



FEBRUARY 2018 NRL22 OFFICIAL COURSE OF FIRE

Greetings and welcome to the February COF! In March we will be running the Regional Championships, if you don't know where yours is at keep an eye on our NRL 22 Facebook page and we will be providing updates. If you are unable to participate in Regionals, the rest of the country will be reshooting the September COF for fun in March. Please be advised that we will not be collecting scores or distributing prizes for March because all of our resources will be put towards supporting the Regionals. As always, have fun with it and continue to share your good times on Facebook so that we can all participate.

NRL22 shirts are now available for purchase at www.Nationalrifleleague.org with kid's and women's sizes on the way due to popular demand. Remember, this money goes right back into growing precision rifle!

It seems like everyone is having a great time with the monthly prize shows. Travis and the boys at Con X have been doing a great job with it, but it is truly the sponsors who are making this happen. They have been excellent to all of us so remember them when spending your hard-earned cash or sharing recommendations to other shooters. Much thanks goes to Victor Company USA, Benchmark Barrels, Short Action Precision, Thunder Beast Arms, BLAMM Enterprises, and Prime Ammunition. The prize table has been great, so let's all do our part and publicly thank them and recommend them to other shooters.

Range requirements: NRL22 target package, 5 gallon bucket, folding chair, and 3" NRL22 toilet targets and target stands for paper targets.

Shooter equipment: Rifle must be chambered in 22 LR. Rifle is encouraged to have a removable magazine. Scopes with adjustable windage, elevation and a reticle are recommended. Bipods and a rear bag approximately the same size as a volleyball or smaller are also recommended. A sling is a huge aide for positional stages and shooters would benefit greatly from a sling. Special note on equipment, this is a fantastic community; if you are short on equipment, let that be known. The good men and women in this community will fall all over themselves to help you out and lend you theirs.

Match director suggestions: The COF is set up so that every stage can take place at the same time and not overlap targets. Squading will reduce the time it takes to run your shoot. I have been using 3 bricks (\$.30 each at Home Depot) to surround the target hangers for stability in soft dirt. I have also been painting the bricks and targets different colors for the different stages. Example is that Prone #2's targets are all painted red. On ranges with hard dirt, I bring a cordless drill with a masonry bit and a hammer to get the hangers in the ground. We keep hearing that the KYL targets tend to come apart. A piece of tape on all 4 legs has kept ours running strong.

Safety suggestions: Weed whacker plastic string works very well for Empty Chamber Indicators. Using ECI ensures a rifle is not loaded and especially useful for Ruger 10/22's. The stages' starting positions were deliberately set up for safety. Ensure RO's are very close to new shooters and kids, especially in the positional and barricade stages in case the 180 rule is broken or a transition is made without the action open or safety engaged.



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Paper stage suggestions: Have one of the NRL 22 paper targets present at stage briefing so that all shooters can see what it is before they get behind the rifle. Ensure the shooter number is written very large. I have been cutting the targets in half and spreading them out a bit because the targets we provide have 2 targets on each one. This seems to reduce crossfires, but they will happen. Only 5 shots count per target. If a shooter accidentally shoots another shooter's target, it benefits the shooter who was shooting at the correct target. However, an RO with a spotting scope ensuring a shooter's target is clean before they shoot will help minimize this. For scoring, the shot just needs to break the line to get the higher points. So if the 10 circle is just barely nipped, that shot is a 10.

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 March 2nd, 8PM PST.**

Keep in mind that only NRL 22 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 March 8th, at 4PM PST.**

Punch and Pie!
The National Rifle League

STAGE BARRICADE #1: **THIS WASN'T ON MY BUCKET LIST**

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: 100YDS WITH 4" TARGET ON A SINGLE HANGER
65YDS WITH A 2.5" TARGET ON A SINGLE HANGER

