



# September 2025 COF

**PractiScore Template:** PractiScore templates are now being emailed to your inbox! If you are assisting your match director, just ask them to forward the email to you with the attached template. [PractiScore Template](#)

**DFAT Range Card:** The DST Precision DFAT allows you to use the rifle and optic to dry fire 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 Tony Maupin. Tony Maupin has been a long time NRL22& NRL22X competitor.

If you have questions about the COF please email us [here](#).

**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 sawhorse, pyramid, tank trap, ladder, cinderblock, 2-gal bucket, 5-gal bucket, 2 tires, a shot timer or stopwatch that can time down to a hundredths of a second, and the NRL22 standard target package.

**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.

**Monthly Live Show:** The live show for prizes will happen on **October 12th, 2025**. The show will be streamed through Facebook and YouTube. If you have questions, ask them during the live show and we will answer them for you. Make sure to like, follow, and subscribe to our social media pages and channel.

#### 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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Thank you to all the amazing sponsors for the 2026 season. Please make sure to support these companies when you are deciding where to buy. We have a list of Preferred sponsors that are offering exclusive discounts to NRL22 members which range from 10%-40% that can be viewed under "My Account"

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# TIKKA

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2026 Season Presented by:



TIKKA

Stage 1 Presented by:



# 1. Don't Sweat The Small Stuff

Time: 120 Sec Round Count: 10

## Ranges and Targets:

Option 1 – 35 yds:  $\frac{1}{4}$ ",  $\frac{1}{2}$ ",  $\frac{3}{4}$ ", & 1" on a KYL rack  
100 yds: 3" on a single hanger

Target Size(s)	
MOA	MILS
0.7, 1.4, 2, 2.7	0.2, 0.4, 0.6, 0.8
2.9	0.9

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

## Restrictions: None

**Points:** 10 points per impact, 100 points possible

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

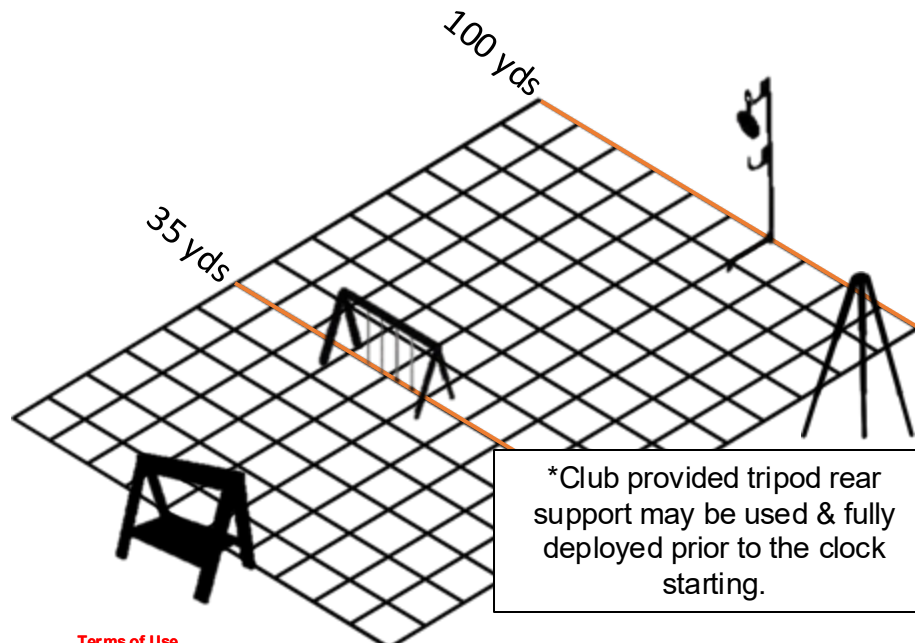
**Description:** On the start signal, engage the targets near then far with 1 shot each in the following order and manner:

- Shelf: Largest KYL then Far
- Top of the sawhorse: Next smaller KYL then Far
- Shelf: Next smaller KYL then far
- Top of the sawhorse: Smallest KYL then Far
- Shelf: Smallest KYL then Far

Note: You must impact the far target before moving positions.

