



**NAME:** \_\_\_\_\_

**SHOOTER #:** \_\_\_\_\_



Greetings from all of us at the NRL22. We are so happy to have all of you here with us at our second championship match. We are excited to put the names with the faces of so many of our friends from across this great country. You all have worked so hard to make this concept of providing precision rifle matches to any location a reality. And in doing so, YOU have truly made this more than just a concept, but our own community.

This is the championship match! That means that you are amongst the best precision rimfire shooter in the country. Congratulations in the accomplishment of just qualifying. Now, let's see who is the best! But let's make this discovery together through safety, sportsmanship and comrade. If we can accomplish that this weekend, we will all walk away champions.

Good luck!

## **Stage .5: “THERE WAS A FIREFIGHT!!!”**

Time: 60 sec prep, 60 sec shoot

Round count: 10

Ranges and targets: 100 yards, 3” NRL paper targets

Points: 10, 8, 6, 4, 2 and 1 100 points total

Equipment: any

Start position: Standing, mag in, bolt back

Description: Upon start signal shooter will drop prone and have one minute to prep. Upon the start signal, shooter will engage each of the 3” targets with five rounds.

## **Stage 1: Colin's Support Side Spool Revenge**

Time: 120 sec

Round count: 10

Ranges and targets: RED target markers

50 yards, 1" and 1.5" targets on double hanger

75 yards, 2" and 3" targets on double hanger

100 yards, top 4" target on double hanger

Points: 10 point per Hit, \*20 bonus points, 120 points total

Equipment: One bag, bipod

Start position: Rifle resting on center of spool, mag in, bolt back

Description: Upon start signal shooter will engage targets with two round each in the following order: 1" target at 50 yards strong side, 1.5" target at 50 yards support side, 4" target at 75 yards strong side, 5" target at 75 yards support side and 6" target at 100 yards support side only.

\*Any shooter may earn an extra 20 bonus points if the shooter wears an eyepatch over their right eye (for a right-hand shooter), left eye (for a left-hand shooter) during the ENTIRE stage.

## **Stage 2: Stretch it out**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers

150 yards, 5" target

200 yards, 6" target

220 yards, 8" target

241 yards, 10" target

234 yards, 8" target

Points: 10 point per Hit, 100 points total

Equipment: One bag, bipod

Start position: Standing port arms, mag in, bolt back

Description: Upon start signal the shooter will go prone and engage each target with 2 rounds each in the order listed above.

### **Stage 3: Aren't Sawhorses Fun?**

Time: 120 sec

Round count: 10

Ranges and targets: WHITE target markers

75 yards, 2.5" target

103 yards, 3" target

167 yards, 8" target

Points: 10 points per Hit, 100 points total

Equipment: Any

Start position: Standing port arms, mag in, bolt back

Description: Upon start signal shooter will engage the targets from the top of the sawhorse with 1 round in the following order; 75YDS, 103YDS, 167YDS, 103YDS, then 75YDS. Shooter will then move to the bottom of the sawhorse and repeat.

#### **Stage 4: “Hey dog, DID YOU SEE THE SIZE OF THAT CHICKEN?!?!?!”**

Time: 120 sec

Round count: 12, 2 mags, 6 rounds each

Ranges and targets: YELLOW target markers

Spinner, 73 yards

Chicken, 75 yards

Points: 5 point per hit on spinner plate, 10 point per hit on Popper 115 points total

Equipment: Any

Start position: Standing Port Arms, Mag in, Bolt back

Description: Upon start signal, shooter will go prone and engage the spinner to move it and reveal the chicken so it can be engaged. The spinner can be engaged as many times as needed to reveal the chicken. Magazine change is required after 6 rounds. If 7 rounds are fired out of one magazine, the entire stage is a zero.

## **Stage 5: Far to Near**

Time: 120 sec

Round count: 10

Ranges and targets: RED target markers  
53 yards, .75" target  
100 yards, 1.5" target  
117 yards, 3" target  
171 yards, 6" target  
228 yards, 8" target

Points: 10 points per Hit, 100 points total

Equipment: Any

Start position: Standing port arms, mag in, bolt back

Description: Upon start signal shooter will go prone and engage targets far to near with 2 shots at each target.



