

# REDBELLY RIMFIRE REVOLUTION

ONE DAY RIMFIRE MATCH  
- PLUS -

MARCH NRL COF

SSAA  
PRECISION  
SHOOTING  
SA

NRL 22  
NATIONAL RIFLE LEAGUE®

10 STAGES - 100 ROUNDS - UP TO 250m

**SATURDAY 30TH MARCH**

REGISTER AT [HTTPS://PRECISIONSHOOTING.CLUB/](https://precisionshooting.club/) | 52 RIFLE ROAD, MONARTO SOUTH SA 5254

30<sup>th</sup> March 2024

Redbelly Rimfire Revolution

SHOOTERS MATCHBOOK

# Match Info

- Tripods deployed off clock.
- Max one tripod on a stage.
- \*For NON NRL stages shooter must nominate a bag at start of day and secure the ribbon supplied to it.
- Where a barricade use is specified, this must form the primary support of the rifle, unless otherwise specified.
- NRL stages will be run as per NRL stage briefs and times.

Stage	Points	Your Score
Drummed Off	10	
Rimfire Skills	10	
Snakes & Wood	10	
How Fast Does Your Snake Go?	10	
Into the Snake Pit	8	
NRL 1 – Lucky Charms	10	
NRL 2 – Pot of gold	12	
NRL 3 – Three leaf Clovers	12	
NRL 4 - Hitting the clovers	12	
NRL 5 Luck of the Irish	10	
<b>Total</b>	<b>104</b>	

Stage 1

# Drummed Off

Range 1

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105sec



10  
POINTS



10  
ROUNDS



One bag



2m back from the firing line,  
port arms, mag in, bolt open.

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## Stage Brief

On buzzer engage targets near to far from the LEFT-HAND SIDE drum (3 shots).

Then move to middle drum and engage middle target, near target and middle target (3 shots).

Then engage near and far target twice from RHS drum (4shots) i.e. Near-Far-Near-Far.

SHOOT TO MOVE.

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## Targets

100m 3 inch square

120m 3 inch square

150m 107mm diamond

Stage 2

# Rimfire Skills

Range 1/2

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105sec



10  
POINTS



10  
ROUNDS



One bag\*



2m back from the firing line,  
port arms, mag in, bolt open.

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## Stage Brief

THIS IS A TIMED STAGE

On buzzer - engage large then small targets one shot each from each position, repeat one position at end for total of 10 shots.

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## Targets

90m 120mm square

90m 2 inch square

Stage 3

# Snakes & Wood

Range 3/4

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105sec



10  
POINTS



10  
ROUNDS



One bag\*



2m back from the firing line,  
port arms, mag in, bolt open.

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## Stage Brief

On the buzzer, engage:

T5, T6 via RIGHT-HAND SIDE port.

T3, T4 via LEFT-HAND SIDE port.

T1, T2 via MIDDLE port.

Then engage T1-T6 in order from TOP of the barricade.

SHOOT TO MOVE.

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## Targets

T1, T2 Rabbit at 120

T3, T4 vertical target at 100

T5, T6 horizontal Target at 70

Stage 4

# How Fast Does Your Snake Go?

Range 2/3

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90sec



10  
POINTS



10  
ROUNDS



One bag\*



In position on pipe bag loaded  
snake on person

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## Stage Brief

On the buzzer, engage 4 close targets (left to right) from RIGHT-HAND SIDE pipe, then engage far targets (left to right) from VERTICAL PIPE. Then to original pipe and engage close targets, right to left.

NOTE The snake must be on your body (not rifle or ground etc.) whenever a shot is fired – **NO SNAKE, NO IMPACT.**

In event the rubber snake get broken a "Backup Snake" i.e. a piece of rope will be supplied.

A broken snake is not grounds for reshoot.

SHOOT TO MOVE.

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## Targets

T1, T2, T3, T4 - 2 inch squares at 40m

T5, T6 Rabbit at 90m

Stage 5

# In the Snake Pit

Range 3/4

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120sec



8  
POINTS



Unlimited  
ROUNDS



One bag\*



Standing behind unloaded gun

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## Stage Brief

Start gun placed on ground (no sight picture) magazines in bucket of snakes.

On the buzzer, retrieve magazines, one at a time, go prone and engage each target twice, HIT TO MOVE.

A hit indicator is provided as a convenience at the far target only, if this fails, primary spotting will need to come from squad members.