KYL Rack (Hit or Miss Move on)  
Far Target (Hit to Move On)

**Adaptive Suggestion:** Same target engagement. Alternate between the left and right side of the sawhorse.



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2026 Season Presented by:



TIKKA

Stage 2 Presented by:



## 2. Hot Flash

Time: 120 Sec Round Count: 12

### Ranges and Targets:

Option 1 – 80 yds: 2" & 2.5" on a double hanger  
90 yds: 3" on a single hanger

Option 2 – 140 yds: 4" & 5"  
165 yds: 6"

#### Target Size(s)

MOA	MILS
2.4, 3	0.7, 0.9
3.2	0.9

#### Target Size(s)

MOA	MILS
2.7, 3.4	0.8, 1.0
3.5	1

**Restrictions:** Positions may not be repeated

**Restrictions:** None

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

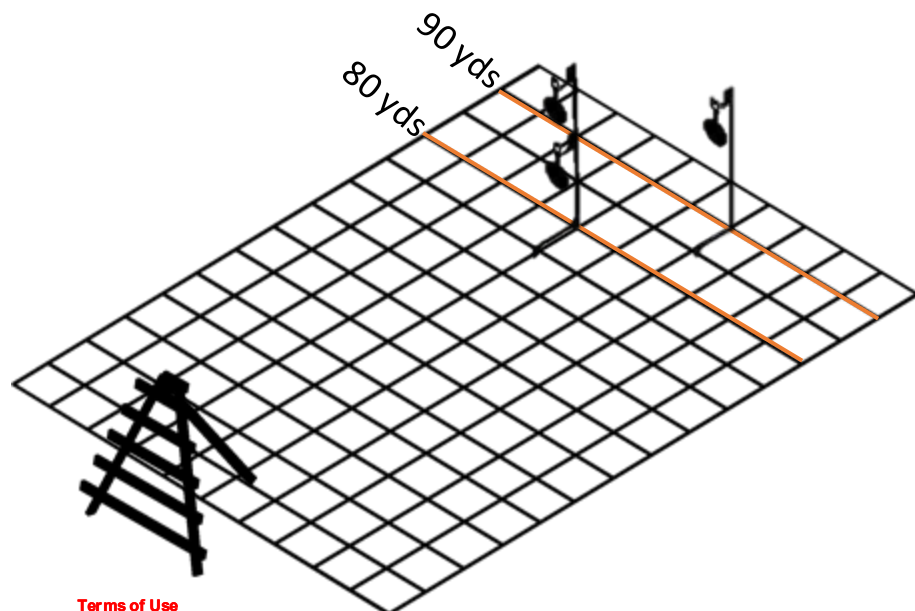
**Start Position:** Standing, rifle at the high ready with all gear in hand, mag in, action open.

**Description:** On the start signal, take any position on the pyramid and engage the largest target. Take a new position on the pyramid and engage the medium sized target. Take a new position and engage the smallest target. Continue this engagement sequence, changing target sizes and positions after each shot.

**Example:** Position 1: 3" target, position 2: 2.5" target, position 3: 2" target

**Note:** Available positions are left, right, and center of each 2x4, except for the very top. That only has a left and right.

**Adaptive Suggestion:** Same target engagement. Use the highest 3 positions you can safely engage the targets.



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2026 Season Presented by:



TIKKA

Stage 3 Presented by:



### 3. No Time For Chilling

Time: 120 Sec Round Count: 12

#### Ranges and Targets:

Option 1 – 50 yds: 1" & 1.5" on a double hanger  
86 yds: 2" & 2.5" on a double hanger

Target Size(s)	
MOA	MILS
1.9, 2.9	0.6, 0.8
2.2, 2.8	0.6, 0.8

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

**Points:** 10 pts per impact plus 0.1 bonus points per second remaining after the required round count of 12 shots have been fired.

