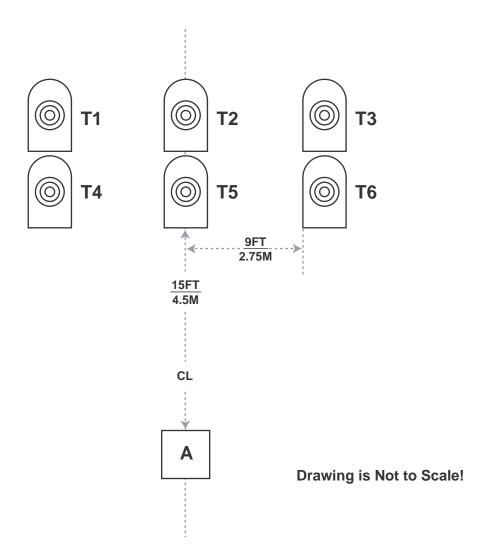


## Not Jeff's Prez II

CS-001
Designed by
Paul A. Wetzel



**Start Position:** Standing in Box A, facing uprange, hands above respective shoulders, toes touching back of box. **Procedure:** 

At start signal, turn and engage T1 thru T6 with only one (1) round each in any order.

Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order. Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order. Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order.

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.

**Stage Setup:** Place targets per drawing dimensions. Set targets T4 thru T6 with bottom of target 30 cm (12 inch) +/-3cm (1 inch) from ground. Place targets T1 thru T3 directly above as shown with 3 cm (1 inch) +/-1 cm (0.5 inch) gap between targets. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

## CS-001 Shots Limited

## **Not Jeff's Prez II**



| Target         | Α  | В          | С     | М  | Hits |         |                | Pero/ver Enthusi |
|----------------|----|------------|-------|----|------|---------|----------------|------------------|
| T1             |    |            |       |    | 4    |         |                |                  |
| T2             |    |            |       |    | 4    | R.O.    |                |                  |
| Т3             |    |            |       |    | 4    | Shooter |                |                  |
| T4             |    |            |       |    | 4    |         |                |                  |
| Т5             |    |            |       |    | 4    |         |                |                  |
| Т6             |    |            |       |    | 4    |         |                |                  |
| Total<br>Hits  |    |            |       |    | 24   |         |                |                  |
| Time<br>Factor | х0 | <b>x</b> 1 | x2    | х5 |      |         | Clock Time     |                  |
|                |    |            | -     | ]+ | =    |         | Hit Time Added |                  |
|                |    | Extra Sh   | nots  |    | X5=  |         | + Extra Shots  |                  |
|                |    | Extra Hi   | ts    |    | X5=  |         | + Extra Hits   |                  |
| Notes          |    | Procedu    | ırals |    | X5=  |         | + Procedurals  |                  |
|                |    |            |       |    |      |         | Total          |                  |
|                |    |            |       |    |      |         |                | •                |

| Name |  |  |  |  |
|------|--|--|--|--|
| _    |  |  |  |  |

ICORE Number\_\_\_\_\_

Date\_\_\_\_Club\_\_\_\_

Classic / Limited / Open (Circle one)