



# SEPTEMBER 2019 NRL 22 OFFICIAL COURSE OF FIRE

September means back to school. Kids, remember to work hard to learn. Parents, it's time to try and figure out the "new way" to do 1st grade math. Both kids and parents, don't forget that when you work hard, you must remember to play hard! This month we get a new COF to play with by first time contributor Travis Walla of San Antonio NRL22! Nice work Travis and thank you. Lastly, we will never forget 9/11/01.

**Range requirements:** NRL22 standard target package, 6 foot ladder, 2 gallon bucket, 5 gallon bucket, barrel, a cinder block and 3" NRL22 targets and target stands for paper targets.

**Shooter equipment:** Rifle must be chambered in 22 LR or be an air rifle of 30 caliber or less. Rifle Shooter equipment: Rifle must be chambered in 22 LR or be an air rifle of 30 caliber or less. Rifle's are 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.

**Safety suggestions:** 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.

**Paper stage suggestions:** 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. Because the targets we provide have 2 targets on each one, I have been cutting the targets in half and spreading them out a bit. This seems to reduce crossfires, but they will happen. Only 3 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](mailto:matches@nrl22.org), followed by payment for admin fee. Deadline for submissions is October 2nd, 2019 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 October 9th, 2019



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Here is the running list of likely Base class rifles and scopes MSRPs. If you notice models that fit in this list that are missing, please let your match director know. If you have questions about base class, please ask your match director. They are the ones who make the determination.

## **1. Likely Base class rifle MSRP list:**

- o Ruger models: 10/22 \$309-899. Precision Rimfire \$529. American Rimfire \$359-579.
- o CZ 457 \$365-1144
- o Savage models: B22 \$286-445. A22 \$284-509. Mark 2 \$230-639.

## **2. Likely Base class scopes list:**

- o Vortex Diamondback Tactical \$449.99-499.99
- o Athlon models: Midas Tac \$709-755. Helos BTR \$638-719. Talos BTR \$204-329.
- o SWFA models: SS 10x42 Tactical \$299.95 (6, 12, 16 and 20 are the same. SS 10-42M \$399.95. SS 3-15x42 \$699.99.

# STAGE BARRICADE #1: “3-4-3,

IN REMEMBRANCE OF THE 343 FDNY FIREFIGHTERS WHO DIED 9/11/01”

**TIME: 120 SEC**

**ROUND COUNT: 10**

RANGES AND TARGETS: • 60 YARDS 2” (DOUBLE HANGER)  
• 75 YARDS 2.5” (SINGLE HANGER)  
• 100 YARDS 4” (SINGLE HANGER)

POINTS: 10 PTS PER IMPACT, 100 PTS POSSIBLE

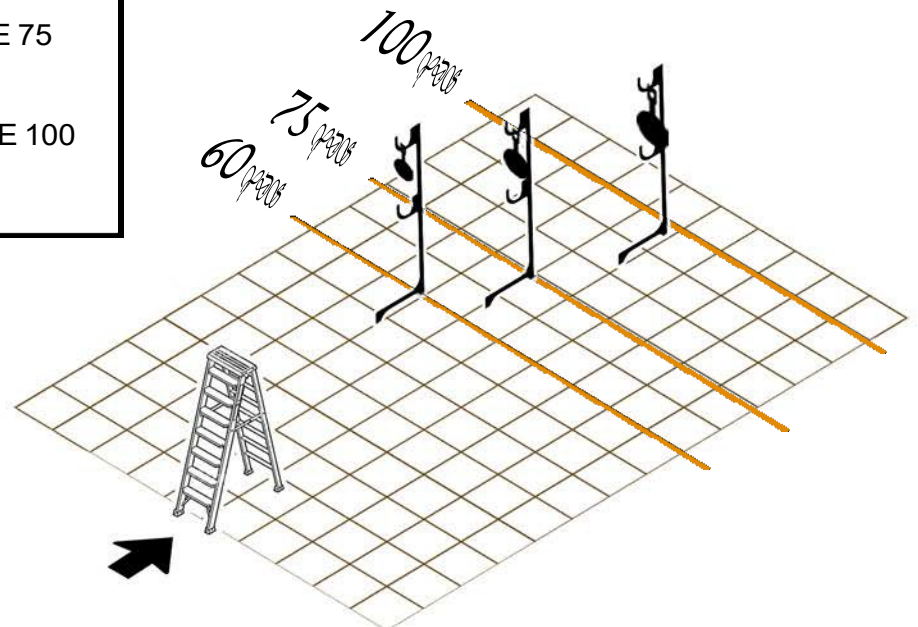
EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER (LIKE A WIEBAD MINI FORTUNE COOKIE)

**START POSITION:** RIFLE RESTING ON THE 2ND STEP FROM THE BOTTOM, MAG IN AND LOADED WITH ACTION OPEN.

**DESCRIPTION:** UPON START SIGNAL, SHOOTER WILL ENGAGE TARGET AT 60 YARDS WITH 3 SHOTS,

THEN MOVE TO NEXT STEP UP ENGAGE 75 YARD TARGET WITH 4 ROUNDS

THEN MOVE UP ONE STEP AND ENGAGE 100 YARD TARGET WITH 3 SHOTS.



