 2.5" target on a double hanger

78 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, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, you will take a position on the prop and engage the right target, then the left target with 1 shot each.

Repeat this engagement from five different positions.

Positions are only the outside edges of the 2x4s, not the center rungs. No position may be repeated.

**Adaptive Recommendation:** Same target engagement. Use the two most comfortable positions and move after every second shot.

