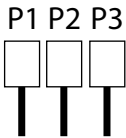
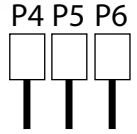
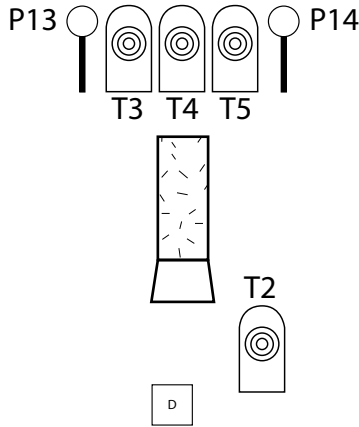
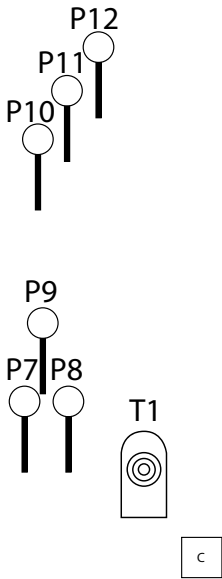


Hammer Down

brought to you by...

ADCO



SCORING...Shots Unlimited

TARGETS...5 paper and 14 steel

ROUNDS...30

START...audible

STOP...Last Shot

START POSITION...Standing in box A facing down range with hands relaxed at sides.

STAGE PROCEDURE...At signal, draw and engage only P1,P2,&P3 with 2 rounds each from box A only. Next proceed to box B and engage only P4,P5,&P6 with 2 rounds each from box B only. Next proceed to box C and engage only P7,P8,&P9 with 1 round each, and T1 with 2 rounds each from box C only. Next proceed to box D and engage only P10,P11,&P12 with 1 round each, and T2 with 2 rounds each from box D only. Next proceed to box E barricade and engage only T3,T4,&T5 with 2 rounds each. Perform a mandatory reload and engage P13 with one round, strong hand only. Next engage P14 with one round, weak hand only. Note: P13, and P14 may be switched at shooters option

Far & Near

brought to you by...
AMERICAN SECURITY

SCORING...Fixed Time - Shots Limited

TARGETS...6

ROUNDS...36

START...Audible

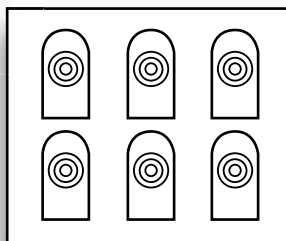
STOP...Last Shot

START POSITION...Standing in box facing downrange with hands at sides.

ALTERNATE POSITION for 50 yards is wrists above shoulders facing uprange...Turn, draw and engage each target with 1 round each while standing.

X hits will subtract 1 second per occurrence.

Add 10 seconds per each overtime shot.



D

C

B

A

STAGE PROCEDURE...

String 1...(9 seconds) At signal draw and engage each target with 1 round each from the prone position from box A.

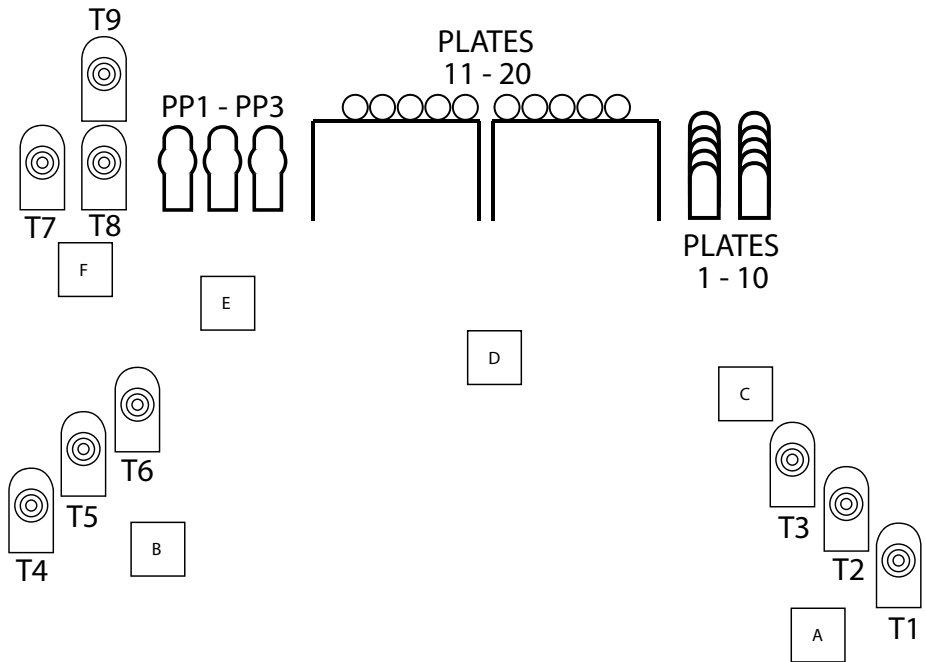
String 2...(7 seconds) At signal draw and engage each target with 1 round each from box B.