## STAGE BARRICADE #2:

### “CONTAINERS FULL OF PATRIOTISM”

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: • 50 YARDS 2” (SINGLE HANGER)  
• 75 YARDS 3” (SINGLE HANGER)

POINTS: 100, 10 POINTS PER IMPACT

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER (LIKE A WIEBAD MINI FORTUNE COOKIE)

**START POSITION:** RIFLE ON THE BARREL, MAGAZINE IN AND BOLT BACK. SHOOTER IS IN POSITION.

**DESCRIPTION:** SHOOTER MAY ARRANGE THE CONTAINERS SO THAT THEY CAN SHOOT OFF OF THE SIDE OR THE TOP.

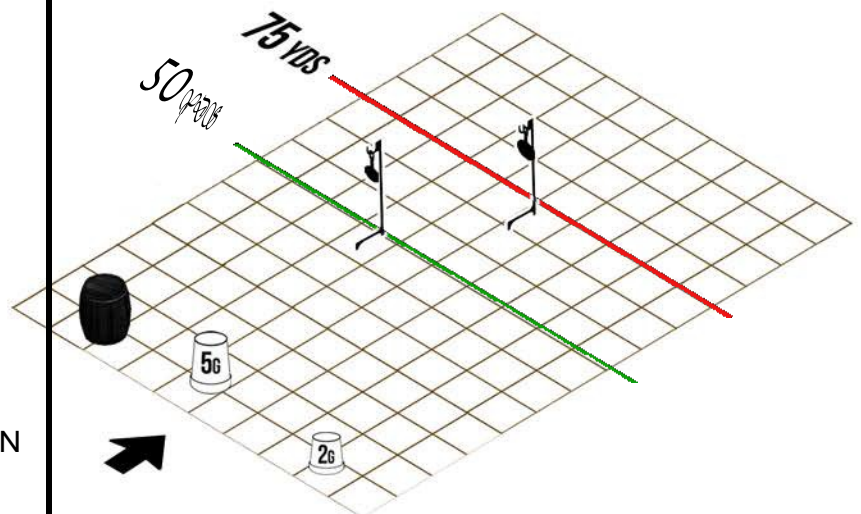
UPON THE START SIGNAL, SHOOTER TAKE ONE SHOT AT EACH TARGET NEAR TO FAR FROM THE BARREL.

THEN THE SHOOTER WILL TRANSITION TO THE 5 GALLON BUCKET AND REPEAT THE ENGAGEMENT.

THEN THE SHOOTER WILL TRANSITION TO THE 2 GALLON BUCKET AND REPEAT THE ENGAGEMENT.

NEXT THE SHOOTER WILL CHOOSE ONE OF THE CONTAINERS, REPOSITION THAT CONTAINER TO THE SIDE OF TOP (WHICH EVER WAS NOT USED THE FIRST TIME) AND REPEAT THE ENGAGEMENT.

FINALLY THE SHOOTER WILL CHOOSE ANOTHER OF THE CONTAINERS, REPOSITION AND REPEAT THE ENGAGEMENT.



## STAGE PRONE #1:

“KEEP YOUR EYES ON THE TARGET...BUT ONLY ONE AT A TIME...”

