NRL22

NATIONAL RIMFIRE LEAGUE



DATE & FEE:

DATE: 28th NOV 2026

FEE: 25€ (Refreshment included)

TIME:

INPROCESSING: 08:00

START: 09:00

LOCATION:

Sielnica, Slovak Republic

GPS: 48.6422, 19.0923

MATCH DETAILS:

8 stages 30m to 170m

ZEROING AVAILABLE AT 50m BEFORE MATCH

Contact: nrlsielnica@gmail.com

NRL SIELNICA NOVEMBER COF

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.

Categories:
Hobby
OPEN
Ladies
FEE: 25€ refreshment included
GUN:
Bolt action - according to regulation NRL22.
Only ONE gun during the competition.
EAR PROTECTION IS MANDATORY !!
MAGAZINE RESTRICTION MAX 10 round in one magazine !!
AMMO: .22LR
EVIROMENT AND GEAR:
Competition progress in any weather conditions,
Weapons and gear carry competitor during competition by self!,
Competitor is responsible for own Weapons and Gear,
Competitor take responsibility for own actions.

RECOMMENDET ACECCORIES:
Range finder
Pen and paper
Spotting scope

SAFETY AND BEHAVIOR:
At the firing line follow instructions of RO and SOs
Any not allowed manipulation with gun at shooting range is forbidden. Maintain muzzle control at all times!
Your muzzle will not cover any part of yours body or anyone elses body
Load gun on command only! Violation cause DQ!
After shooting of the stage allow competitor check the chamber by range officer and use the chamber flag
In case of several safety violation will be decided by organization ban for the competitor for long range competitions organized by SVKPRA-APSS,
In case of appearance of persons in target area each competitor have stop the shooting,
Use of alcohol drinks is forbidden.
Be ready to shoot and know yours shooter number!
Do not touch what is not yours.
No coaching of shooters.
Discussion regarding COF can be done before of after shooting.

Version 1

2027 Season Presentedby:

TIKKA

Stage 1 Presented by:

SK

1. Pass The Ammo, Not The Gravy

Time: 90 Sec Round Count: 11

Ranges and Targets:

Option 1 – 50 m: T1 – 1”and T2 – ¾” on a KYL rack
86 m: T3 – 2” on a single hanger
94 m: T4 – 2.5” on a single hanger
100 m: T5 – 2.5” & T6 – 3” on a double hanger

Restrictions: None

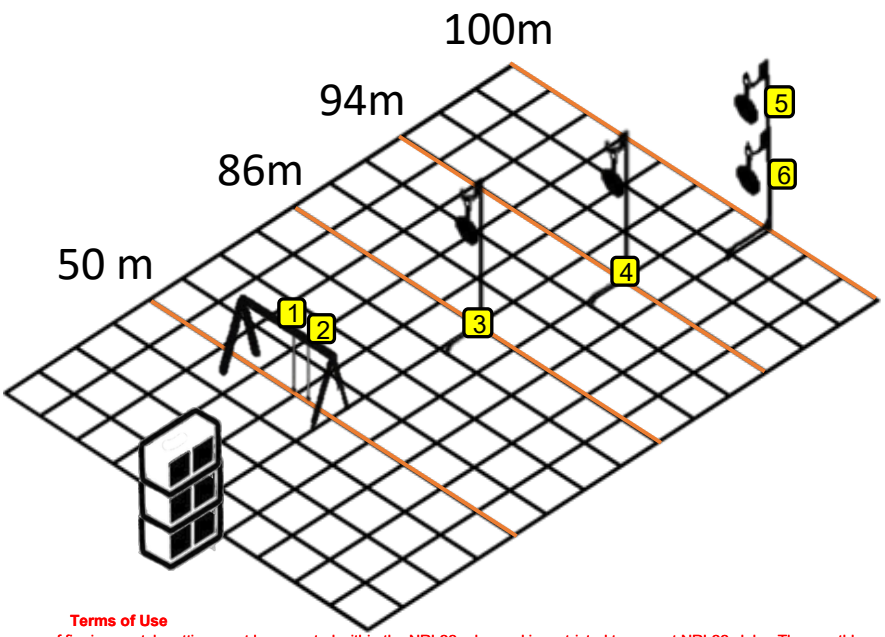
Points: 10 points per impact, 110 points possible

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 from the 2 available positions – Prone & top of the cinder blocks:

1. Position 1: T1, T2, T3, T4, T5
2. Position 2: T6, T5, T4, T3, T2, T1

Adaptive Suggestion: Place cinder block on an elevated position. After the first sequence (position 1) has been completed, you will go back to the starting position and then engage the targets again from the cinder block.