## **Stage 6: Barrels O' Fun!**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers

53 yards, 2" target

75 yards, 3" target

100 yards, 4" target

Points: 10 point per Hit, 100 points total

Equipment: Any

Start position: Standing, port arms, mag in, bolt back

Description: Upon start signal shooter will move to the first barrel and engage each target with one round near to far. Shooter will move to the next barrel and repeat.

And then the last barrel and repeat, engage the 100 yard target with 2 rounds.

## **Stage 7: Curtis's stage presented by Owen's Armory**

Time: 120 sec

Round count: 10

Ranges and targets: WHITE target markers  
50 Yards, Mover and 1" target on  
double hanger

Points: 10 PTS per hit, 100 PTS TOTAL

Equipment: One bag, no other equipment

Start position: Standing in bed of the truck, mag in bolt  
back

Description: Upon start signal shooter will engage a  
WHITE target on the mover with one round from the bed  
rail. Shooter will then engage the 1" target on the double  
hanger with one round.

Shooter will transition back and forth between the WHITE  
mover targets and the 1" target on the double hanger until  
all rounds are fired or time expires.

\*Only impacts on the WHITE mover targets and double  
hanger targets will count as points.

## **Stage 8: Positional and paper! Are we having fun yet?**

Time: 120 sec

Round count: 10

Ranges and targets: 36 yards, 3" NRL paper targets

Points: 10, 8, 6, 4, 2 and 1 100 points total

Equipment: Sling only

Start position: Standing, mag in, bolt back

Description: Upon start signal shooter will engage each of the 3" targets with TWO rounds from the STANDING unsupported position.

Then the shooter will engage each target with 1 round from the KNEELING unsupported position. Then the shooter will engage each target with 1 round from the SEATED unsupported position. Finally the shooter will engage each target with 1 round from the PRONE unsupported position. This stage will serve at the tie breaker stage.

## **Stage 9: Doghouse Rooftop**

Time: 120 sec

Round count: 10

Ranges and targets: RED target markers  
82 yards, 3" target  
108 yards, 5" target

Points: 10 point per Hit, 100 points total

Equipment: One bag, bipod

Start position: Rifle resting on one side of the roof top,  
mag in bolt back

Description: Upon start signal shooter will engage the 82-yard target with 2 rounds, then engage the 108-yard target with 2 rounds.

Shooter will then transition to the other side of the roof top and engage the targets in the same order but with 3 rounds each.

Shooter chooses which side of the roof to start on.

## **Stage 10: 22LR ELR**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers  
100 yards, 2" target  
114 yards, 2.5" target  
154 yards, 4" target  
225 yards, 12" target  
330 yards, 18" target

Points: 10 point per Hit, 100 points total

Equipment: One bag, bipod

Start position: Standing port arms, mag in bolt back

Description: Upon start signal shooter will go to the prone position and engage the targets near to far with 2 rounds each.

## **Stage11: Had to have a KYL.....**

Time: 120 sec      Round count: 10

Ranges and targets: RED target markers

100 Yards, 4", 3", 2" and .75" targets on KYL rack

75 yards, .75" bank target on single hanger

Points: 5 point for hit on 4" target, 10 point for hit on 3" target, 15 points for hit on 2" target and 20 point for hit on .75" target. 100 points total

Equipment: One bag, bipod

Start position: On spool behind rifle, mag in, bolt back

Description: Upon start signal shooter will engage each target with one round each, big to small. Shooter must hit to move on to next smallest target. If shooter misses, the shooter loses all points and must start over. The shooter may stop at any time a bank their points by shooting the .75" target at 75 yards. The shooter may reengage the KYL rack big to small with remaining rounds. If the shooter misses, the shooter will only lose those points earned after the bank target was hit. Shooter must reengage the bank target to keep the points from the second run. Shooter can only bank points twice.

## **Stage 12: Roof top long bombs**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers

150 yards, 5" target

200 yards, 6" target

220 yards, 8" target

241 yards, 10" target

234 yards, 8" target

Points: 10 point per Hit, 100 points total

Equipment: Any

Start position: Standing port arms, mag in bolt back

Description: Upon start signal the shooter will climb the roof top and engage each target with 2 rounds each in the order listed above.

## Stage 13: Hold Over Nightmare

Time: 120 sec

Round count: 10

Ranges and targets: WHITE target markers

50 yards, .5"

75 yards, 1"

103 yards, 3"

167 yards, 6"

223 yards, 10"

Points: 10 point per hit, 100 points total

Equipment: Any

Start position: Standing, Port Arms, Mag in, Bolt back

Description: Upon start signal shooter will go prone and engage the targets near to far with 2 rounds each.