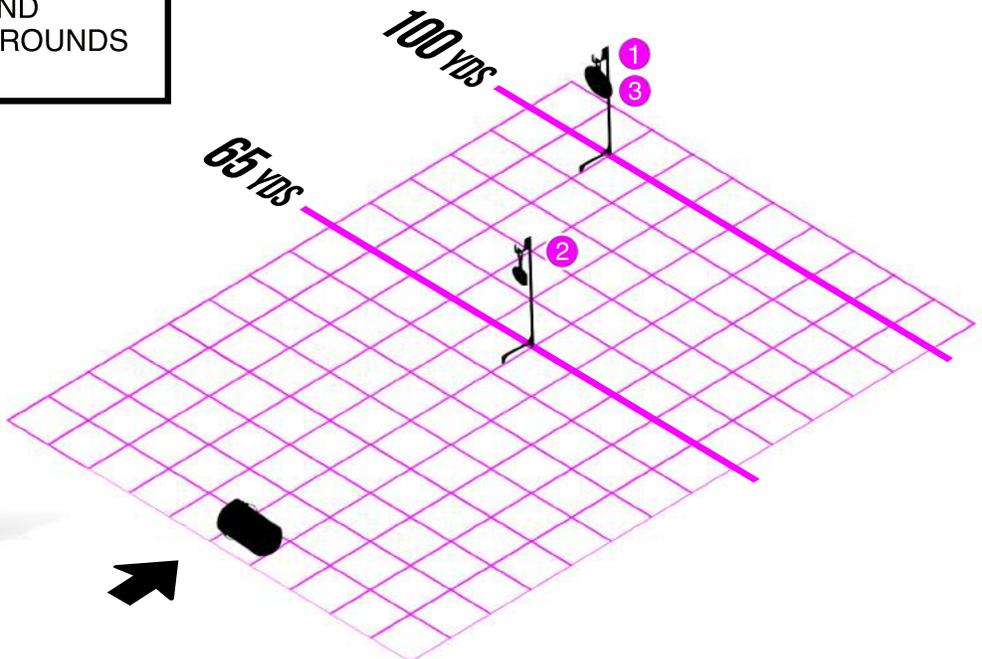
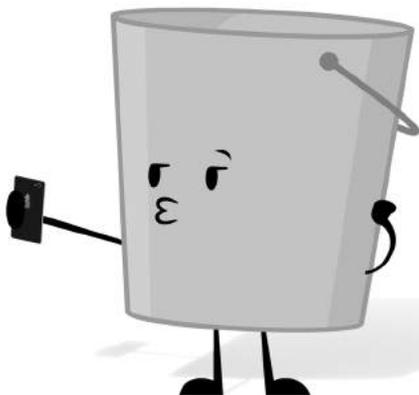
POINTS: 10PTS FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100.

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER.

START POSITION: RIFLE RESTING ON THE TOP OF THE BUCKET, MAGAZINE IN OR LOADED, ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **100YD 4"** TARGET WITH 2 ROUNDS.
2. SHOOTER WILL THEN ENGAGE THE **65YD 2.5"** TARGET WITH 2 ROUNDS.
3. SHOOTER WILL THEN MOVE BACK TO ENGAGE THE **100YD 4"** TARGET AND REPEAT THIS PROCESS UNTIL 10 ROUNDS ARE FIRED OR TIME IS UP.

NOTE: THE BUCKET SHOULD BE ON ITS SIDE. A LID CAN BE PURCHASED FOR \$1-3 AND PROVIDES EXTRA STABILITY SO THAT THE BUCKET DOESN'T COLLAPSE. PUTTING SOME ROCKS OR ONE OF THE CINDER BLOCKS INSIDE FOR WEIGHT ALSO HELPS. UTILIZE A SCOOP OF SAND, OR EXTRA SHOOTING BAGS ON EITHER SIDE OF THE BUCKET TO PREVENT ROLLING.