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## Targets

75m 107mm diamond

150m 143mm diamond

200m 215mm diamond

300m HUGE target

# 1. Lucky Charms

Time: 120 Sec

Round Count: 10

## Ranges and Targets:

Option 1 – 80 yds: 1.5” & 2.5” on a double hanger

Target Size(s)	
MOA	MILS
1.8, 3	0.5, 0.9

Option 2 – 149 yds: 4” & 5”

MOA	MILS
2.6, 3.2	0.7, 0.9

**Restrictions:** None

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

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

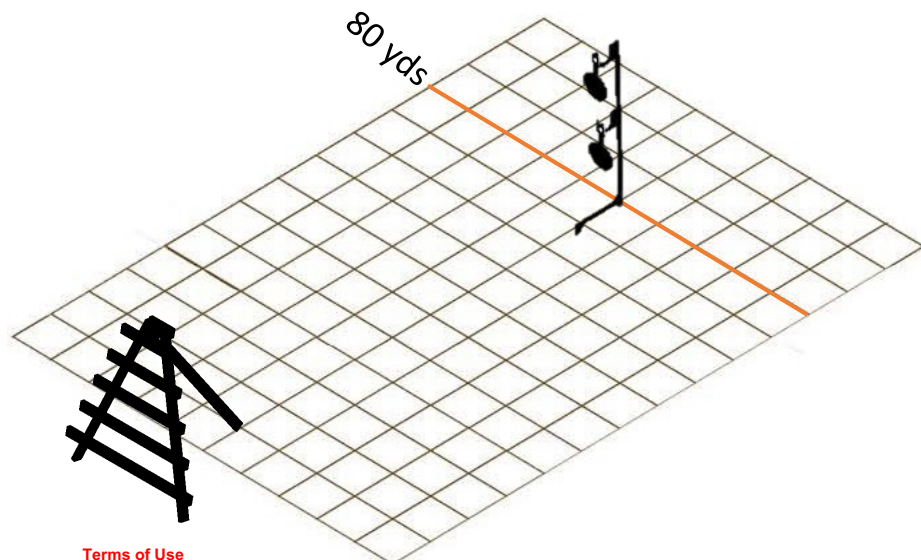
**Description:** On start signal, build a position and engage each target large then small with 1 shot each, after 2 shots you must move rungs.

The outside left, middle, outside right positions must be used at least once during the stage. Additionally, each rung must be used at least once during the stage.

Each 2x4 will have 3 available positions – Outside edges and the center.

If you cannot reach the highest two rungs, then you may repeat previous rungs but in a different position. Rungs may not be immediately repeated i.e. 4 shots from the same rung in a row.

**Adaptive Recommendation:** Same target engagement. On the pyramid, use the two highest positions you can comfortably reach.



**Terms of Use**



## 2. Pot-O-Gold

Time: 120 Sec

Round Count: 12

### Ranges and Targets:

Option 1 – 55 yds: 1" & 1.5" on a double hanger  
 92 yds: 2.5" & 3" on a double hanger

Target Size(s)	
MOA	MILS
1.7, 2.6	0.5, 0.8
2.6, 3.1	0.8, 0.9

Option 2 – Same targets and distance  
**Stressor: Only 1 support bag**

**Restrictions:** None

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

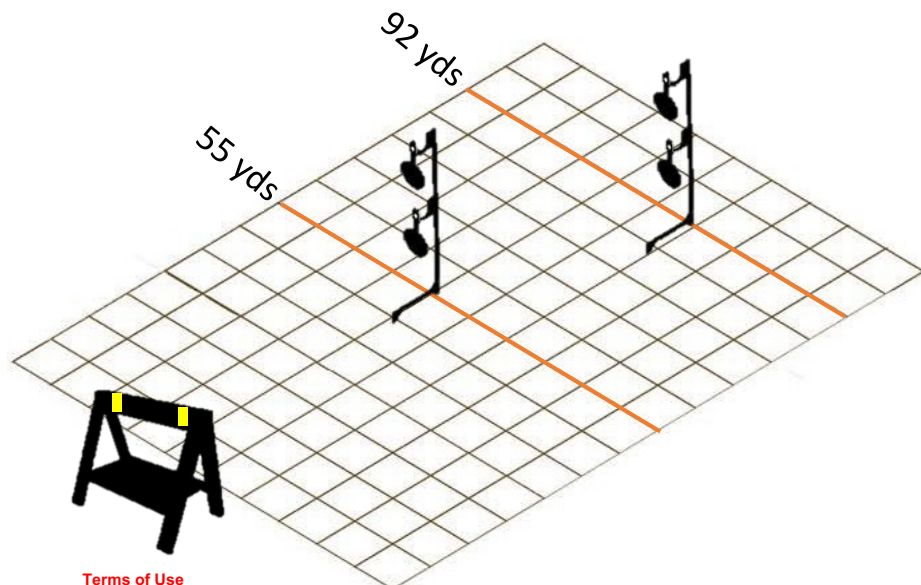
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, build a position on a marked position on top of the sawhorse and engage targets in the following order, moving to opposite marked position after each string.