Shooter must start with dope set on their turrets and CAN NOT touch the turrets during the course of fire.

EXEPTION being parallax knob and magnification. If shooter touches the elevation and windage knobs, the shooter will receive a 0 for the stage.



## **Stage 14: Both of D-M targets spinners**

Time: 120 sec

Round count: 10

Ranges and targets: YELLOW target marker  
50 yards, Double spinners

Points: 5 points per hit, 10 Points per spin per hit

Equipment: Any

Start position: Standing, Port Arms, Mag in, Bolt back

Description: Upon start signal shooter will go prone and engage the TALL spinner with one round and then engage the other spinner. Shooter will alternate between the two spinners after each shot.

## **Stage 15: Steve Lowe's Tank Trap**

Time: 120 sec

Round count: 10

Ranges and targets: RED target markers

50 yards, 2"

100 yards, 4"

Points: 10 point per Hit, 100 points total

Equipment: Any

Start position: Standing, Port Arms, Mag in, Bolt back

Description: Upon start signal shooter will move to the center of tank trap and engage the 2" target at 50 yards then the 4" target at 100 yards with 1 round each.

Shooter will repeat from the top of each of the 3 legs and finish once again in the center.

## **Stage 16: Pandemonium Positional**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers  
65 yards, 6", 5", 4", 3", 2"

Points: 20 points per Hit, 100 points total

Equipment: Sling only

Start position:

Description: Upon start signal shooter will choose the position they want to shoot from. (Standing, Kneeling, Seated, Prone unsupported)

Shooter will shoot the largest target first and must hit to move to the next smallest target. Every time a target is changed, the shooting position must also be changed. All 4 positions must be used during the course of fire. 1 position must be used twice, but may not be used twice in a row.

## **Stage 17: Everyone love the ladder**

Time: 120 sec

Round count: 10

Ranges and targets: WHITE target markers  
59 yards, 1.5" target  
115 yards 3" target

Points: 10 point per Hit, 100 points total

Equipment: One bag

Start position: Standing port arms, mag in, bolt back

Description: Upon start signal shooter will move to bottom rung on the ladder and engage the 59 yard target with 1 round and then the 115 yard target with 1 round. Shooter will move to the next rung up and repeat Keep going up until it gets too tall and move back down Continue until all round are fired or time runs out.

## **Stage 18: Double Rooftops Ruckus**

Time: 120 sec

Round count: 10

Ranges and targets: YELLOW target markers  
25 yards, .5" and 1" target  
52 yards, 1" and 2.5" target

Points: 1 point per Hit, 10 points total

Equipment: Any, NO TRIPOD

Start position: Standing, mag in bolt back

Description: Upon start signal shooter will engage the .5" target at 25 yards with 2 rounds and the 1" target at 52 yards with 3 rounds from the rooftop of their choice. Shooter will the move to the other rooftop and engage the 1" target at 25 yards with 2 rounds and the 2.5" target at 52 yards with 3 rounds.

**Stage 19: Last year if you attended the NRL22 Championships on Mothers day, you were probably in the Doghouse**

Time: 120 sec

Round count: 10

Ranges and targets: RED target marker  
82 yards, 4" target

Points: 10 point per Hit, 100 points total

Equipment: Any

Start position: Shooter will start inside the doghouse mag in, bolt back, rifle resting in the first shooting position.

Description: Upon start signal shooter will engage the 82-yard target with two rounds from the starting position of their choosing. Shooter will then transition to a different shooting position and fire two rounds at the 100-yard target and repeat from a different shooting position each time until all rounds are fired or time is expired.

Shooter may not use the same position more than once.

## **Stage 20: Way Out and Back**

Time: 120 sec

Round count: 10

Ranges and targets: BLUE target markers  
100 yards, 2" target  
114 yards, 2.5" target  
154 yards, 4" target  
225 yards, 12" target  
330 yards, 18" target

Points: 10 points per Hit, 100 points total

Equipment: One bag, bipod

Start position: Standing port arms, mag in bolt back

Description: Upon start signal shooter will go prone and engage targets near to far with 1 round each. Shooter will then engage targets far to near with 1 round each.

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POINTS:

Day 1 \_\_\_\_\_

Day 2 \_\_\_\_\_

TOTAL: \_\_\_\_\_



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