String 3...(10 seconds) At signal draw and engage targets with 2 rounds each with a mandatory reload from box C.

String 4...(10 seconds) At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand.

Redline

brought to you by...
SUREFIRE



SCORING...Shots Unlimited

TARGETS...9 paper, 3 pepper poppers, 20 plates.

ROUNDS...41

START...audible

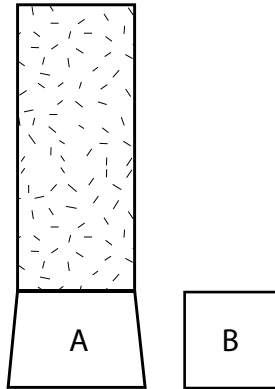
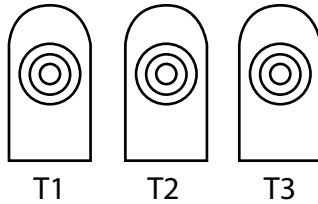
STOP...Last Shot

START POSITION...Standing in box A facing down range with hands above shoulders.

STAGE PROCEDURE...At signal, draw and engage only T1,T2,&T3 with 2 rounds each from box A only. Next proceed to box B and engage only T4,T5,&T6 with 2 rounds each from box B only. Next proceed to box C and engage only P1 through P10 with 1 round each from box C only. Next proceed to box D and engage only P11 through P20 from box D only. Next proceed to box E and engage only PP1,PP2,&PP3 with 1 round each from box E only. Next proceed to box F and engage only T7,T8,&T9 with 2 rounds each from box F only.

Damm Dem Feruns

brought to you by...



Start Position: Standing in Box A or Box B, facing downrange, hands relaxed at sides.

Procedure:

String 1: At start signal, engage T1 thru T3 with two (2) rounds each in any order from **LEFT** side of barricade.

String 2: At start signal, engage T1 thru T3 with two (2) rounds each in any order from **RIGHT** side of barricade.

String 3: From Box B, at start signal, engage T1 thru T3 with two (2) rounds each in any order, standing.

Scoring: Shots Limited

Targets: 3 NRA D-1 paper

Rounds: 18 maximum

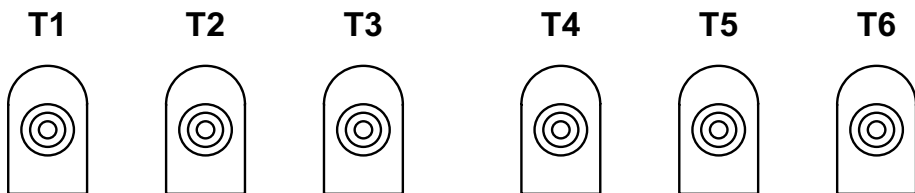
Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals and misses +5 seconds per occurrence.

Six Inches of Separation

brought to you by...
COLD STEEL



Start Position: Standing in Box A or Box B, facing downrange, hands above respective shoulders.

Procedure:

String 1: At start signal from Box A engage only T1 thru T3 with only two (2) rounds each in any order. From Box B, engage only T4 thru T6 with only two (2) rounds each in any order.

String 2: Repeat String 1, using STRONG HAND ONLY for all shots. Both hands may be used for reloading.

