

Event: WEGC NRL22 2021-2022 Mid-Season Tournament

Description:

The WEGC NRL22 Mid-Season Tournament is an extended course of fire comprised of the five (5) stages in the official NRL22 January 2022 Course of Fire plus five (5) additional stages created for this specific event.

The Mid-Season Tournament is considered an intermediate-level match due to the extended distances (out to 300 yards). Target distances will be between 100 and 200 yards, and at 300 yards. There is only one target (in one single stage) that is under 100 yards. Strict procedures will be followed regarding time-limits on stages.

New shooters are welcome but should take into consideration the aforementioned information regarding the difficulty level of this event.

Date: Saturday, 22 January 2022

Location: West End Gun Club Upper Rifle Range (300-yard firing line)

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URLs:

- <https://practicore.com/clubs/socal-precision-rifle-team>
- <https://socalnrl22.org>
- <https://www.facebook.com/socalnrl22>

Event Logistics:

- All match attendees who are not members of the West End Gun Club MUST fill out the online WEGC general waiver. This is the first NRL22 match at the WEGC for the 2022 calendar year and waivers from 2021 are no longer valid.
- All match attendees will fill out a WEGC COVID-19 waiver on-site during match check-in. Masks are optional.
- No walk-on entries. All match participants must be pre-registered using the Practiscore system prior to 1800 PST of Friday January 21.
- The WEGC upper range road is past the WEGC gate, before the concrete bridge, and located to the right.
- The parking area is approximately 50-100 yards away from the firing pad. Participants must be able to transport equipment between parking area and firing pad.
- 5mph speed limit when driving on the WEGC range facility.

Agenda:

0800 – Safety Briefing
0815 – Zeroing Period
0850 – Squad Assignments and Squad Briefing
0900 – Match Stages Begin
1500 – End of Match. Cleanup. Debrief and scores.

Recommended Equipment:

- .22LR Rifle with scope and bipod
- At least two (2) magazines, one having at least 10-round capacity.
- Shooting bag(s) for front and/or rear support
- Empty Chamber Indicator (ECI)
- Dope chart for rifle and ammunition used
- Food and water
- Spotting optic (binocular or spotting scope with stand)

ECIs will be available on-site for those who do not have one as this is a safety requirement.

Safety Policies:

- Basic rules of gun safety
 1. Handle every firearm as if it is loaded.
 2. Keep all firearms pointed in a safe direction (muzzle awareness).
 3. Keep the finger off the trigger until you are ready to shoot.
 4. Be certain of your target and the target's background, foreground, and surrounding areas.
- All firearms must have an empty chamber indicator (ECI) inserted in the chamber when not actively on a stage of fire.
- If a match participant points or sweeps the muzzle of a firearm onto a person, including self, that match participant will be disqualified and removed from the match immediately.
- During any magazine change or when changing positions during a stage of fire, shooter will keep the finger off the trigger and outside of the trigger guard.
- When on the stage of fire, the rifle must not break the left or right lateral limit for the match. The match lateral limits will be approximately 5 yards past the outer edge of the left-most and right-most targets that are setup in the impact area. The stage lateral limit will vary from stage to stage and will be more stringent than the match lateral limit. [180-degree rule, but more stringent.]
- When changing positions during the stage of fire, the bolt must be in the open position (empty chamber) and the shooter may close the bolt when the new position is established, and the shooter is on target. Semi-automatic rifle shooters will leave the bolt closed when changing positions during the stage but must engage the manual safety and verbally indicate rifle is safe prior to changing/moving positions (audibly say, 'SAFE' such that stage/range officer can hear).
- In the event of a fall due to a trip or slip hazard, maintain safe muzzle control, and trigger discipline. If the muzzle remains in a safe direction, shooter may get up and continue the stage.
- If a shooter drops a firearm during the stage of fire, shooter will not attempt to catch the firearm and must allow it to fall. Stage Officer will pick-up and clear the rifle and the shooter will be disqualified and removed from the match immediately.
- In the event of a medical incident, follow WEGC medical emergency procedures.
- Beware of the presence of rattlesnakes.

Stage Disqualifications:

- Loading chamber (closing bolt on live round) while firearm pointed at the sky.
- Bolt action rifle with closed bolt while moving positions.
- Semi-automatic rifle with safety off while moving positions.
- Semi-automatic rifle shooter failing to verbally call out 'SAFE' before moving positions.

Competitors will be forewarned and instructed during stage runs to provide reminders on stage safety procedures. However, shooter is expected to understand proper stage procedures and will be disqualified as appropriate.

Match Disqualifications:

- Accumulating two (2) stage DQs.
- Negligent discharge – Firing when shooter did not intend to fire.
- Breaking the lateral limits of match with loaded firearm or during a stage run.
- Pointing or sweeping any person (including self) with a firearm.
- Dropping a firearm during the stage run.
- Any other egregious safety violations at the discretion of the Match Director(s).

