



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](#)

COF Designer: This COF was designed by Joe Loehle. Joe is a NRL22 competitor and the creator of the Precision Match Timer app that many of us use during matches. Joe is from St. Simons Island, GA and competes at 17 South Rod & Gun Club out of Fleming, GA.

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

Starting Position: Unless otherwise stated, starting positions are always standing, rifle at the high ready and all gear in hand, mag in, action open. The high ready position means that the rifle is held by the competitor with the muzzle pointing approximately 45 degrees skyward and towards the downrange targets.

Range requirements: This month's COF will require a sawhorse, ladder, chair, tank trap, 55-gal barrel, pyramid, rooftop, a shot timer or stopwatch that can time down to a hundredths of a second, and the NRL22 standard target package. Left over targets: ½" KYL, 1", 1.5", 2.5"

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 [HERE](#). If you don't have that ability, then download the NRL22 Scoresheet Submission Spreadsheet from the MD Resources section found [HERE](#). Submit your spreadsheet through the NRL22 website along with the match admin fee which can be found [HERE](#). 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, August 12th**. 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.

Terms of Use



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
 - XT-22
 - Mossberg (all models)
 - Winchester
 - Model 69 & variants
 - Model 131 & 141 (including SR variants)
 - Coeey
 - 64 (predecessor to Savage 64)
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- 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](#)

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The use of this course of fire is restricted to personal/individual use; however, the use of this course of fire in a match setting must be operated within the NRL22 rules and is restricted to current NRL22 clubs. The monthly course of fire is a proprietary product of the NRL22. Furthermore, the scores of every competitor at that match must be submitted to the NRL22 regardless of the competitor's membership status. Every competitor is given a 7-day grace period to become a member and claim their score.

1. I Know Your Ladder

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 80 yds: 2" & 2.5" on a double hanger

Target Size(s)	
MOA	MILS
2.4, 3	0.7, 0.9

Option 2 – Same targets and distance with a par time of 105 seconds

Restrictions: None

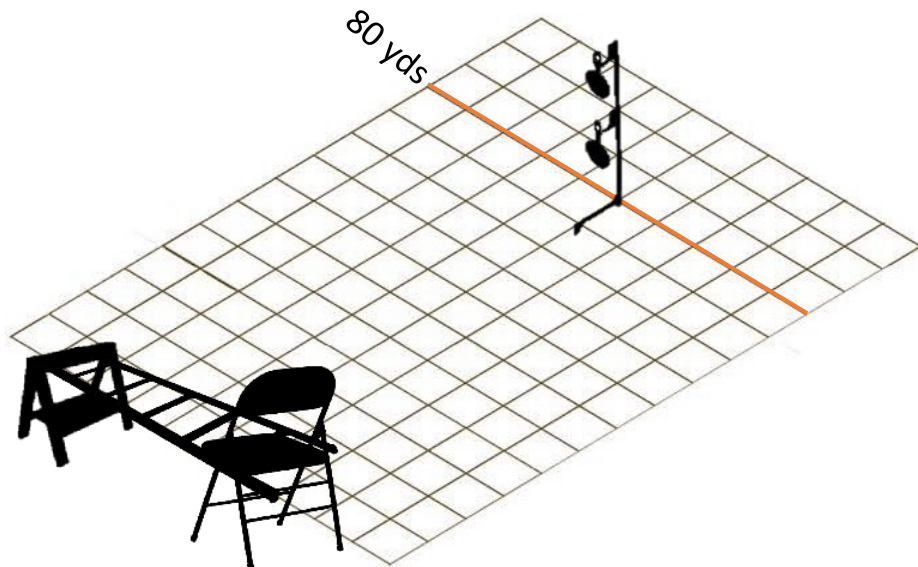
Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, build a position with your rifle/bag touching one of the rungs of the ladder. Engage the large and then the small target with 1 shot each. Move to the next rung of the ladder and repeat for a total of 6 positions. 1 position may be repeated but may not be the most recently one used.

MD Note: The ladder will be collapsed and with the top on the sawhorse and the bottom on the seat chair. Secure the ladder to each prop and stabilize as necessary to ensure a safe and stable prop.

Adaptive Recommendation: Place the ladder on two elevated positions such as two 55-gal barrels.



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2. New Tank Trap Boogie

Time: 120 Sec

Round Count: 9

Ranges and Targets:

Option 1 – 40 yds: ¼", ¾", & 1" on a KYL rack

Option 2 – 70 yds: ½", 1.5" & 2"

Target Size(s)

MOA MILS

0.6, 1.8, 2.4 0.2, 0.5, 0.7

MOA MILS

0.7, 2, 2.7 0.2, 0.6, 0.8

Restrictions: None

Points: 10 points per impact, 90 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