STAGE BARRICADE #2:
**TAKE A SEAT AND
HIT THE BULLSEYE!**

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: 35YDS ON THE NRL 3" TOILET TARGETS

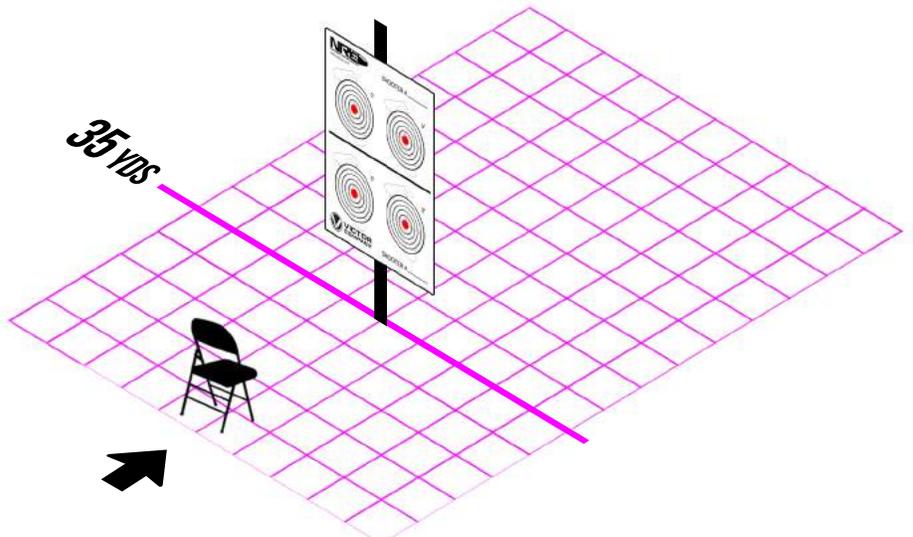
POINTS: 10PTS, 8PTS, 6PTS, 4PTS, 2PTS, AND 1 POINT FOR EACH HIT,
FOR A TOTAL POSSIBLE SCORE OF 100.

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY
BALL OR SMALLER AND A SLING.

START POSITION: SHOOTER SITTING ON THE
CHAIR WITH RIFLE IN THEIR LAP, MAGAZINE IN
OR LOADED, AND ACTION OPEN

1. UPON THE START SIGNAL, SHOOTER WILL
ENGAGE THE **LEFT 35YD** TARGET WITH 5
ROUNDS.
2. SHOOTER WILL THEN ENGAGE THE **RIGHT**
TARGET WITH 5 ROUNDS.

NOTE: SHOOTER'S REAR-END MUST BE ON THE
SEAT AND THE SEAT MUST BE FACING THE
TARGET. THERE IS NO LIMIT ON WHERE THE
SHOOTER'S LEGS OR ARMS MAY BE POSITIONED.



STAGE PRONE #1:

AIM SMALL, MISS... WELL, FACE IT, YOU'LL MISS SOME OF THESE

TIME: 120 SEC ROUND COUNT: 10

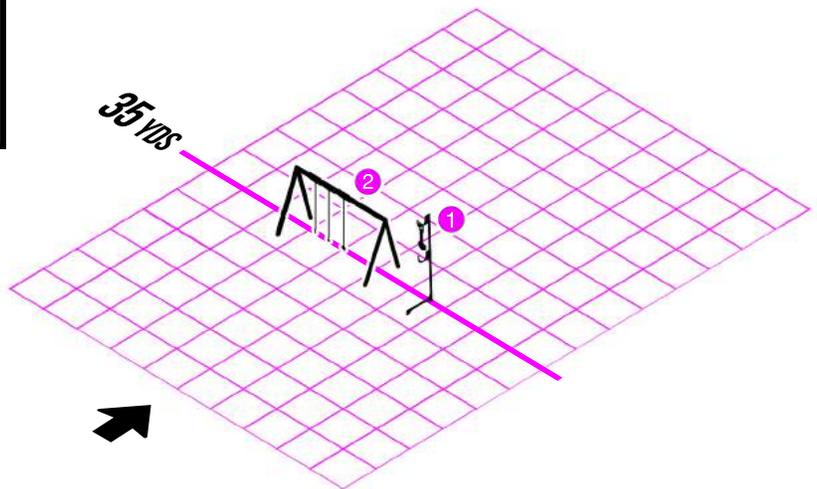
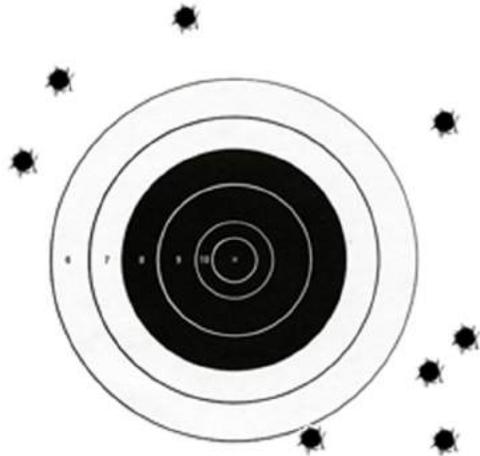
RANGES AND TARGETS: 35YDS ON .25", .5", .75" KYL TARGETS,
1" AND 1.5" TARGETS ON A DOUBLE HANGER