Scoring: Shots Limited

Targets: 6 NRA D-1 paper

Rounds: 24 maximum

Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals and misses +5 seconds per occurrence.

Stop The Insanity

brought to you by...

HENRY RIFLES and FORT KNOX

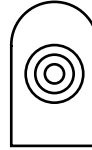
T1



T2



T3



A

Start Position:

String 1: Standing in Box A, facing downrange, hands relaxed at sides.

String 2: Standing in Box A, facing uprange, hands above respective shoulders.

Procedure:

String 1: At start signal engage T1 thru T3 with only two (2) rounds each in any order, perform a mandatory reload and re-engage T1 thru T3 with only two (2) rounds each in any order.

String 2: At start signal, assume mandatory prone position and engage T1 thru T3 with only two (2) rounds each in any order.

Scoring: Shots Limited

Targets: 3 NRA D-1 paper

Rounds: 18 maximum

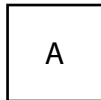
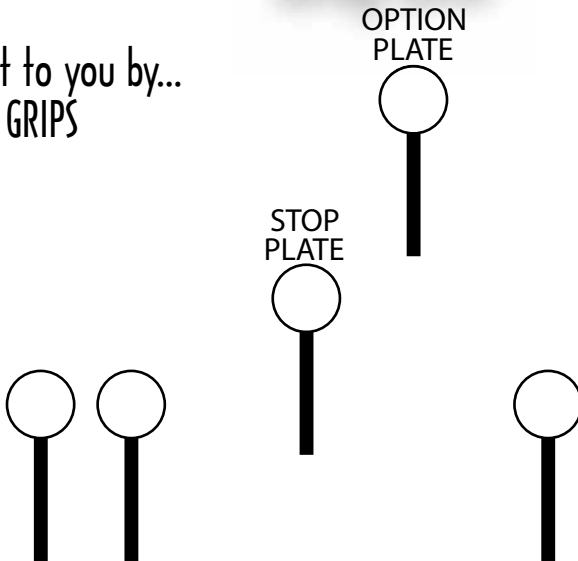
Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural and misses +5 seconds per occurrence. Failure to go prone incurs a single procedural.

20/20

brought to you by...
HOGUE GRIPS



SCORING...Shots Unlimited

TARGETS...6 plates

ROUNDS...minimum 20

START...audible

STOP...Last Shot

START POSITION...Standing in designated shooting area with hands above shoulders.

STAGE PROCEDURE...At signal, draw and engage P1 through P3 with one round each. Next, engage stop plate. Time stops.

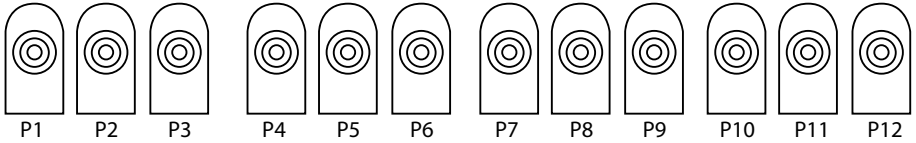
NOTE: Option target will subtract 2 sec. if hit before stop plate.

REPEAT FOR A TOTAL OF FIVE RUNS. ONE THROW OUT.

All standard ICORE penalties apply.