All stage and match disqualifications as defined in the NRL22 Rulebook are also in effect (e.g., cheating, unsportsmanlike conduct). Refer to the NRL22 website – nrl22.org

General Match Procedures:

Shooter will be assigned to a squad.

Within each squad, the competitor shoot order will be determined prior to the first stage that squad shoots on. Once the order is set, the shooter that shot first on the given stage, will be moved to the bottom of the queue for the next stage. This end-to-queue move will repeat every subsequent stage.

Squads should remain aware of who is on deck (next to shoot after the person on the line is done with the stage) and who is in the hole (the person after who is on deck). Person who is on deck should not be spotting targets and should be getting ready to shoot the stage.

After a competitor completes a stage, shows clear, and makes safe, spotters and anyone else not on-deck should police all brass from the ground for disposal.

After a stage shooter makes safe and clears the stage, the on-deck shooter will have 60 seconds to assume position at the stage and the cadence will begin.

Stage Cadence:

Competitor will assume the designated starting position at the stage, make ready in accordance with the stage parameters, and will be asked by the stage officer, "Shooter, do you understand the course of fire?"

Competitor will give a clear affirmative acknowledgement. If the competitor gives a negative or no acknowledgement, competitor will have 15 seconds for clarifications.

After an affirmative acknowledgement or 15 seconds after a negative acknowledgement, Stage officer will continue the stage by asking, "Shooter ready?" Competitor will give an acknowledgement. If a negative acknowledgement is given, competitor will have 10 seconds and Stage Officer will declare shooter ready.

Stage Officer will continue by asking, "Spotter(s) ready?" Spotters will give an affirmative acknowledgement when on target(s).

After an affirmative acknowledgement, Stage Officer will announce "Standby" and start the shot timer beginning the stage live fire (beep tone).

When (par) time expires, the Stage Officer will announce "TIME" which indicates a **cease fire** condition. If shooter expends all rounds before time expires, this indicates a **cease fire** condition.

Once all rounds are expended or time expires, the competitor will **cease fire**, make safe, and show clear. If the competitor expires time with a live round in the chamber, the shooter will be allowed to discharge the chambered round if shooter chooses to do so (for no score). Shooter will remove the magazine prior to firing the saved, chambered round if the option is taken. Empty Chamber Indicator will be inserted before exiting the stage firing line.

Official January 2022 NRL22 Course of Fire

Refer to the official January 2022 NRL22 Course of Fire program published by the NRL22 for the stage details.

For the WEGC-hosted 2021-2022 Mid-Season Tournament, all stages in the NRL22 January 2022 COF will use Option 2.

- Stage 1: In And Out New Year's Style – Option 2 – 100 and 200 yards
- Stage 2: After Party Mess – Option 2 – 176 yards
- Stage 3: Time Square Ball Drop – Option 2 – 124 yards
- Stage 4: Lost At The Party – Option 2 – 70, 110, 130, 150, and 200 yards
- Stage 5: Rockin' The Roof – Option 2 – 114 yards

NOTE: All stages are numbered accordingly for target reference (e.g., target 5A or target 6C).

NOTE: All 200-yard targets in the January 2022 NRL22 Course of Fire will be at 195 yards (angle corrected).

Stage 6:

Twelve (12) Rounds
150 sec / 2.5 min

Targets:

Three (3) Total

A - 8x8" at 195 yards - 10 points per hit

B - 12x12" at 287 yards - 10 points per hit

C - 10x10" at 287 yards - 15 points per hit

Starting Position:

Rifle and all gear in hand, magazine inserted, action open.

Position(s):

Sawhorse

Prone

Procedure:

Engage target A (8x8" at 195) with four (4) rounds from the top of the sawhorse.

Engage target B (12x12" at 287) with four (4) rounds from the top of the sawhorse

Engage either target B (12x12" at 287) **OR** target C (10x10" at 287) with four (4) rounds from bottom of sawhorse. **SHOOTER MUST VERBALLY DECLARE TARGET CHOICE BEFORE TAKING SHOT (STAGE OFFICER WILL VERBALLY ACKNOWLEDGE CHOSEN TARGET). SHOOTER CANNOT CHANGE TARGET AFTER A SHOT ON THE DECLARED TARGET HAS BEEN TAKEN.**

From bottom of the sawhorse, front of rifle must be supported by the sawhorse bottom beam (bipod may not touch ground).

Stage 7:

Ten (10) Rounds
150 sec / 2.5 min

Targets:

Two (2) Total

A - Spinner at 100 yards - 5 points per hit or 50 points for full rotation

B - 8" at 130 yards - 10 points per hit

Starting Position:

Rifle and all gear in hand, magazine inserted, action open.