POINTS: 10PTS FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100.

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY
BALL OR SMALLER.

START POSITION: PRONE BEHIND RIFLE,
MAGAZINE IN OR LOADED, AND ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **35YD 1.5"** TARGET WITH 1 ROUND.
2. IF HIT, SHOOTER **MUST** MOVE TO ENGAGE THE **NEXT SMALLEST TARGET**. IF MISSED, SHOOTER MUST **STAY** ON THE 1.5" TARGET.
3. ONCE MOVED TO A SMALLER TARGET, SHOOTER WILL ENGAGE IT WITH 1 ROUND. IF HIT, SHOOTER **MUST** MOVE TO THE **NEXT SMALLEST TARGET**. IF MISSED, SHOOTER **MOVES BACK UP ONE SIZE**.
4. IF THE SHOOTER MAKES IT TO THE SMALLEST TARGET, SHOOTER WILL CONTINUE TO ENGAGE THAT TARGET SO LONG AS HITS ARE MADE.



STAGE PRONE #2: **FORGET TO RELOAD?**

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: 50YDS WITH 1" KYL STYLE TARGET
85YDS WITH 2" TARGET ON A SINGLE HANGER

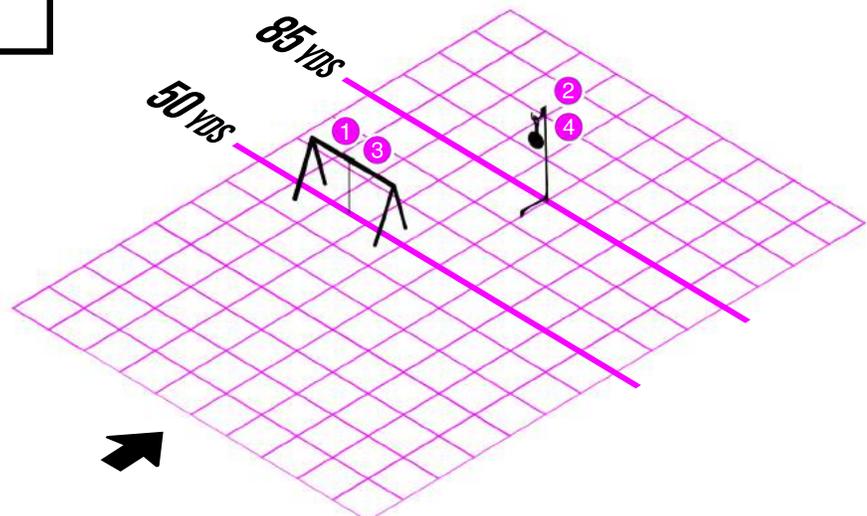
POINTS: 10 PTS FOR EACH HIT, WITH A TOTAL POSSIBLE SCORE OF 100

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER.

START POSITION: PRONE BEHIND RIFLE, MAGAZINE IN OR LOADED, ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **50YD 1"** TARGET WITH **3** ROUNDS.
2. SHOOTER WILL THEN MOVE TO ENGAGE THE **85YD 2"** TARGET WITH **2** ROUNDS.
3. SHOOTER WILL THEN RUN **10FT** BACK FROM THE FIRING LINE TO GRAB A 2ND MAGAZINE. SHOOTER WILL RELOAD AND ENGAGE THE **85YD 2"** TARGET WITH **3** ROUNDS.
4. FINALLY, SHOOTER WILL ENGAGE THE **50YD 1"** TARGET WITH **2** ROUNDS.

