

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

COF Designer: This COF was designed by Mike Dame out of Louisville, KY. Mike is a competitor and NRL22 Match Director. Mike did a great job and made a unique COF for all of us to enjoy. Thank you, Mike for volunteering to write this month's COF for the entire NRL22 community. We hope everyone enjoys it.

If you have questions about the COF please email us at info@NRL22.com

Range requirements: This month's COF will require the NRL22 pyramid, Ladder, Chair, 3x Cinderblocks, Rooftop, a shot timer or stopwatch that can time down to a hundreths of a second, and the NRL22 standard target package. Left over targets: 3", 4", 5", 6"

Scoring submissions: In accordance with the 2025 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 located <u>HERE</u>. If you don't have that ability, then download the NRL22 Scoresheet Submission Spreadsheet from the MD Resources section found <u>HERE</u>. Submit your spreadsheet through the NRL22 website along with the match admin fee which can be found <u>HERE</u>. 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 **Monday**, **July 15**, **2024**. The show will be streamed through Facebook Live. If you have questions, ask them during the live show and we will answer them for you.



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. 3. 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 us at info@nrl22.com 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
 - Model(s) 780, 880, 980
 - o XT-22
- Mossberg (all models)
- Winchester
 - Model 69 & variants
 - Model 131 & 141 (including SR variants)
- Cooey
 - 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 \$631.10 in 2024. 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 \$1,218.50 in 2024. 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 \$2,094.04 in 2024. The Model 52 will be a ton of fun to shoot, ...in Open division.

Inflation/compound interest calculator can be found here



1. And Now For Something Different

Time: 120 Sec Round Count: 12

Ranges and Targets:

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

Option 2 – 50 yds: ¼", ½", ¾"& 1" on a KYL rack

Target Size(s)

MOA MILS

0.7, 1.4, 2, 2.7 0.2, 0.4, 0.6, 0.8

MOA

MILS

0.5, 1, 1.4, 1.9 0.1, 0.3, 0.4, 0.7

Restrictions: None

Points: 10 points per impact, 120 points possible

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

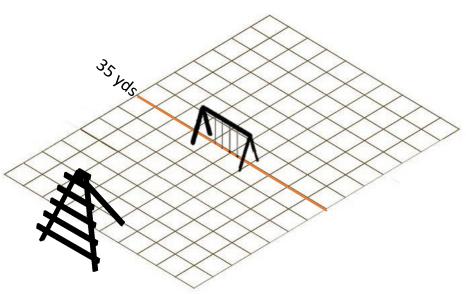
Description: On the start signal, engage the targets with 1 shot each from Large to Small, then change positions.

Positions will be used in the following order:

- 1. Standing
- 2. Kneeling
- 3. Standing (different position)

Note: Available positions are outside edges and center on each 2x4.

Adaptive Recommendation: Same target engagement. Use the 2 highest rungs you can reach and alternate after every 4th shot.





2. Put It Up To 11

Time: 120 Sec Round Count: 11

Ranges and Targets:

Option 1 - 55 yds: 1.5" on a single hanger

70 yds: 1" & 2" on a double hanger

Target Size(s)

MOA MILS 2.6 0.8

1.4, 2.7 0.4, 0.8

Option 2 – Same targets and distance with a 105 sec par time.

Restrictions: None

Points: 10 points per impact, 110 points possible

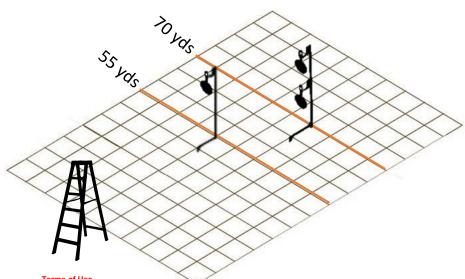
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On the start signal, engage the near target then the far **large** target with 1 shot each from 5 different rungs on the ladder.