Position(s):

Prone

Procedure:

Engage target A (spinner at 100) from prone until full rotation. **Full rotation to move on.**

Engage target B (8" at 130) from prone with remaining rounds.

NOTE:

The 5 points per hit accumulated on target A are replaced by the 50 points for the full rotation if full rotation occurs.

Example: Shooter hits spinner nine (9) times to get full rotation. The shooter accumulated 45 points for the nine (9) hits. But after the full rotation, the 50-point condition occurs and the 45 points from the spinner hits are replaced. If the shooter makes ten (10) consecutive hits on the spinner with no rotation, the shooter gets fifty (50) points by virtue of $10 \text{ (hits)} \times 5 \text{ (points)} = 50 \text{ points}$.

Stage 8:

Ten (10) Rounds
150 sec / 2.5 min

Targets:

Two (2) Total

A - Cottontail Rabbit (white) at 147 yards - 10 points per hit

B - Cottontail Rabbit (black) at 147 yards - 10 points per hit

Cottontail Rabbit targets have dimension of ~8"x8".

Note: Targets A and B will be spaced 5 yards apart.

Starting Position:

Rifle and all gear in hand, magazine inserted, action open.

Position(s):

Ladder

Procedure:

Shooter will engage Target A and Target B with one shot each in the following manner order:

- Ladder Rung 1 (lowest)
- Ladder Rung 2
- Ladder Rung 3
- Ladder Rung 4
- Ladder Rung 1

Stage 9:

Ten (10) Rounds
150 sec / 2.5 min

Targets:

One (1) Total
45% IPSC (~ 10" tall x 8" wide) at 162 yards

Starting Position:

Rifle and all gear in hand, magazine inserted, action open.

Position(s):

From porthole barricade

Procedure:

Engage 45% IPSC with two (2) rounds each from five different portholes in barricade of shooter's choice.

Stage 10:

Ten (10) Rounds
150 sec / 2.5 min

Targets:

Five (5) Total

A - 45% IPSC (~ 10" tall x 8" wide) at 177 yards

B - 66% IPSC (~ 15" tall x 12" wide) at 300 yards

Starting Position:

Rifle and all gear in hand, magazine inserted, action open.

Position(s):

Prone

55-gal barrel

Procedure:

Shooter will engage the targets in the following order and positions:

- Target A (45% IPSC at 177) from the 55-gal barrel with three (3) shots.
- Target B (66% IPSC at 300) from prone with two (2) shots.
- Target B (66% IPSC at 300) from the 55-gal barrel with three (3) shots.
- Target A (45% IPSC at 177) from prone with two (2) shots.

Reference A – Sample Ballistic Chart:

Example table using scope height of 2.00 inches, 50 yard zero, and 1085 fps muzzle velocity with 40gr bullet (0.080 G7 BC). **THIS IS JUST AN EXAMPLE REFERENCE.** Participants should use own data in a ballistic calculator. NOTE: Windage is based on 10mph 90-degree wind.

Range (yd)	Drop (mil)	Drop (MOA)	Windage (mil)	Windage (MOA)	Velocity (ft/s)
50	0	0	0.6	2.1	1012
60	-0.3	-0.9	0.7	2.4	1000.4
70	-0.6	-2.1	0.8	2.7	989.2
80	-1.0	-3.3	0.9	3.0	978.5
90	-1.4	-4.7	1.0	3.3	968.2
100	-1.8	-6.2	1.0	3.6	958.1
110	-2.2	-7.7	1.1	3.9	948.3
120	-2.7	-9.3	1.2	4.2	938.7
130	-3.2	-10.9	1.3	4.5	929.4
140	-3.7	-12.6	1.4	4.7	920.2
150	-4.1	-14.3	1.5	5.0	911.1
160	-4.7	-16.0	1.5	5.3	902.3
170	-5.2	-17.8	1.6	5.6	893.5
180	-5.7	-19.6	1.7	5.9	884.9
190	-6.2	-21.4	1.8	6.1	876.4
200	-6.8	-23.3	1.9	6.4	868.1
210	-7.3	-25.2	1.9	6.7	859.8
220	-7.9	-27.1	2.0	7.0	851.6
230	-8.5	-29.1	2.1	7.3	843.6
240	-9.0	-31.1	2.2	7.5	835.6
250	-9.6	-33.1	2.3	7.8	827.8
260	-10.2	-35.2	2.4	8.1	820
270	-10.8	-37.3	2.4	8.4	812.3
280	-11.5	-39.4	2.5	8.7	804.7
290	-12.1	-41.6	2.6	8.9	797.2
300	-12.7	-43.7	2.7	9.2	789.7

Online Ballistic Calculators:

- <https://www.jbmballistics.com>
- <https://bergerbullets.com/ballistics-calculator/>

The above calculators will be easiest to use with minimal data.