



# CARBON PRECISION



Stage 1	80 yds: 2" & 2.5"	
Stage 2	40 yds: KYL rack	
Stage 3	58 yds: 1.5"	
	100 yds: 3"	
Stage 4	60 yds: 1"	
	70 yds: 1.5"	
	80 yds: 2"	
	90 yds - 2.5	
	100 yds: 3"	
Stage 5	75 yds: 2"	
	95 yds: 3"	
Stage 6	Pigeon	
	Coyote	
	Prairie Dog	
	Bobcat	
Stage 7	51 Yds: 4" Tree	

# 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

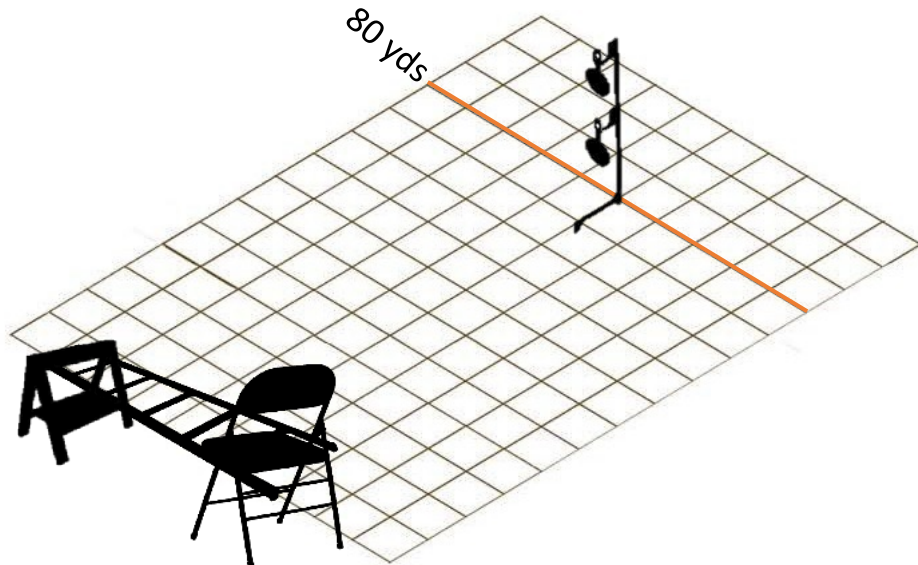
**Points:** 10 points per impact, 120 points possible

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

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

**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.



**Terms of Use**



## 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

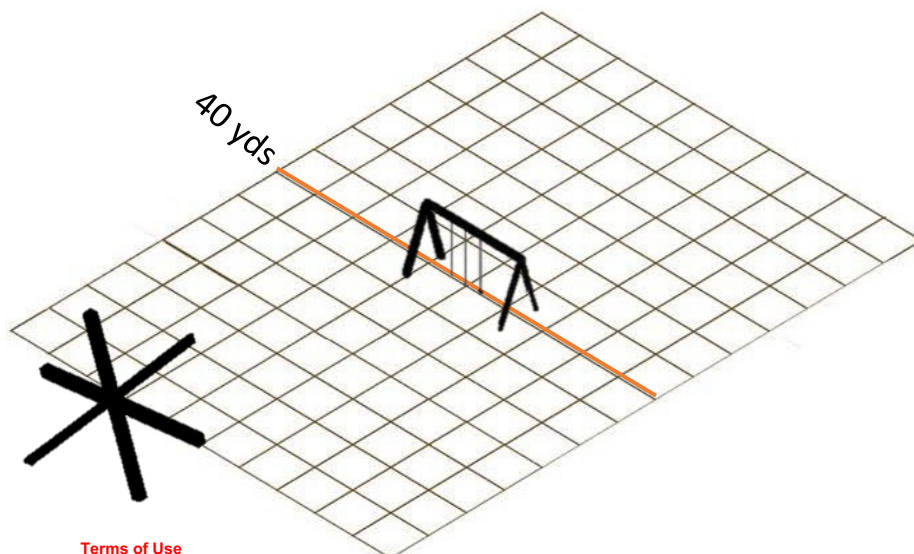
**Description:** On the start signal, choose 1 of 4 tank trap positions and engage the large target and then the middle target with 1 shot each.

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.