- Position 1: Near - Lg, Lg, Sm
- Position 2: Far - Lg, Lg, Sm
- Position 1: Near - Sm, Sm, Lg
- Position 2: Far - Sm, Sm, Lg

**Note:** The marked positions on the sawhorse will be 3" from the left and right edges

**Adaptive Recommendation:** Same target engagement. A stool may be used to sit on.



**Terms of Use**

# 3. Three Leaf Clovers

Time: 120 Sec

Round Count: 12

## Ranges and Targets:

- Option 1 – 62 yds: 1.5” on a single hanger
- 76 yds: 2” on a single hanger
- 98 yds: 3” on a single hanger

Target Size(s)	
MOA	MILS
2.3	0.7
2.5	0.7
2.9	0.9

Option 2 – Same targets and distance

**Stressor: 105 par time**

**Restrictions:** No position on the tank trap may be repeated

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

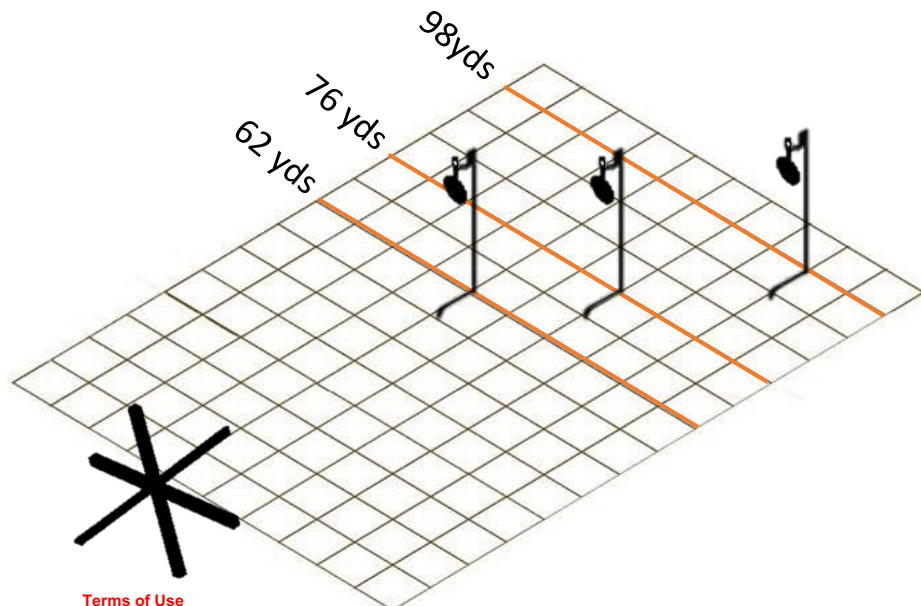
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, engage the targets with 1 shot each in the following manner:

- Position 1: Near to Far
- Position 2: Far to Near
- Position 3: Near to Far
- Position 4: Far to Near

Available positions are each tank trap tip and the center.

**Adaptive Recommendation:** Same target engagement. Alternate between 2 positions after every 3 shots.



**Terms of Use**

# 4. Hitting Clovers

Time: 120 Sec

Round Count: 12

## Ranges and Targets:

Option 1 – 40 yds: ¼”, ½”, ¾”, & 1” on a KYL rack  
 87 yds: 2.5” on a double hanger  
 100 yds: 4” on a single hanger

Target Size(s)	
MOA	MILS
0.6, 1.2, 1.8, 2.4	0.2, 0.3, 0.5, 0.7
2.7	0.8
3.8	1.1

Option 2 – 70 yds: ½”, 1”, 1.5”, 2”  
 165 yds: 5”  
 200 yds: 8”