**When scoring, always record the total time elapsed in seconds.**

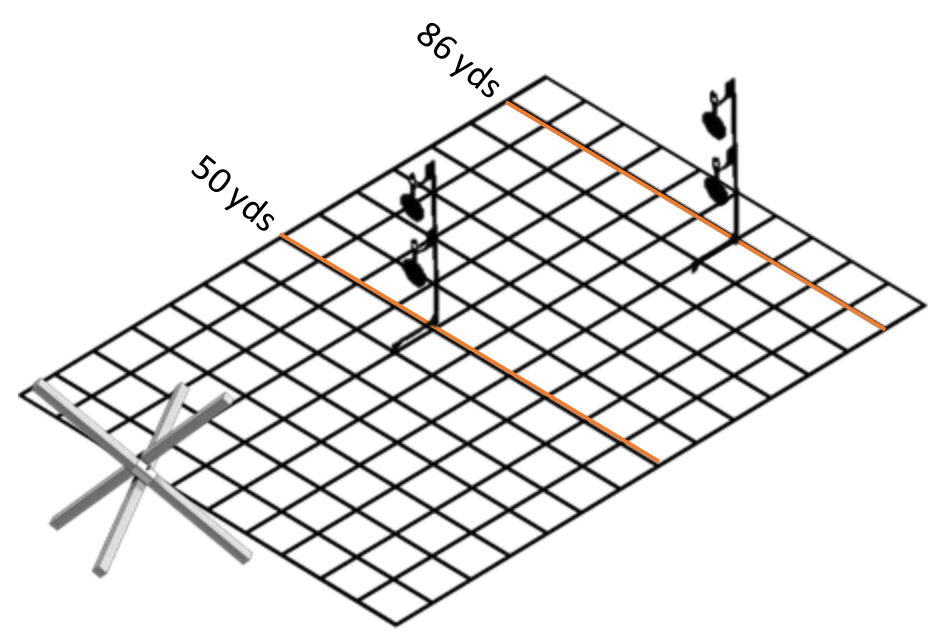
**Start Position:** Standing, rifle at the high ready with all gear in hand, mag in, action open.

**Description:** On the start signal, engage the targets with 1 shot each, large to small, from far to near.

Then, move to another position and repeat the engagement. Continue in this manner changing positions every 4 shots until all rounds have been fired, or time expires.

Available positions are the center and 2 tips. These positions may be used in any order but may not be repeated.

**Adaptive Suggestion:** Same target engagement but only use the 3 tips.



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## 4. Hot Mess

Time: 120 Sec Round Count: 10

### Ranges and Targets:

Option 1 – 100 yds: 2.5" & 3" on a double hanger

Target Size(s)	
MOA	MILS
2.4, 2.9	0.7, 0.8

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

**Restrictions:** None

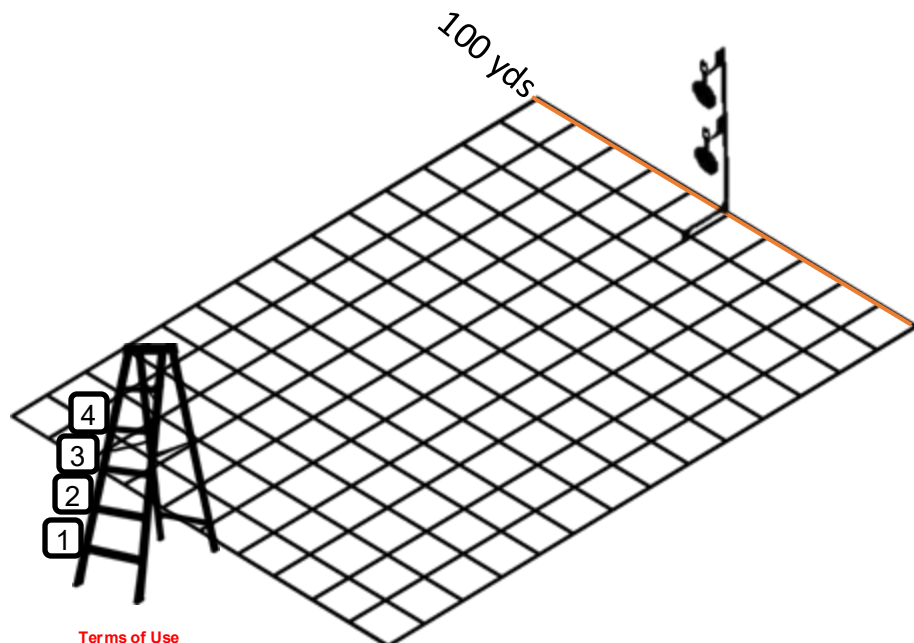
**Points:** 10 points per impact, 100 points possible