The far **small** target can be engaged at anytime from any rung with 1 shot, but you must indicate you are doing so prior to taking the shot. Impact will not count if not announced unless it's the final shot.

Note: If you can't safely reach the 2 highest rungs, you may repeat 2 previously used rungs, but you can't shoot more than 3 shots from any given rung without moving to a new position.

Adaptive Recommendation: Same target engagement. Use the 2 highest rungs you can comfortably reach. Alternate between 2 rungs.





3. The Chair Is Against The Wall

Round Count: 12 Time: 120 Sec

Ranges and Targets: Target Size(s) MOA **MILS** Option 1 – 60 yds: 1" & 1.5" on a double hanger 1.6, 2.4 0.5, 0.7

100 yds: 2.5" & 3" on a double hanger

0.7, 0.8

2.4, 2.9

Option 2 – Same targets and distance. No dialing of elevation after the time has started. 105 sec par time.

Restrictions: None

Points: 10 points per impact, 120 points possible

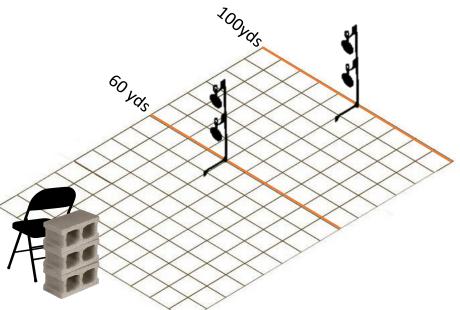
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On the start signal, engage the targets with 1 shot each from Near to Far, Small to Large, then change positions.

Positions will be used in the following order:

- 1. Chair Seat
- 2. Brick wall
- 3. **Chair Seat**

Adaptive Recommendation: Same target engagement. Chair position may be replaced with a 55-gal barrel. Brick(s) may be placed on an elevated position.



Target Size(s)



4. Don't Be Plaid

Time: 120 Sec Round Count: 10

Ranges and Targets:

Option 1 – 45 yds: 2.5" on a single hanger	10.000(0)	
	MOA	MILS
85 yds: 2" on a single hanger	5.3	1.5
90 yds: 2.5" on a single hanger	2.2	0.7
30 yas. 2.3 on a single name.	2.7	0.8
Option 2 – 100 yds: 5"	MOA	MILS
•	4.8	1.4
190 yds: 5"	2.5	0.7
200 yds: 6	2.9	0.8

Restrictions: None

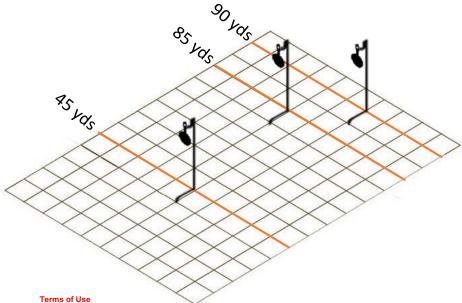
Points: 10 pts per impact plus 0.1 bonus points per second remaining. For the PractiScore NRL22 template, enter the total time elapsed in seconds.

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

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

- Middle, Far, Near 1.
- Far, Near, Middle, Far 2.
- 3. Near, Far, Middle

Adaptive Recommendation: Starting in position with magazine out and off glass.





5. We Don't Need No Water

Time: 120 Sec Round Count: 10

Target Size(s)	
MOA 2.1, 2.8	MILS 0.6, 0.8
3	0.9
MOA	MILS
ŕ	0.8, 1.0 1.1
	MOA 2.1, 2.8 3

Restrictions: Forward support bags or bipod may not touch the ground.

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, engage the target(s) listed with 1 shot from the rooftop positions listed in this order and manner:

- Far target Peak of the rooftop, Center of the rooftop, Bottom of the rooftop.
- 2. Near targets, Large to small Bottom, Center, Peak
- **3.** Near Small target Center of the rooftop

Note: Rooftop is 90 deg to the firing line with the peak on the right side.

Adaptive Recommendation: Use only the peak and center.

