

Feeling Tire-D?

Time: 120 Sec

Round Count: 10

Ranges and Targets: 75 yds: 2" on single hanger
100 yds: 2.5" on single hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

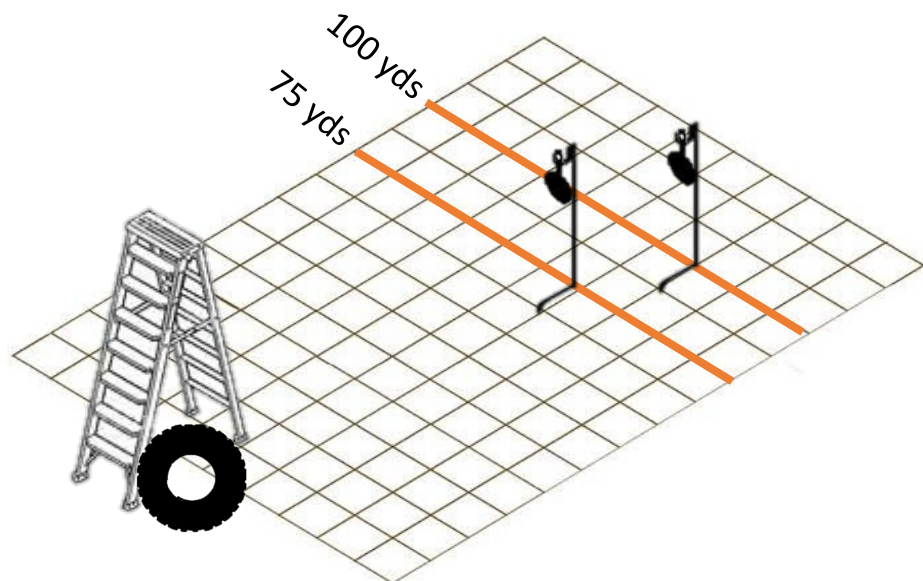
Points: 10 points per impact, 100 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal:

1. The shooter will take a position on the 4th or 5th ladder rung from the bottom and engage the 75-yard target with 2 shots.
2. Then engage the 100-yard target with 2 shots.
3. The shooter will then transition to the top of the tire and engage the 75-yard target with 2 shots.
4. Then engage the 100-yard target with 2 shots.
5. Last, the shooter will transition to the opening of the tire and engage the 75-yard target with 2 shots. The rifle/bipod cannot touch the ground.

Note: The tire should be secured to the ladder using a rope so that it is upright.



The Final Countdown

Time: 120 Sec

Round Count: 10

Ranges and Targets: 87 yds: 3" on single hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 10 pts per impact plus 0.1 bonus points per second remaining, i.e. if 8.7 sec remain the shooter will earn 0.87 points. **For the PractiScore NRL22 template enter the total time elapsed in seconds.**

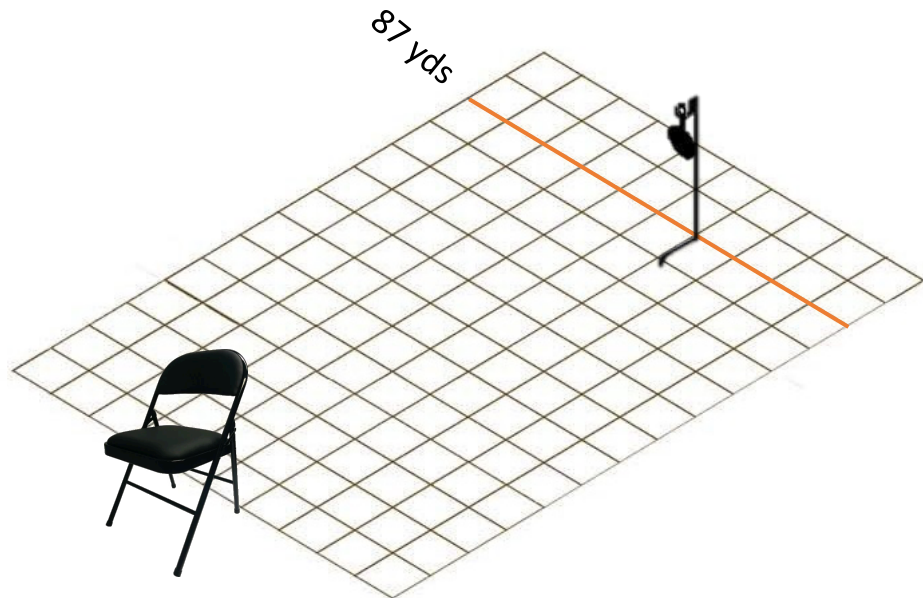
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal, the shooter will engage the target in the following manner:

- Off the backrest with 3 shots
- Seat of the chair with 2 shots
- Off the backrest with 3 shots
- Seat of the chair with 2 shots

When the shooter is done firing all shots then he/she must yell "Done" to stop the timer to earn the bonus points.