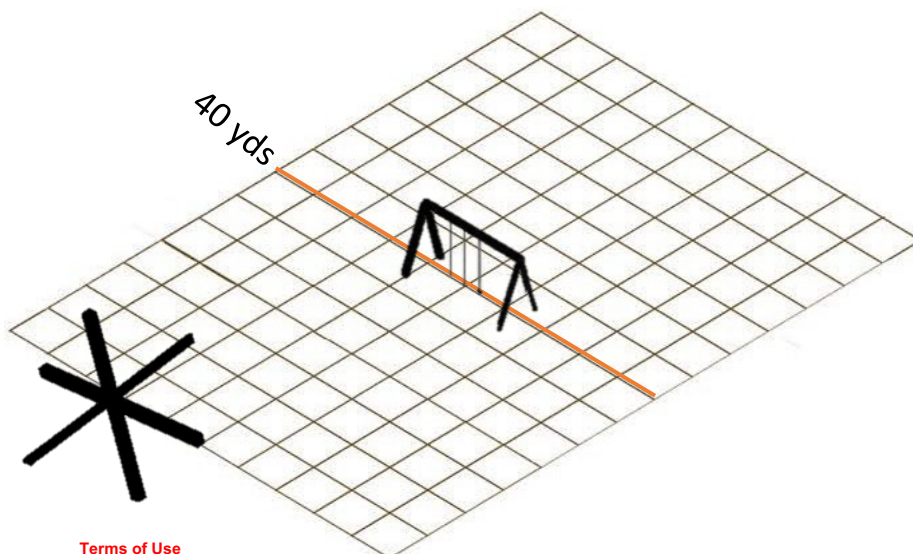
Description: On the start signal, choose 1 of 4 tank trap positions and engage the large target and then the middle target with 1 shot each.

Then go to a prone position anywhere nearby and engage the small target with 1 shot.

Repeat the same sequence from 2 more unique positions on the tank trap.

Available positions are the 3 tips and the center of the tank trap

Adaptive Recommendation: No change on the tank trap. Prone position may be engaged from an elevated position such as bench or 55-gal barrel.



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3. Franklin's Tower And Barrel

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 58 yds: 1.5" on a single hanger
100 yds: 3" on a double hanger

Target Size(s)	
MOA	MILS
2.5	0.7
2.9	0.8

Option 2 – 100 yds: 3"
200 yds: 6"

MOA	MILS
2.9	0.8
2.9	0.8

Restrictions: None

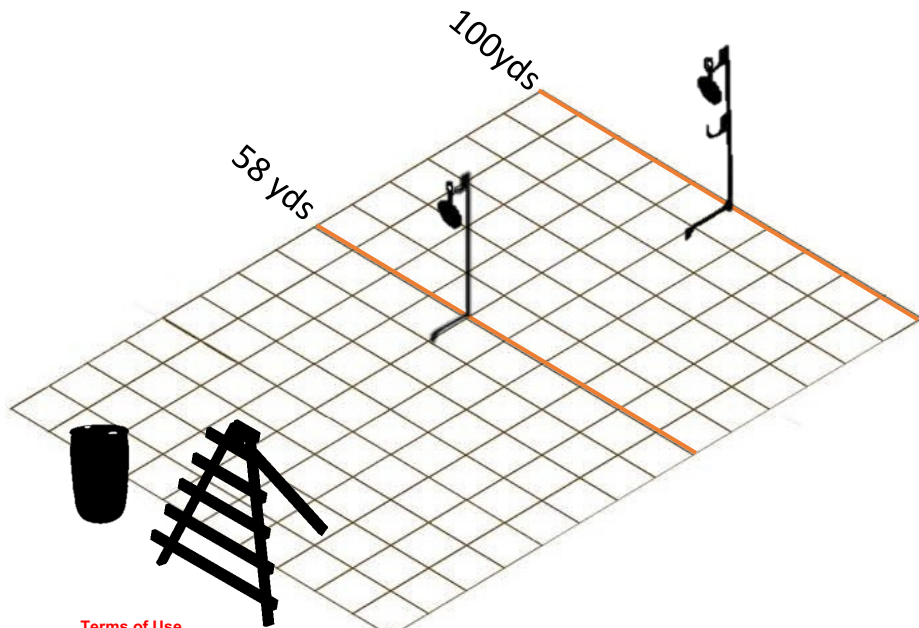
Points: 10 points per impact, 100 points possible

Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the near target with 1 shot starting at lowest left outside rung. Move to the barrel and engage the far target with 1 shot. Move to next highest left outside rung and repeat alternating between barrel and next rung.

If you cannot reach the 2 highest rungs safely, rungs may be repeated. You may not shoot more than 2 shots off a rung in a row.

Adaptive Recommendation: Use two left outside rungs and alternate between them and the 55-gal barrel i.e. 3rd rung, 55-gal, 4th rung, 55-gal, 3rd rung, etc.