**TIME: 120 SEC    ROUND COUNT: 10**

RANGES AND TARGETS: 25 YDS: .25" AND .5" ON A KYLRACK

50 YDS: .75" AND 1" ON A KYL RACK

100 YARDS 2.5" (DOUBLE HANGER)

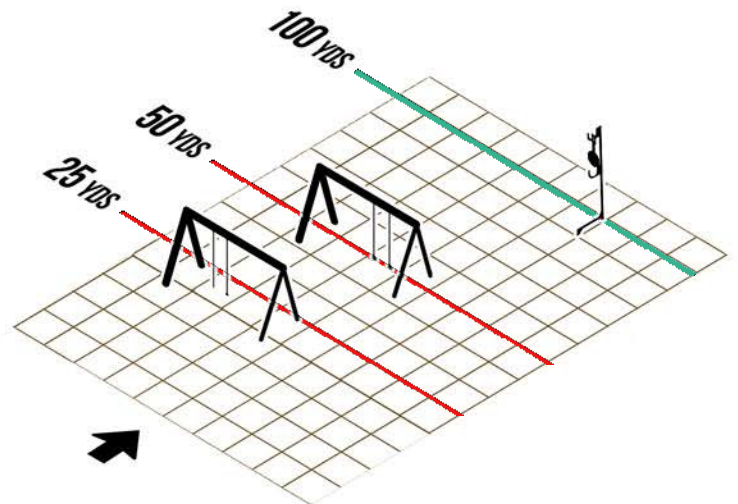
POINTS: 10 PTS PER IMPACT, 100 PTS POSSIBLE

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER. (LIKE AWIEBAD MINI FORTUNE COOKIE)

**START POSITION:** RIFLE GROUNDED, MAG IN BOLT BACK, STANDING BEHIND RIFLE.

**DESCRIPTION:** UPON THE START SIGNAL, ENGAGE NEAR TO FAR FROM STRONG SIDE WITH ONE SHOT PER TARGET.

THEN ENGAGE NEAR TO FAR WEAK SIDE. WEAK SIDE MEANS YOUR OFF EYE, TRIGGER FINGER AND SHOULDER.



## STAGE PRONE #2:

# “KEEP GOING BACK FOR MORE!”

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: • 50 YARDS 1” (DOUBLE HANGER)

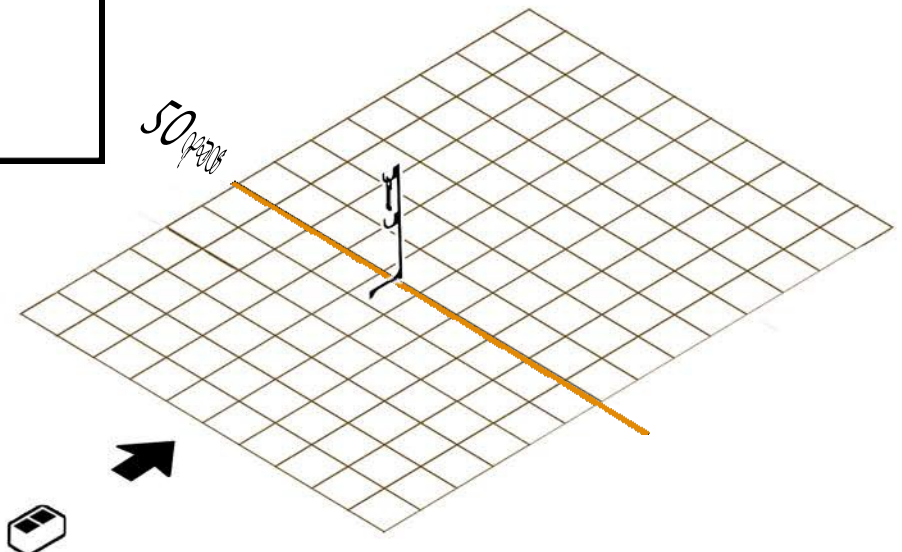
POINTS: 10 PTS PER IMPACT, 100 PTS POSSIBLE

EQUIPMENT: 1 BAG THAT IS APPROXIMATELY THE SIZE OF A VOLLEY BALL OR SMALLER. (LIKE AWIEBAD MINI FORTUNE COOKIE)

**START POSITION:** RIFLE GROUNDED, MAG IN BOLT BACK. SHOOTER STARTS 15 FEET BEHIND THE RIFLE NEXT TO THE CINDER BLOCK.

**DESCRIPTION:** UPON THE START SIGNAL, SHOOTER WILL GO PRONE AND ENGAGE THE TARGET WITH 2 ROUNDS. THEN RUN BACK AND TOUCH THE CINDERBLOCK.

THEN RETURN TO THE RIFLE AND ENGAGE THE TARGET WITH 2 ROUNDS. REPEAT UNTIL ALL SHOTS ARE FIRED.



## STAGE POSITIONAL #1:

“BIPOD??? WE DON’T NEED NO STINKING BIPOD!”