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

**Description:** On the start signal, engage the targets with 1 shot each in the following order and manner:

Prone: Small to Large  
Rung 1: Large to Small  
Rung 3: Small to Large  
Rung 2: Large to Small  
Rung 4: Small to Large

**Adaptive Suggestion:** Prone will be shot from an elevated position such as a 55-gal barrel or bench. Alternate between the 2 highest rungs you can safely engage the targets from.



### Terms of Use



2026 Season Presented by:



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Stage 5 Presented by:



TIKKA

## 5. This One Is A Scorcher

Time: 120 Sec Round Count: 10

### Ranges and Targets:

Option 1 – 52 yds: 1" on a double hanger  
 62 yds: 1.5" on a double hanger  
 70 yds: 1.5" on a single hanger  
 84 yds: 2" on a single hanger

Option 2 – 90 yds: 2"  
 113 yds: 3"  
 124 yds: 3"  
 130 yds: 4"

Target Size(s)	
MOA	MILS
1.8	0.5
2.3	0.7
2	0.6
2.8	0.8

Target Size(s)	
MOA	MILS
2.1	0.6
2.5	0.7
2.3	0.7
2.9	0.9

**Restrictions:** None

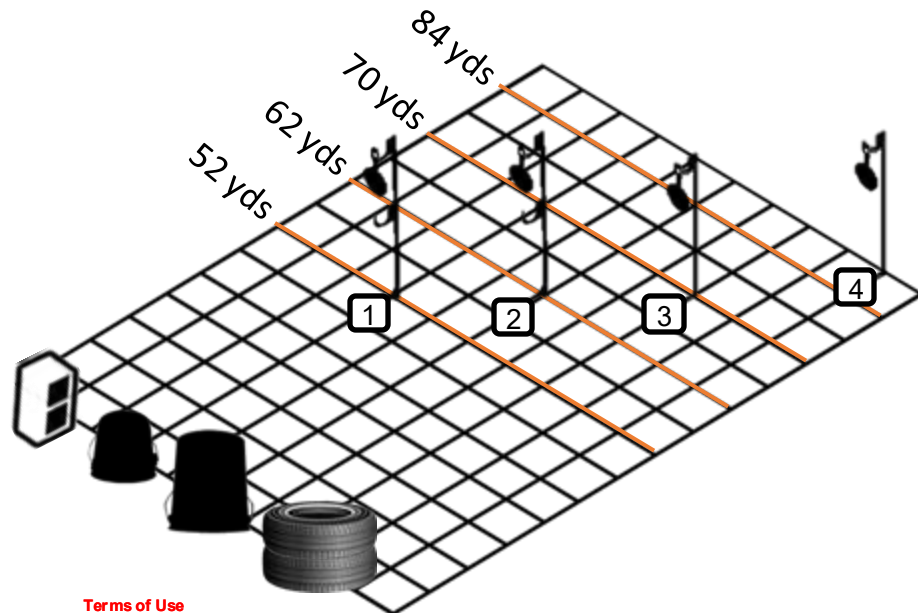
**Points:** 10 points per impact, 100 points possible

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

**Description:** On the start signal, engage the targets with 1 shot each in the following order and manner:

1. Cinderblock: 1, 2, 3
2. 2-gal Bucket: 4, 1
3. 5-gal Bucket: 2, 3, 1
4. Tires: 1, 4

**Adaptive Suggestion:** Engage the targets from an elevated position, such as a bench or top of a barrel. Return to the high ready with all gear in hand before moving to the next sequence.



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