



OCTOBER 2024 COF

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. [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 Chris Koveleski out of Yardley, Pennsylvania. Chris's home range is Falls Township Rifle & Pistol Association located in Fairless Hills, Pennsylvania. Chris is an NRL22 competitor and helps his club by being a member of the NRL22 committee. Thank you, Chris for this COF.

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. If your range has stricter rules on starting positions, make sure to follow your range's rules and regulations.

Range requirements: This month's COF will require a ladder, club provided tripod, 55-gal barrel, 5-gal bucket, rooftop, pyramid a shot timer or stopwatch that can time down to a hundredths of a second, and the NRL22 standard target package. Left over targets: 1x 1", 1x 2.5", 1x 3", 4", 5", and 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 [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 **November 10th, 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.

Terms of Use

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.



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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. 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)
- Cooney
 - 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](#)

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1. All Tricks, No Treats

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 100 yds: 2" & 3" on a double hanger

Option 2 – 180 yds: 4" & 6"

| Target Size(s) | |
|----------------|----------|
| MOA | MILS |
| 1.9, 2.9 | 0.6, 0.8 |

| Target Size(s) | |
|----------------|----------|
| MOA | MILS |
| 2.1, 3.2 | 0.6, 0.9 |

Restrictions: A club provided tripod rear support is allowed

Points: 10 pts per impact on the Small target, 7 pts per impact on the Large target, 100 points possible

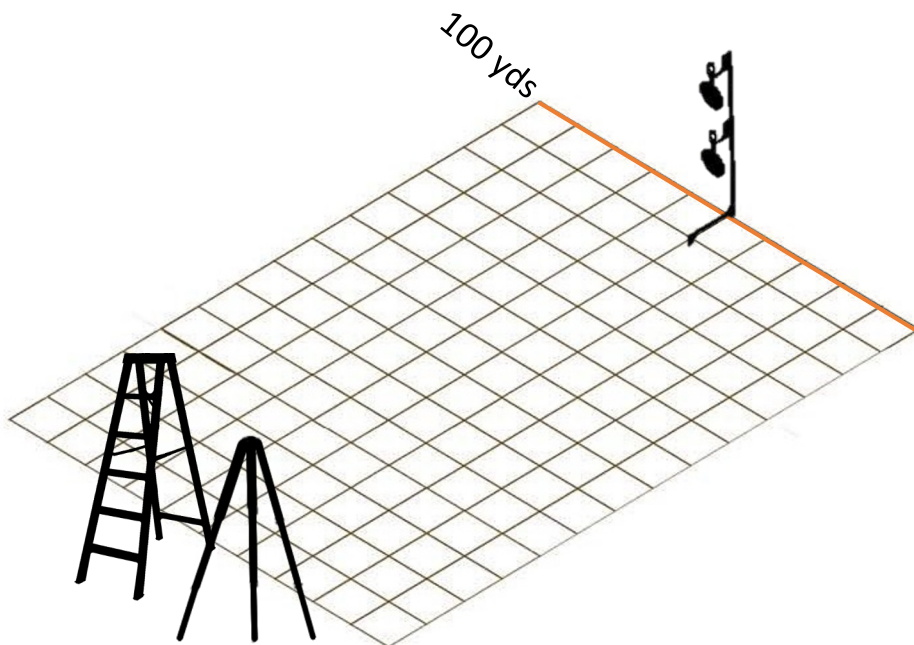
Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Adaptive Recommendation: Use the 2 highest rungs you can comfortably use and alternate after every 2 shots.

Description: On the start signal, build a position on the ladder and fire 2 shots at the target of your choosing and then change to a new rung.

Each rung of the ladder must be used, but if you cannot safely engage the targets from the 4th/5th rung, you may reuse one of the previously used rungs. You must still change rungs after 2 consecutive shots.

Note: Call out what target you will engage before the time starts. If you switch targets on the clock, you must announce the switch loud enough for the RO to hear you.



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2. Squad Ghouls

Time: 120 Sec

Round Count: 10

Ranges and Targets:

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

| Target Size(s) | |
|----------------|---------------|
| MOA | MILS |
| 1, 1.4, 1.9 | 0.3, 0.4, 0.6 |
| 2.2 | 0.3, 0.7 |

