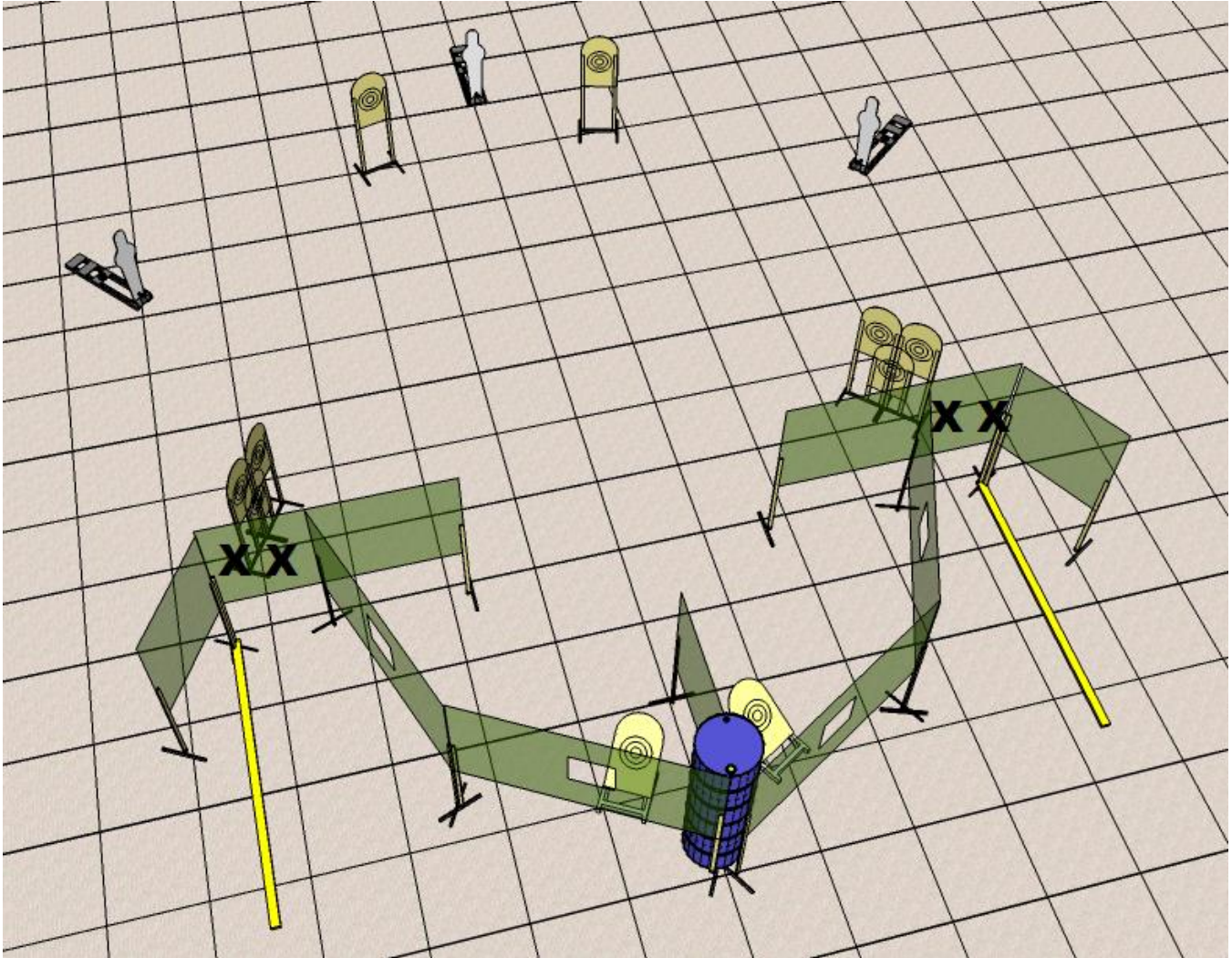




The Cylinder Turns

Modified by
Trevor Kolbus
From Anthony Francisco



Start Position: Facing squarely downrange, palms flat on either set of X's. Handgun loaded and holstered. Hands above shoulders.

Procedure: At start signal engage all targets as they become visible. Steel must fall to score.

Scoring: Shots Unlimited

Targets: 10 NRA D-1 paper, 3 Static Steel

Rounds: 23 Minimum

Start: Audible

Stop: Last Shot

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

The Cylinder Turns

Shots Unlimited



TGT A B C M Hits

USE NUMBERS - NOT HASH MARKS

STL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

R.O. _____

Shooter _____

PENALTIES

Procedurals (x5 EACH)

TIME

TOTAL TIME

Total Hits **23**

Time Factor X0 X1 X2 X5

Hit Time Added =

Plus Penalties Of

Clock Time

Total Time