### 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.

# 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

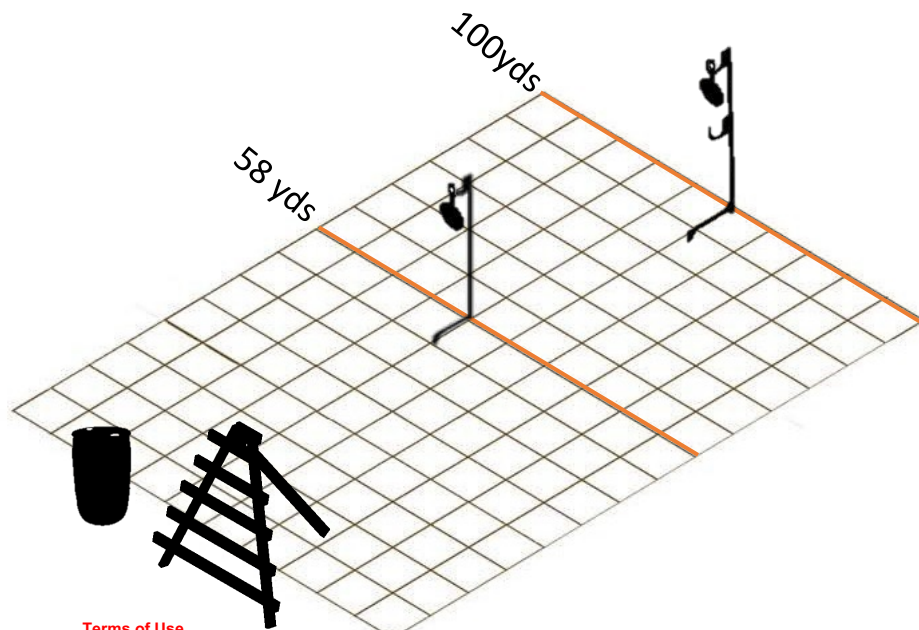
**Points:** 10 points per impact, 100 points possible

**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. 3<sup>rd</sup> rung, 55-gal, 4<sup>th</sup> rung, 55-gal, 3<sup>rd</sup> rung, etc.