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

Restrictions: No Bipod

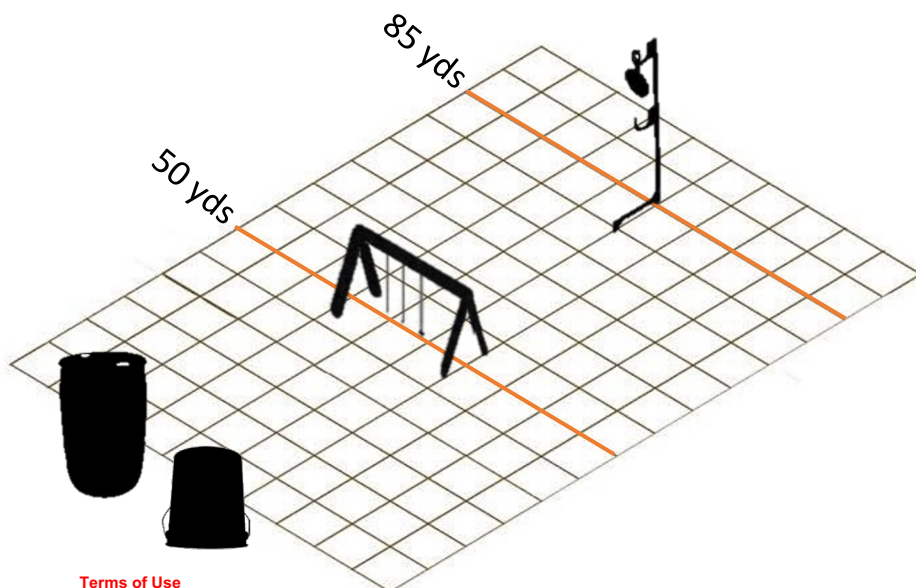
Points: 10 points per impact, 100 points possible

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

Description: On the start signal, build a position on the 55-gal barrel and engage the KYL from Large to Small, **hit to move on.** After 3 shots have been fired, regardless if the KYL targets have been hit or missed, transition to the 5-gal bucket and engage the far target with 2 shots, **hit or miss move on.**

Repeat the target engagement sequence from the 55-gal barrel and 5-gal bucket in the same order and manner.

Adaptive Recommendation: Same target engagement. The 5-gal bucket can be placed on an elevated position.



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3. Come Halloween, It's Crunch Time

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 65 yds: 2" on a double hanger
92 yds: 2.5" on a double hanger

| Target Size(s) | |
|----------------|------|
| MOA | MILS |
| 2.9 | 0.9 |
| 2.6 | 0.8 |

Option 2 – 140 yds: 5"
184 yds: 6"

| Target Size(s) | |
|----------------|------|
| MOA | MILS |
| 3.4 | 1 |
| 3.1 | 0.9 |

Restrictions: No dialing of elevation is allowed after the clock starts. Adjusting windage and parallax is allowed.

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

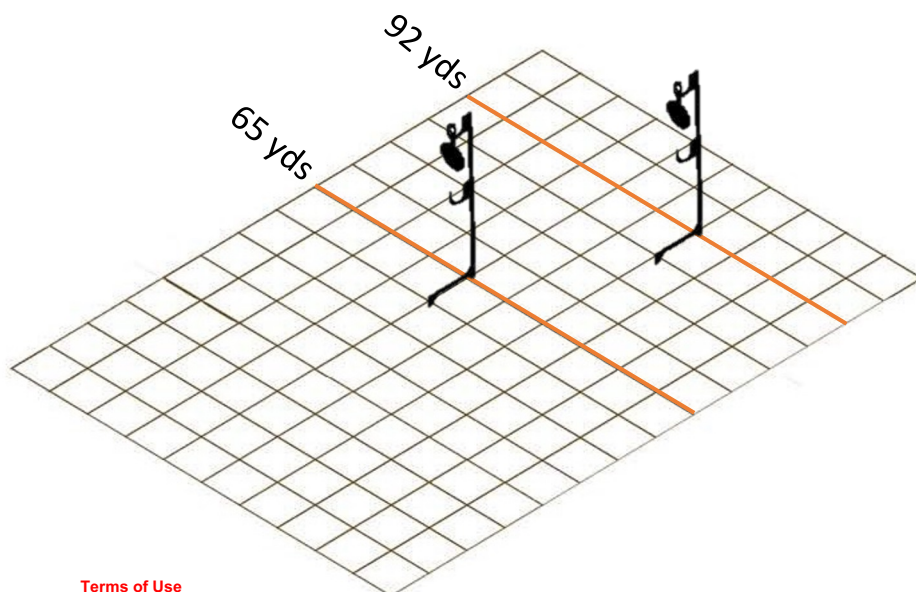
Adaptive Recommendation: Starting in position, off glass with magazine out.

Description: On the start signal, build a prone position and begin engaging the targets near to far with 1 shot each and then repeat target engagement sequence again until 4 shots have been fired.

Then transition to your support/weak side and repeat the process for 4 more shots.

Then transition to your strong side and repeat the process with your 4 remaining rounds.

Note: Support side/weak mean opposite eye, shoulder, and hand.



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4. Howl You Doin'

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 40 yds: ¼" on a KYL rack

50 yds: 1" on a double hanger

65 yds: 1.5" on a double hanger

75 yds: 1.5" on a single hanger

85 yds: 2.5" on a single hanger

100 yds: 3" on a single hanger

Target Size(s)

| MOA | MILS |
|-----|------|
| 0.6 | 0.2 |
| 1.9 | 0.6 |
| 2.2 | 0.6 |
| 1.9 | 0.6 |
| 2.8 | 0.8 |
| 2.9 | 0.8 |

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

Restrictions: No part of the rifle, equipment, or body may touch the ground after the time starts.