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 N RL22. 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.

Version 1

2027 Season Presentedby:

TIKKA

Stage 2 Presented by:

Kestrel Ballistics

2. A Slice of Action

Time: 90 Sec Round Count: 12

Ranges and Targets:

Option 1 – 55 m: 1” on a single hanger

100 m: 2.5” on a double hanger (Left)

100 m: 3” on a double hanger (Right)

5m a part

Restrictions: Positions can’t be reused

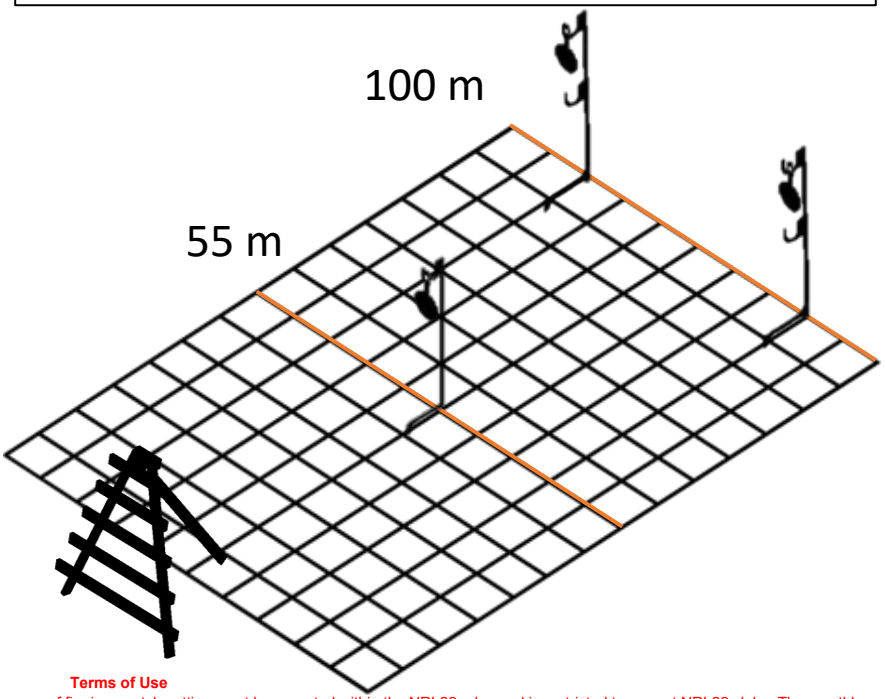
Points: 10 points per impact, 120 points possible

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

Description: On the start signal, engage the targets with 1 shot each from the outside left and right rungs in the following order and manner:

1. Left Side: Near, Left
2. Right Side: Near, Right
3. Left Side: Near, Left
4. Right Side: Near, Right
5. Left Side: Near, Left
6. Right Side: Near, Right

Adaptive Suggestion: Use the 2 highest rungs you can reach. Alternate between the left and right. Once 4 positions have been used, a previously used position may be used. You must move after every 2 shots.



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Version 1

2027 Season Presentedby:

TIKKA

Stage 3 Presented by:

ALTA ARMS

3. Turn Up To 11

Time: 90 Sec Round Count: 11

Ranges and Targets:

Option 1 – 92 m: 3” on a single hanger

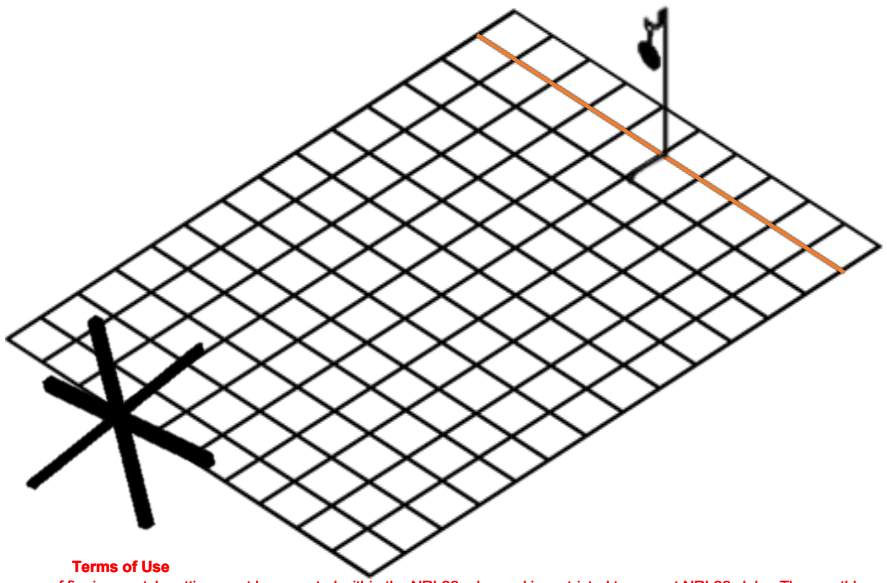
Restrictions: None

Points: 10 pts per impact plus 0.1 bonus points per second remaining after the required round count has been fired. *If the shooter times out, then 90.00 will be entered for total time elapsed.*

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 target with 1 shot in the following order and manner: 1. All 3 tips 2. Center 3. All 3 tips 4. Center 5. All 3 tips Note: Each tip must be used for sequence 1, 3, and 5. The order you use them in is up to you.

92 m



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Version 1

2027 Season Presentedby:

TIKKA

Stage 4 Presented by:

ATHLON RIDICULOUSLY GOOD OPTICS

NRL22 NATIONAL RIMFIRE LEAGUE

4. Gravy Warfare

Time: 90 Sec Round Count: 10

Ranges and Targets:

Option 1 – 30 m: T1 – ½” on a KYL rack
50 m: T2 – 1” on a double hanger
70 m: T3 – 1.5” on a double hanger
83 m: T4 – 2” on a double hanger

Restrictions: None

Barricade Setup: Rooftop point downrange with tape separating the left and right side.

Points: 10 points per impact, 100 points possible

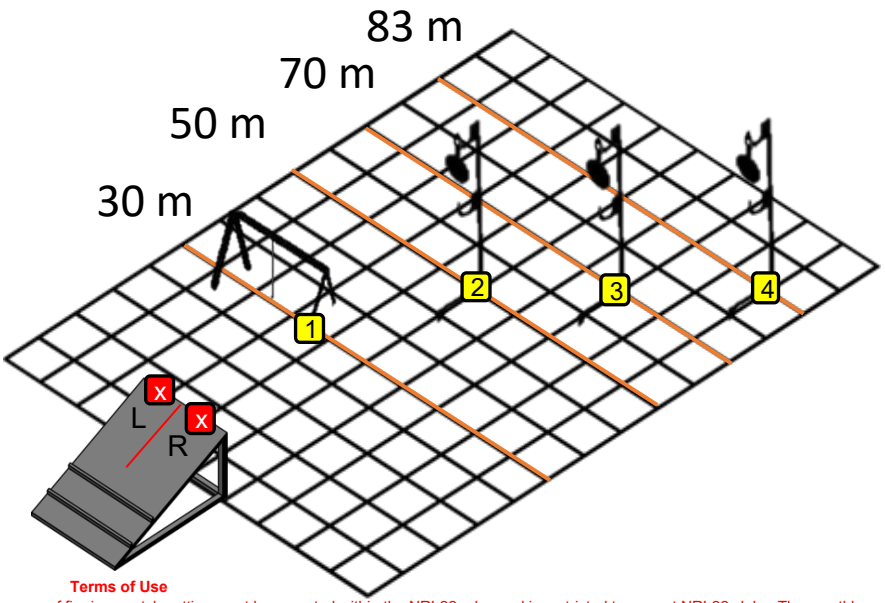
Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.

Description: On the start signal, take a position on the rooftop and engage the targets in the following order and manner:

1. Position 1: T1, T2, T3, T4
2. Position 2: T2, T3, T4
3. Position 1: T3, T4
4. Position 2: T4

Note: Position 1 can be either left or right side of the rooftop; however, you must alternate sides after each sequence has been shot. Your entire body does not need to be on the rooftop.

Adaptive Suggestion: None



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Version 1

2027 Season Presentedby:

TIKKA

Stage 2 Presented by:

Stage 5 Presented by:

ACCU-TAC
PRECISION BIPODS AND ACCESSORIES

5. Thanksgiving Fire Mission

Time: 90 Sec Round Count: 10

Ranges and Targets:

Option 1 – 77 m: 1.5” on a double hanger
96 m: 2” & 2.5” on a double hanger

Restrictions: None

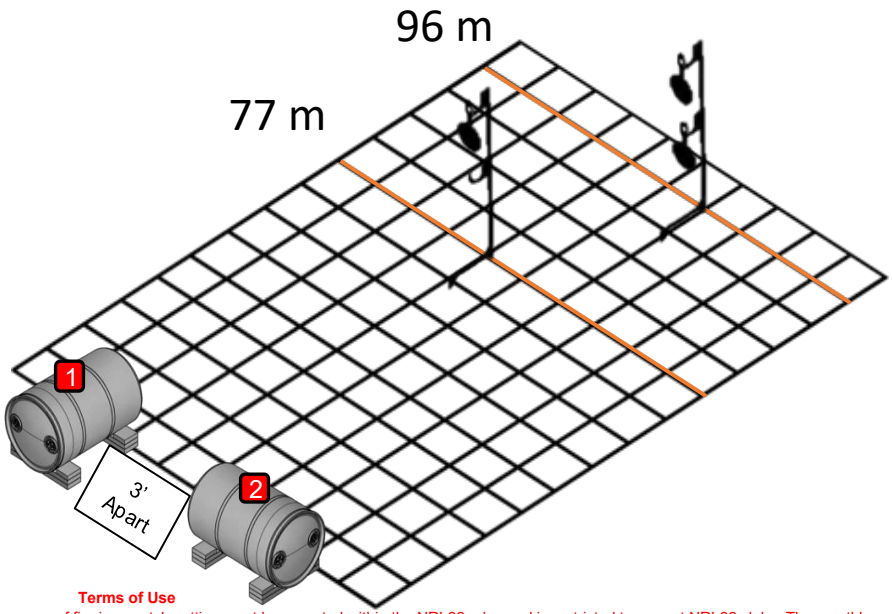
Points: Points: 10 points per impact, 100 points possible

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. Barrel #1: Near, Far Large
2. Prone: Near, Far Small
3. Barrel #2: Near, Far Large
4. Prone: Near, Far Small
5. Barrel #1: Near, Far Large

Adaptive Suggestion: Turn the barrel vertical. You will engage the targets off the barrel and go back to the starting position after each sequence.



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Version 1

2026 Season Presentedby:

TIKKA

Stage 4 Presented by:

Kestrel Ballistics

6. SKILL STAGE

Time: 90 Sec Round Count: 10

Ranges and Targets:

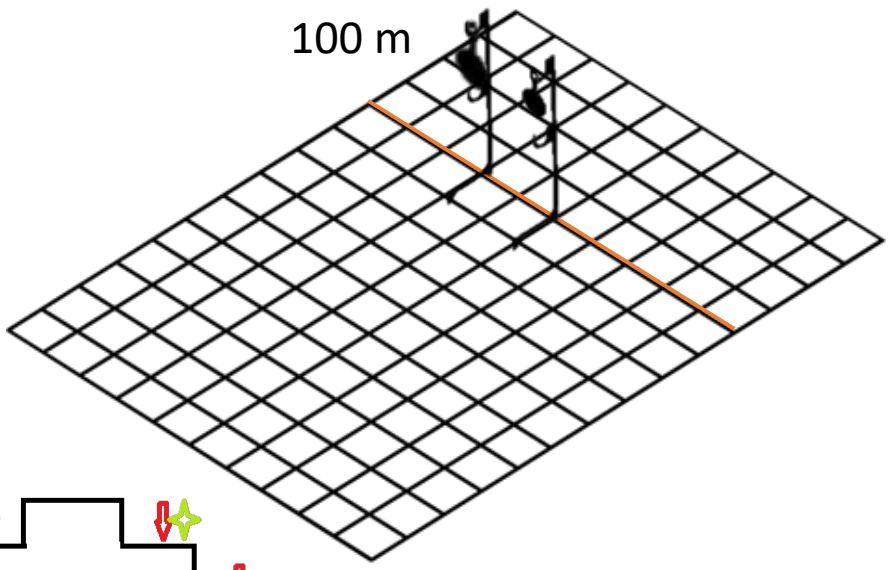
100m : 9cm & 6,5cm

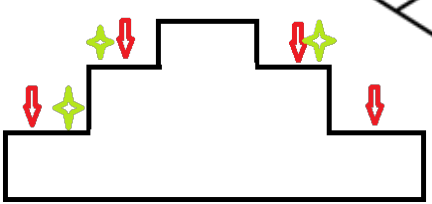
Barricade/Targets Setup: skill stage

Restrictions: None

Points: 10 pts per impact

Start Position: Standing, rifle at the high ready with all gear in hand, mag in, action open.
Description: On the start signal, engage the large target then the small target, the following positions : as usuall skill stage





Version 2

2027 Season Presented by:

TIKKA

Stage 5 Presented by:

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7. Rapid Fire

Time: 90Sec Round Count: 10

Ranges and Targets:

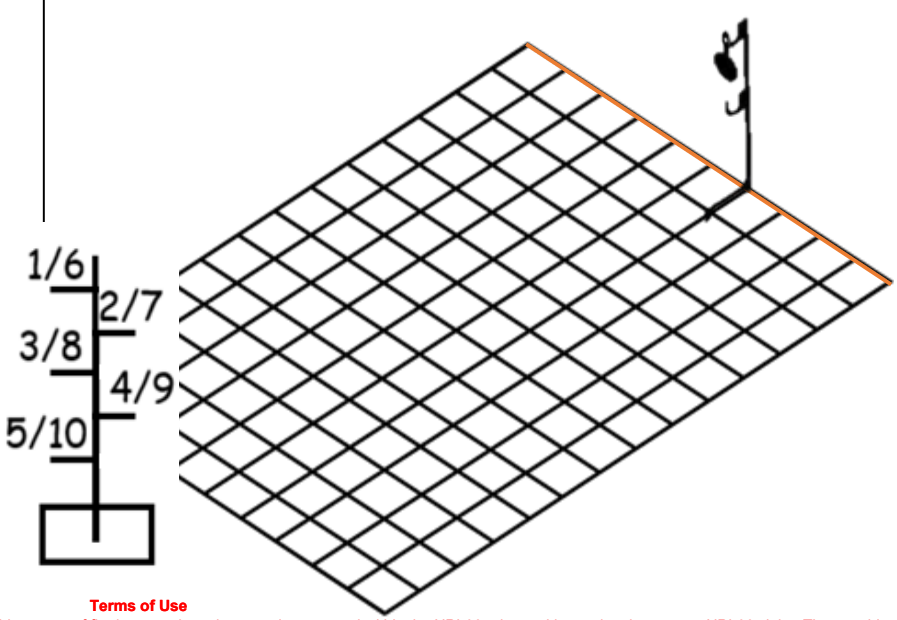
170 m: 17cm

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 shots in the following order and manner:
Use possition from 1 to 10



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Version 2

2027 Season Presented by:

TIKKA

Stage 5 Presented by:

NATIONAL RIMFIRE LEAGUE

7. Long range ACE

Time: 90Sec Round Count: 12

Ranges and Targets:

130 m: 15cm on a double hanger

Restrictions: None

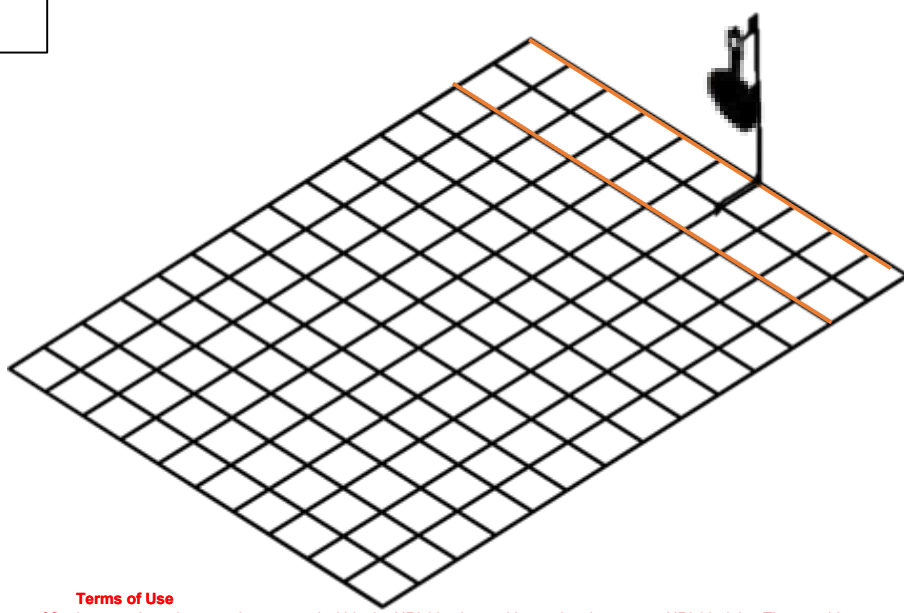
Barricade/Targets Setup:

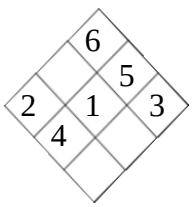
Points: 10 points per impact, 120 points possible

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

Description: On the start signal, engage the targets with 2 shots From possition 1 to 6

130m





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