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4. Beat It On Down The Troop Line

Time: 120 Sec Round Count: 10

Ranges and Targets:

	Target Size(s)	
	MOA	MILS
Option 1 – 60 yds: 1" on a single hanger	1.6	0.5
70 yds: 1.5" on a double hanger	2	0.6
80 yds: 2" on a double hanger	2.4	0.7
90 yds: 2.5" on a double hanger	2.7	0.8
100 yds: 3" on a double hanger	2.9	0.8
	MOA	MILS
Option 2 – 107 yds: 2" on a single hanger	1.8	0.5
132 yds: 3" on a double hanger	2.2	0.6
148 yds: 4" on a double hanger	2.6	0.8
167 yds: 5" on a double hanger	2.9	0.8
200 yds: 6" on a double hanger	2.9	0.8

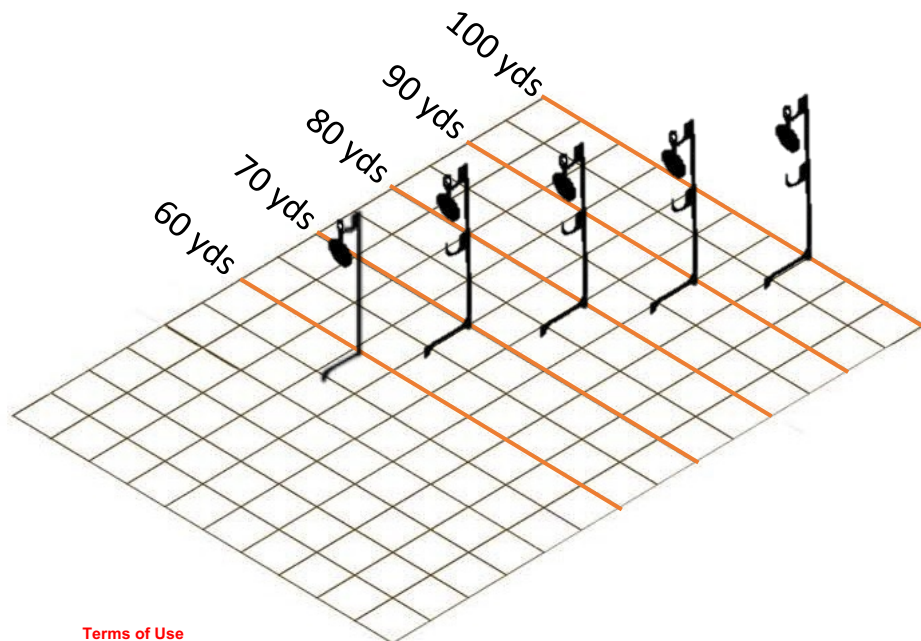
Restrictions: None

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 at the high ready and all gear in hand, mag in, action open

Description: On the start signal, take a prone supported position and engage the targets with 1 shot each from Near to Far and then Far to Near.

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



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5. Fire On The Rooftop

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 75 yds: 2" on a single hanger
95 yds: 3" on a single hanger

Target Size(s)	
MOA	MILS
2.5	0.7
3	0.9

Option 2 – Same targets and distance with a par time of 90 second

Restrictions: None

Points: 10 points per impact, 100 points possible

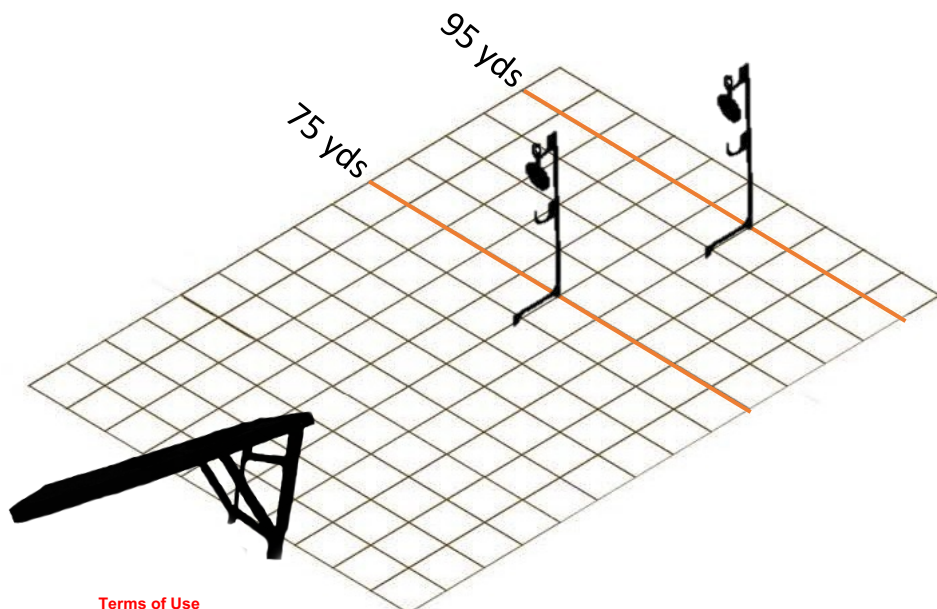
Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Adaptive Recommendation: Same target engagement but for the last 2 shots, transition back to the other side of the rooftop and use your strong side

Description: On the start signal, build a position on the side of the rooftop and engage the targets near to far with 2 shots each while keeping at least 1 foot on the ground.

Then repeat this engagement on the other side of the rooftop using your weak side (hand, eye, shoulder).

Then ascend the rooftop and engage the targets near to far with 1 shot each.



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