Note: The chair will be facing as pictured



Easter Egg Hunt

Time: 120 Sec

Round Count: 12

Ranges and Targets:

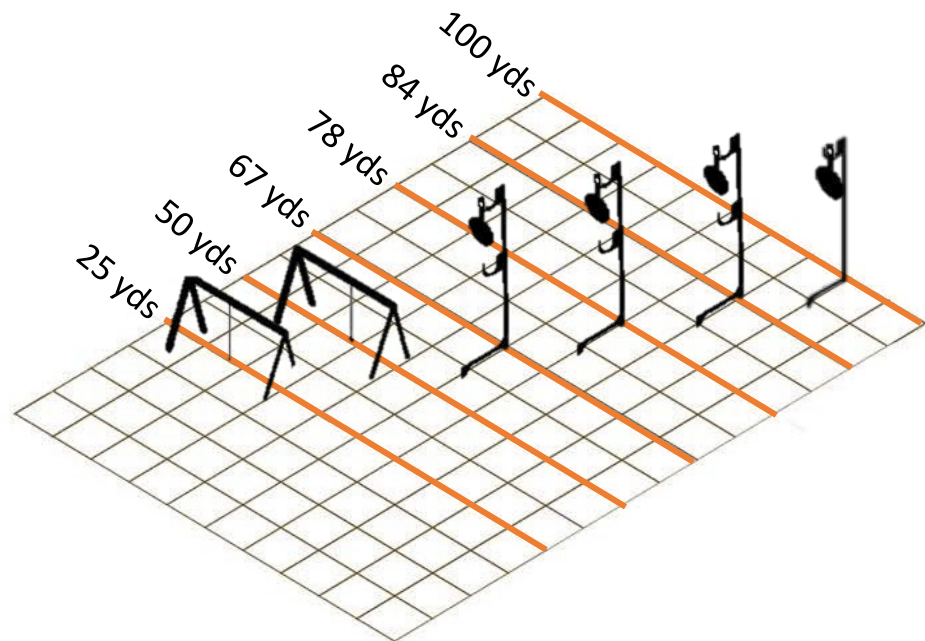
- 25 yds: 0.25" on KYL
- 50 yds: 0.5" on KYL
- 67 yds: 1" on a double hanger
- 78 yds: 1.5" on a double hanger
- 84 yds: 2" on a double hanger
- 100 yds: 2.5" on a single hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal, the shooter will take a supported prone position and engage each target from near to far with 1 shot each and then repeat.



Tank Trap Rodeo

Time: 120 Sec

Round Count: 12

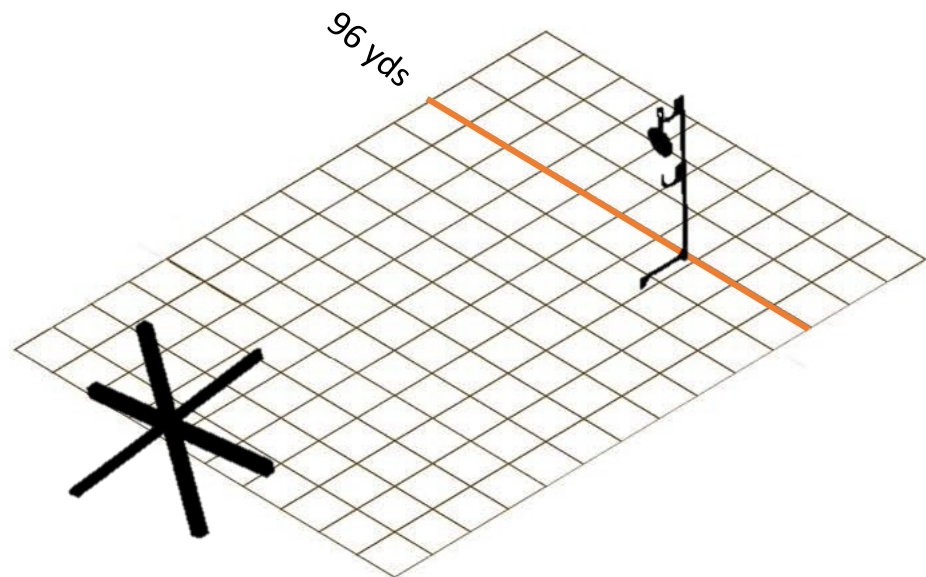
Ranges and Targets: 96 yds: 3" on double hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal, the shooter will engage the 96-yard target with 3 shots from each tank trap tip and 3 shots from the center of the tank trap.



Tough Decisions

Time: 120 Sec

Round Count: 10

Ranges and Targets: 100 yds: 1" and 1.5" on double hanger
100 yds: 2" and 2.5" on double hanger

Equipment: 1 piece of equipment in accordance with the NRL22 rules.

Points: 1"=10pts; 1.5"=7pts; 2"=5pts; 2.5"=3pt, 100 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On start signal, the shooter will assume a supported prone position and select which target to shoot and engage that target 10 times.

The shooter may choose to switch targets at any time but must announce the change.