Smooth and Steady

brought to you by...
TK CUSTOM and NRA



SCORING...Shots Unlimited

TARGETS...12

ROUNDS...24

START...audible

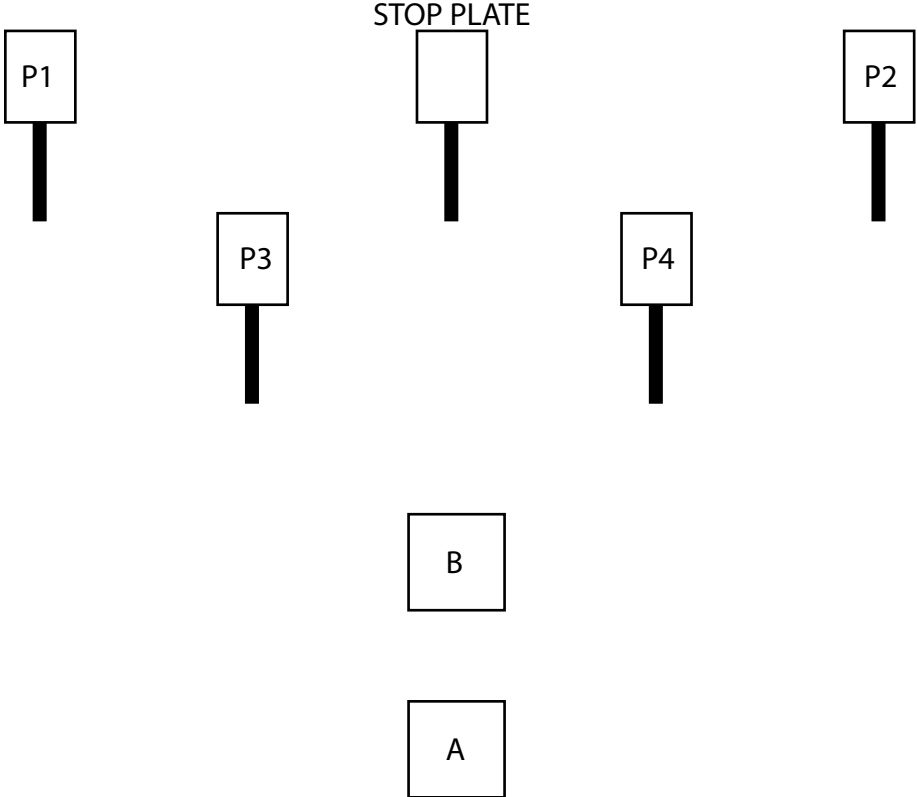
STOP...Last Shot

START POSITION...Standing in box A facing down range with hands relaxed at sides.

STAGE PROCEDURE...At signal, draw and engage only T1,T2,&T3 with 2 rounds each from box A only. Next engage only T4,T5,&T6 with 2 rounds each from box B only. Next engage only T7,T8,&T9 with 2 rounds each from box C only. Next engage only T10,T11,&T12 with 2 rounds each from box D only. In this stage all X ring hits will deduct 1 second from your total time.

Flying W

brought to you by...
KNOXX INDUSTRIES



SCORING...Shots Unlimited

TARGETS...5 plates

ROUNDS...25

START...audible

STOP...Last Shot

START POSITION...Standing in shooting box A with hands above shoulders.

STAGE PROCEDURE...At signal, draw and engage from box A P1 and P2 only with one round each. Next engage from box B, P3 and P4 only with one round each. Next, engage stop plate.

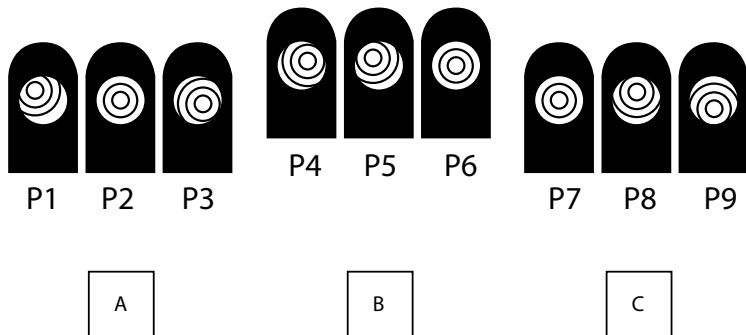
Time stops.

REPEAT FOR A TOTAL OF FIVE RUNS. ONE THROW OUT.

Penalties. All standard ICORE penalties apply.

WHEN TARGETS ATTACK

brought to you by...
RUGER



SCORING...Shots Limited
TARGETS...9 Paper
ROUNDS...18

START...audible
STOP...Last Shot

START POSITION...Standing in box A facing down range with hands relaxed at sides.

STAGE PROCEDURE...At signal, draw and engage only T1,T2,&T3 with 2 rounds each from box A only. Next engage only T4,T5,&T6 with 2 rounds each from box B only. Next engage only T7,T8,&T9 with 2 rounds each from box C only. In this stage all X ring hits will deduct 1 second from your total time. Note: target centers and hard cover targets are not concentric.