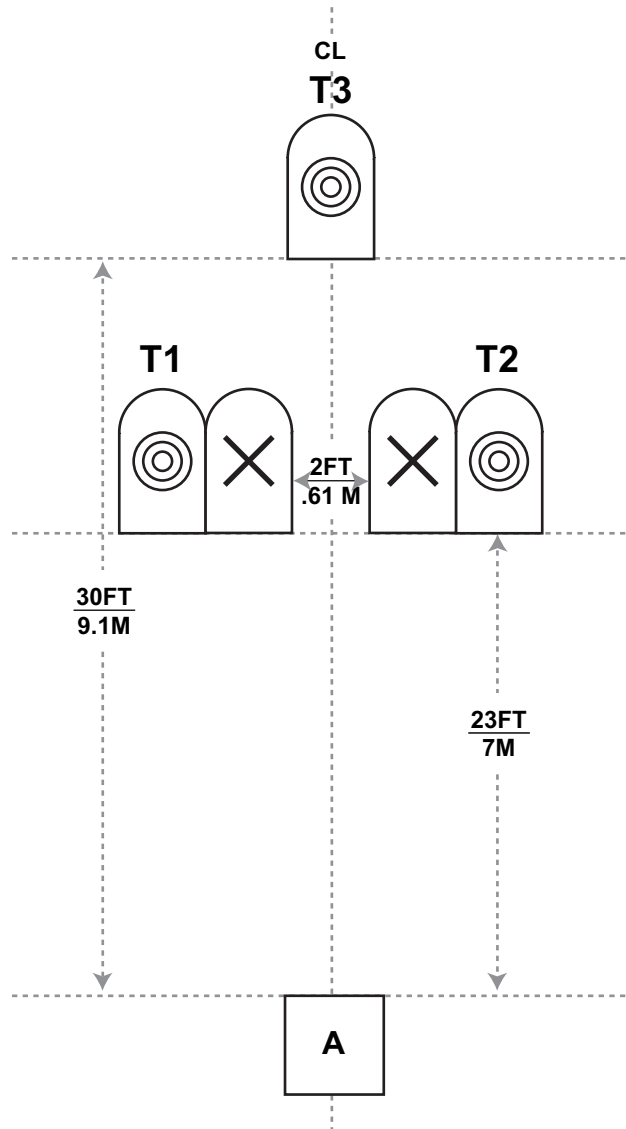




Quicky II

CS-029



Drawing is Not to Scale!

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

Procedure:

At start signal, engage T1 thru T3 with only 2 rounds each in any order **FREESTYLE**. Perform a mandatory reload and reengage T1 thru T3 with only 2 rounds each in any order **STRONG HAND ONLY**. Perform a mandatory reload and reengage T1-T3 with only 2 rounds each in any order **WEAK HAND ONLY**.

Scoring: Shots Limited

Targets: 3 NRA D-1 paper

Rounds: 18

Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals, no shoots and misses +5 seconds per occurrence.

Stage Setup: Place targets per drawing dimensions. Set all shoot targets at standard height with top of target 1.65 m (5 feet 6 inch) +/- 5cm (2 inches) from ground. Place no shoot target touching edge of shoot targets, bottom edges aligned. 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-029

Shots Limited

Quicky II



Target	A	B	C	M	Hits
T1					6
T2					6
T3					6

R.O. _____

Shooter _____

Total Hits		+		+		+		=	18
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Time Factor	x0		x1		x2		x5	
-------------	----	--	----	--	----	--	----	--

		+		+		=
--	--	---	--	---	--	---

Extra Shots		X5=
-------------	--	-----

Extra Hits		X5=
------------	--	-----

No Shoots		X5=
-----------	--	-----

Procedurals		X5=
-------------	--	-----

Notes

	Clock Time
--	------------

	Hit Time Added
--	----------------

	+ Extra Shots
--	---------------

	+ Extra Hits
--	--------------

	+ No Shoots
--	-------------

	+ Procedurals
--	---------------

	Total
--	-------

Name _____

ICORE Number _____

Date _____ Club _____

Classic / Limited / Open (Circle one)