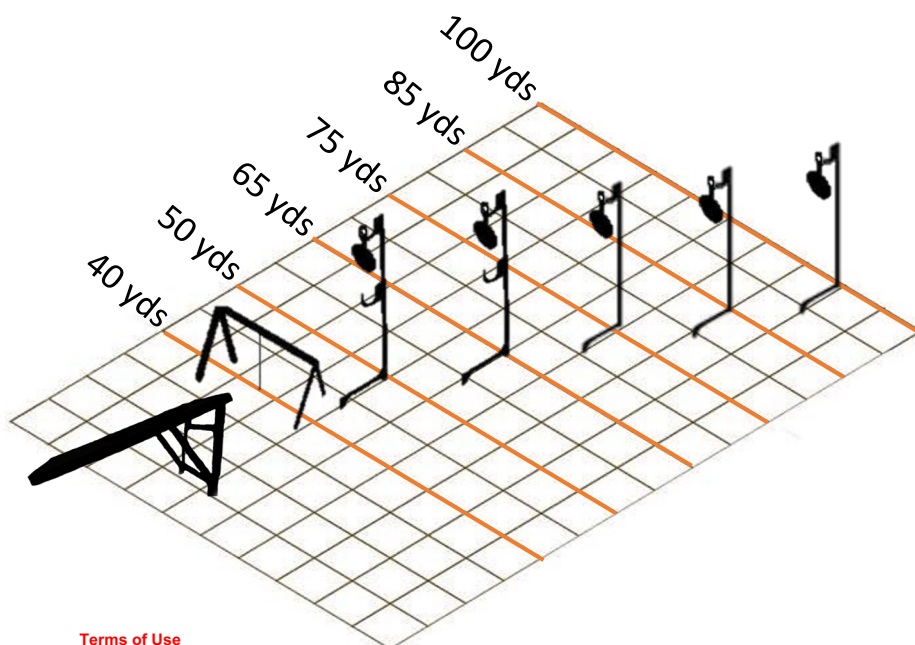
Points: 10 points per impact, 120 points possible

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

Description: On the start signal, ascend the rooftop and engage targets Near to Far, with 2 shots each.

Note: For safety, the rifle may be handed to the competitor after ascending

Adaptive Recommendation: No change.



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5. Now That's Dead-ication

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 76 yds: 1.5" on a single hanger

| Target Size(s) | |
|----------------|------|
| MOA | MILS |
| 1.9 | 0.6 |

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

Restrictions: None

Points: 10 points per impact, 100 points possible

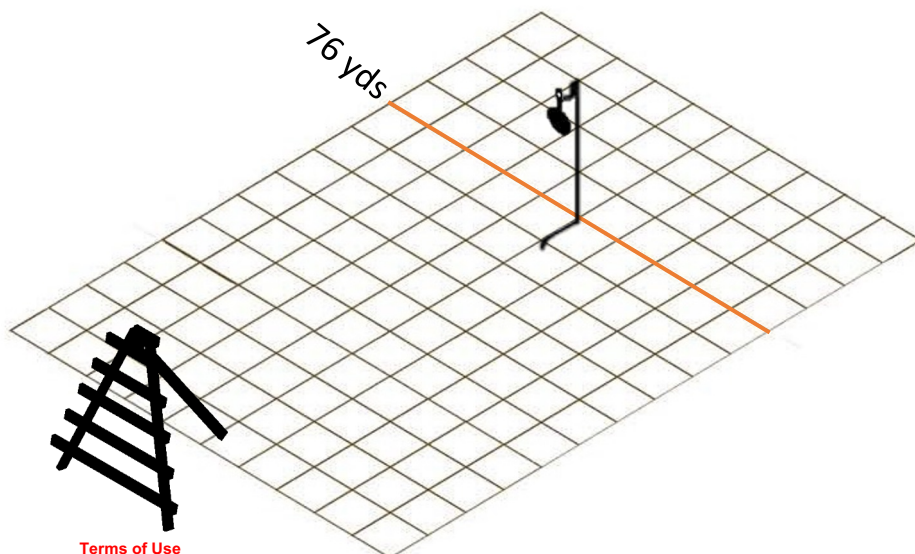
Start Position: Standing, rifle at the high ready and all gear in hand, mag in, action open

Description: On the start signal, engage the target with 2 shots from 5 different positions on the pyramid, moving to a different rung after every 2 shots.

You must use all reachable rungs that you can safely engage the target from.

Note: Positions are the 5 outside (left & right) portions on the 2x4's and the 4 on the middle 2x4's

Adaptive Recommendation: Alternate between the 2 highest rungs you can safely reach and move to a different position and rung after every 2nd shot.



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