MOA	MILS
0.7, 1.4, 2, 2.7	0.2, 0.4, 0.6, 0.8
2.9	0.8
3.8	1.1

**Restrictions:** None

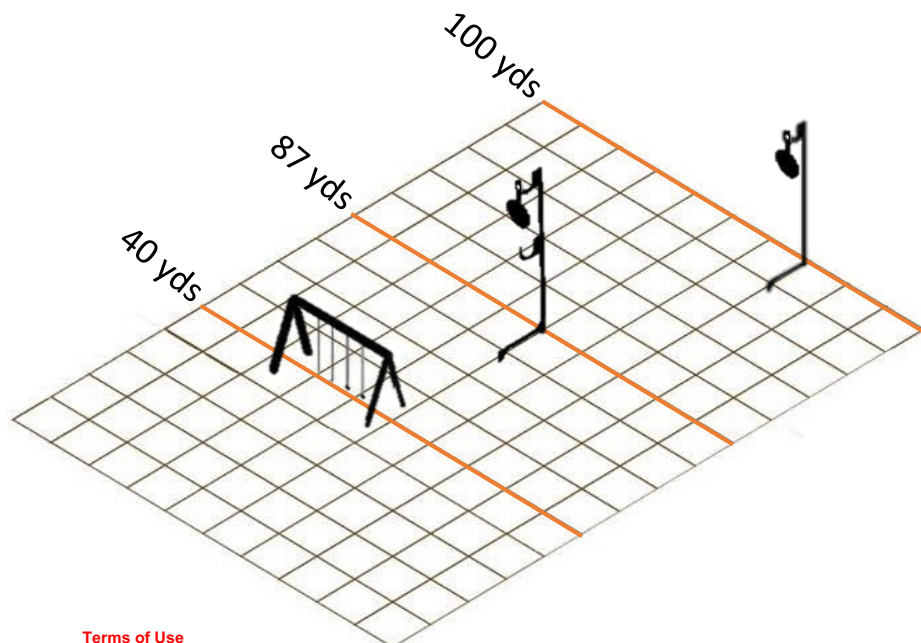
**Points:** 10 pts per impact plus 0.1 bonus points per second remaining. **For the PractiScore NRL22 template, enter the total time elapsed in seconds.**

**Start Position:** Rifle grounded, bolt back, bag & mag with you/on you, standing ~2 yds behind the rifle at a marked position.

**Adaptive Recommendation:** Same target engagement. In position with mag out and off glass.

**Description:** On the start signal, build a prone supported position, load your rifle and engage the targets in the following manner with 1 shot each:

- Largest KYL , Middle target, Far target
- 2<sup>nd</sup> largest KYL, Middle target, Far target
- 3<sup>rd</sup> largest KYL, Middle target, Far target
- Smallest KYL, Middle target, Far target



**Terms of Use**

# 5. Luck Of The Irish

Time: 120 Sec

Round Count: 10

## Ranges and Targets:

Option 1 – 92 yds: 2” & 3” on a double hanger

Target Size(s)	
MOA	MILS
2.1, 3.1	0.6, 0.9

Option 2 – 160 yds: 4” & 6”

MOA	MILS
2.4, 3.6	0.7, 1

**Restrictions:** None

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

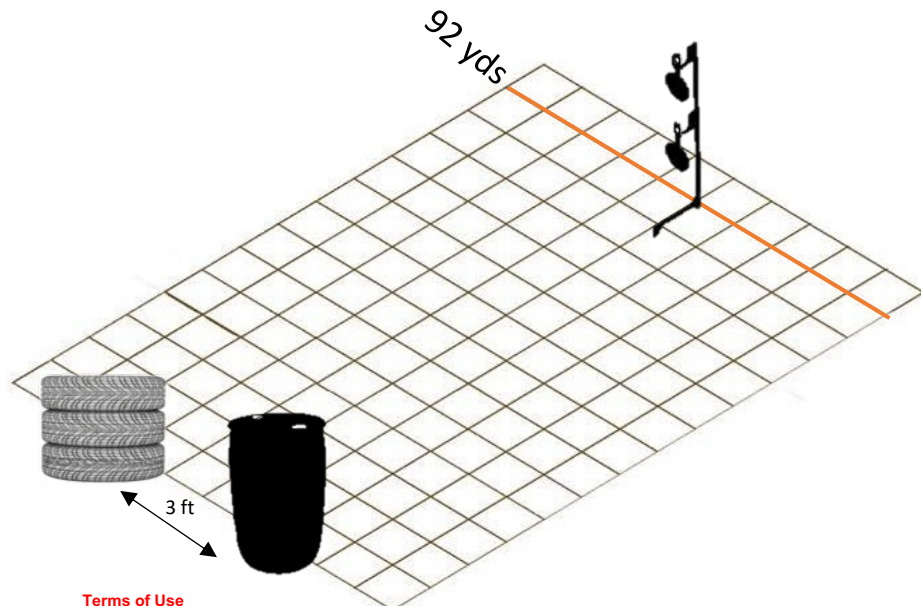
**Start Position:** Standing, rifle and all gear in hand, mag in, action open

**Description:** On the start signal, choose a prop and engage each target with 1 shot each, Large to Small.

You must move to the opposite prop after every second shot and repeat the target engagement.

You will use one of the props twice and the other three times.

**Adaptive Recommendation:** A tire will be placed on an elevated position (bench or separate 55-gal barrel). Target engagement is the same.



**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.