TIME: 120 SEC

ROUND COUNT: 10

RANGES AND TARGETS: • 3” PAPER TARGET AT 40 YARDS  
• 6” STEEL TARGET AT 100 YARDS ON A SINGLE HANGER

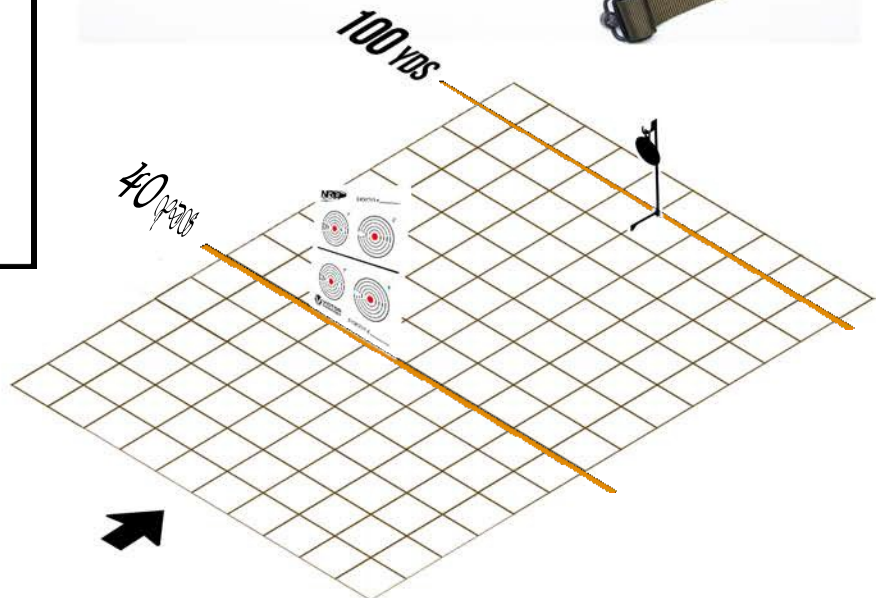
EQUIPMENT: SLING ONLY

POINTS: 100, 10 POINTS PER IMPACT ON STEEL, PAPER SCORED OFF PAPER. 40 POINTS AVAILABLE FROM STEEL AND 60 POINTS FROM PAPER.

**START POSITION:** PORT ARMS, MAG IN, BOLT BACK.

**DESCRIPTION:** UPON START SIGNAL THE SHOOTER SHALL ENGAGE 3 SHOTS ON EACH PAPER TARGET FROM UNSUPPORTED PRONE POSITION.

THEN TRANSITION AND ENGAGE THE REMAINING 4 SHOTS AT THE STEEL TARGET.



# **ELRCENTRAL<sup>TM</sup>**

## **EXTREME LONG RANGE SHOOTING**

**Centerfire World Record: 2158 Yards - Randy Wise**  
**22LR Rimfire World Record: 440 Yards - Michael Chang**

## **Bonus Stage**

### **463 possible points**

This stage will be shot as a group. With several shooters in the prone position ready to shoot.

Once a shooter completes the round a new shooter will take his place on the line.

Shooter will have 90 seconds to complete the 5 rounds

**If the shooter fails to engage a target they will not advance to the next round.**

#### **Round 1**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**5** – 1<sup>st</sup> round impact, **4** – 2<sup>nd</sup> round impact, **3** – 3<sup>rd</sup> round impact, **2** – 4<sup>th</sup> round impact, **1** – 5<sup>th</sup> round impact

#### **Round 2**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**10** – 1<sup>st</sup> round impact, **9** – 2<sup>nd</sup> round impact, **8** – 3<sup>rd</sup> round impact, **7** – 4<sup>th</sup> round impact, **6** – 5<sup>th</sup> round impact

#### **Round 3**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**15** – 1<sup>st</sup> round impact, **14** – 2<sup>nd</sup> round impact, **13** – 3<sup>rd</sup> round impact, **12** – 4<sup>th</sup> round impact, **11** – 5<sup>th</sup> round impact

#### **Round 4**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**20** – 1<sup>st</sup> round impact, **19** – 2<sup>nd</sup> round impact, **18** – 3<sup>rd</sup> round impact, **17** – 4<sup>th</sup> round impact, **16** – 5<sup>th</sup> round impact

#### **Round 5**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**25** – 1<sup>st</sup> round impact, **24** – 2<sup>nd</sup> round impact, **23** – 3<sup>rd</sup> round impact, **22** – 4<sup>th</sup> round impact, **21** – 5<sup>th</sup> round impact

#### **Round 6**

Shooter will start from a prone position. The shooter will engage target 1 with 5 rounds.

**30** – 1<sup>st</sup> round impact, **29** – 2<sup>nd</sup> round impact, **28** – 3<sup>rd</sup> round impact, **27** – 4<sup>th</sup> round impact, **26** – 5<sup>th</sup> round impact