**Terms of Use**

# 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

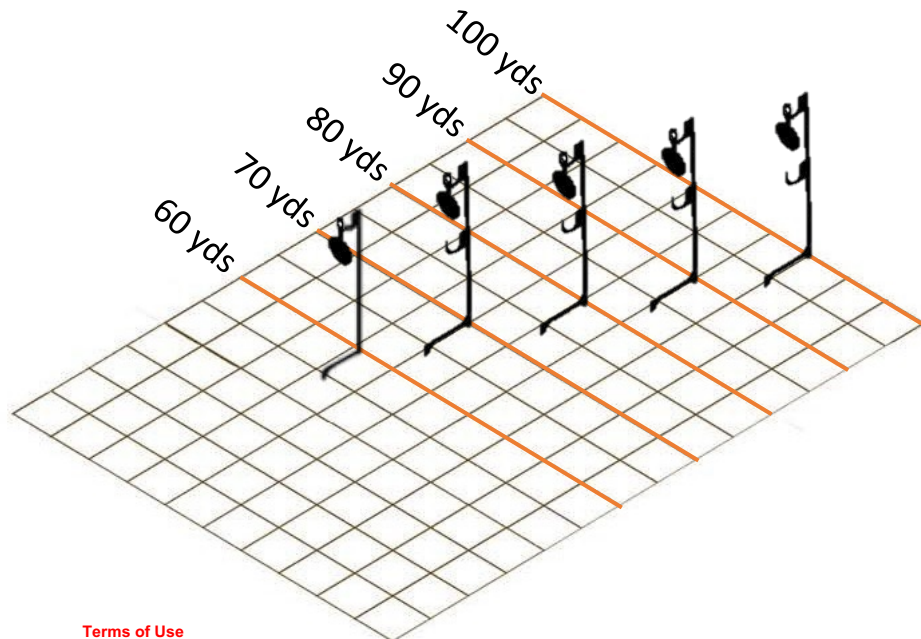
**Restrictions:** None

**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.



**Terms of Use**

# 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

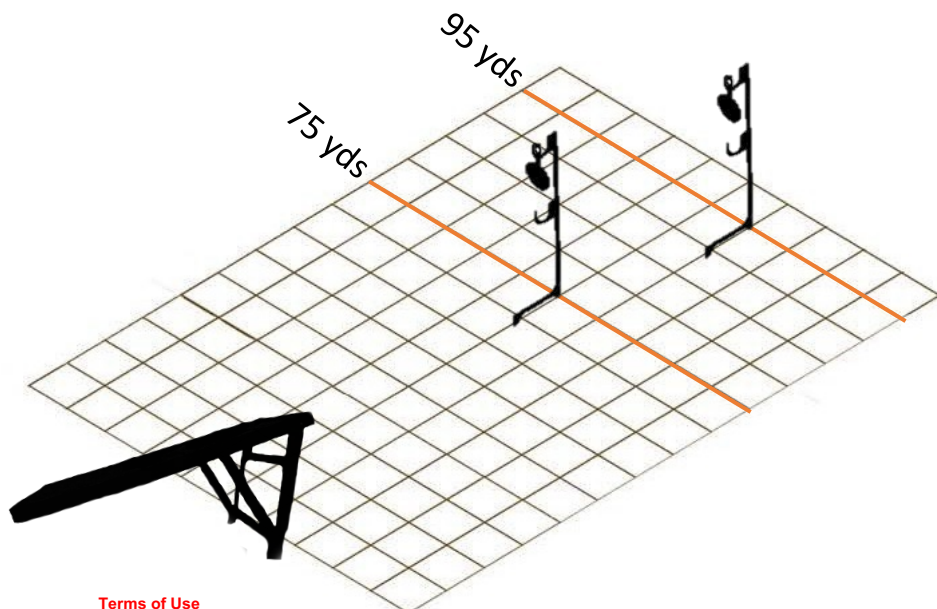
**Start Position:** Standing, rifle at the high ready and all gear in hand, mag in, action open

**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.



### Terms of Use

## 6. Animals

Time:180 Sec

Round Count 8

### Ranges and Targets:

Target 1: Bear

Target 2: Coyote

Target 3: Bobcat

Target 4 Bear

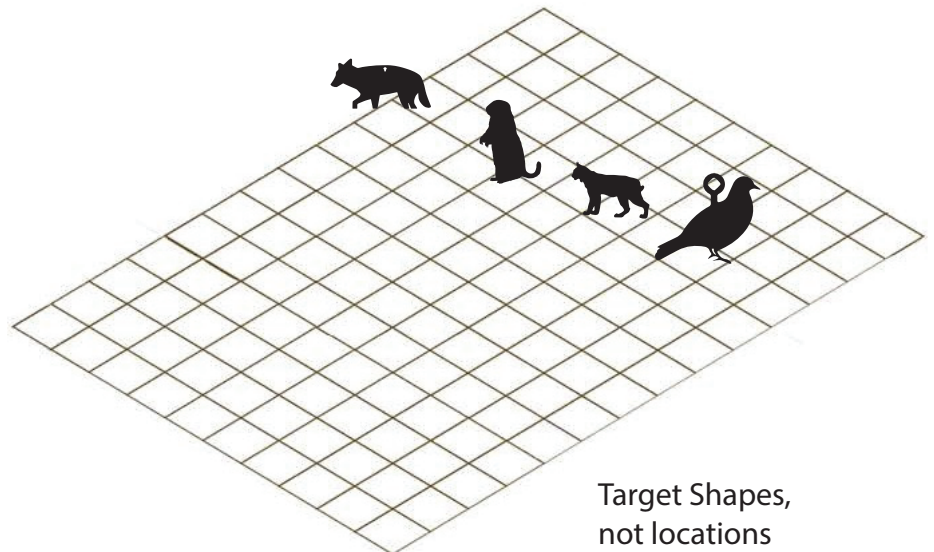
**Restrictions:** None

**Points:** 20/10 points per impact, 80 points possible

**Start Position** Standing, Rifle and all gear in hand, mag out, action Open

**Description:** Upon the start signal, shooter will Find, range, and engage 4 targets. First Round impact 20 Points, 2nd Round impact 10 points. move on after 2 misses.

Shooters are not to discuss the location of targets with others.



# 7.Reach for the sky.

Time:120 Sec

Round Count 6

## Ranges and Targets:

51 Yds: 4" CIRCLE

**Restrictions:** None

**Points:** 10 points per impact, 60 points possible - TIMED

**Start Position:** Standing at start position, all gear in hand, bolt open, mag out

**Description:** Upon the start signal shooter will engage targets prone. Each target must be flipped completely to the otherside of the tree to count.

Shooter may purchase as many muligans to try to get the fastest time. All proceeds will go to the Corey Comperatore Go-Fund-Me.  
<https://gofund.me/ca823e31>