NOTE: IF A SHOOTER ONLY HAS 1 MAGAZINE, HAVE THEM REMOVE AND REINSERT THE MAGAZINE. IF A SHOOTER HAS A TUBE FEED RIFLE, HAVE THEM RETRIEVE A SMALL ITEM FROM THE SAME LOCATION AND HAVE THEM DO ONE PUSH UP FOR HAVING A RIFLE DESIGN FROM THE LATE 1800'S. IF A SHOOTER IS OF ADVANCED AGE, MAKE WHATEVER ALLOWANCES TO ENSURE THEY PARTICIPATE AND HAVE FUN.



STAGE POSITIONAL #1: **BEND THE KNEE!**

TIME: 120 SEC

ROUND COUNT: 10

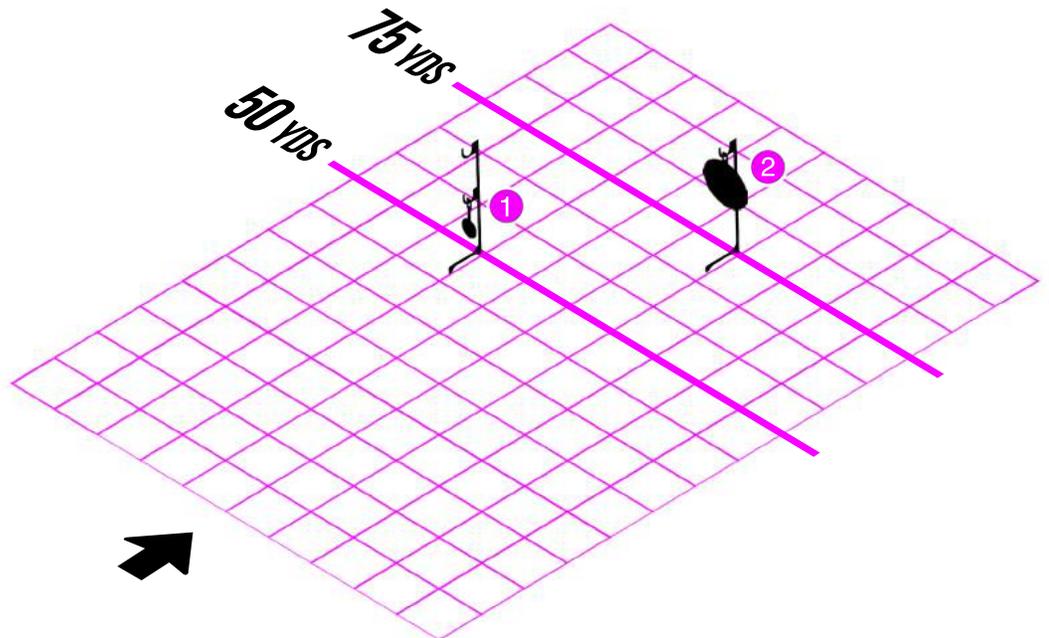
RANGES AND TARGETS: 50YDS WITH 3" TARGET ON A DOUBLE HANGER
75YDS WITH 6" TARGET ON A SINGLE HANGER

POINTS: 10PTS FOR EACH HIT, FOR A TOTAL POSSIBLE SCORE OF 100

EQUIPMENT: SLING ONLY.

START POSITION: KNEELING UNSUPPORTED POSITION, MAGAZINE IN OR LOADED, ACTION OPEN.

1. UPON THE START SIGNAL, SHOOTER WILL ENGAGE THE **50YD 3"** TARGET WITH 5 ROUNDS FROM A KNEELING UNSUPPORTED POSITION.
2. SHOOTER WILL THEN ENGAGE THE **75YD 6"** TARGET WITH 5 ROUNDS FROM A KNEELING UNSUPPORTED POSITION.



SUPPLEMENTAL



FIG. 1: Kneeling Unsupported Position.



FIG. 2: B1 Example Shooting Position.



FIG. 3: B1 Example Shooting Position.