

International Confederation  
of Revolver Enthusiasts  
(ICORE)

# ICORE RULE BOOK

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Welcome to ICORE.

ICORE is dedicated to Wheel Gunners from every walk of life and for every purpose: from collectibles to competition. Your membership is a valuable way to insure the continued success of the wheel gun, both for sports and other interests. Thank you for your support.

Please read through this entire booklet so that you may become very familiar with the rules and regulations involved in this shooting sport. We have done our best to insure that the format is easy to follow and to understand. Since your membership is the key to our organization, we want your input and appreciate your comments regarding the contents of this book. A lot of research has gone into the wording, layout and style; but we anticipate revisions in the future. You will help shape ICORE as we grow.

While learning the various aspects of these rules keep in mind that our basic intent is safety, fairness and fun. If you have a question about a rule, base your decision on these principles.

Thank you again for your membership. We look forward to seeing each and every one of you at an ICORE sponsored event so that we may meet the people that are making ICORE a strong, viable force that will continue to support the revolver in all its glory.

Our Sincere Regards,

Michael and Sharon Higashi  
ICORE founders

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## 1. SAFETY

- 1.1. All persons, competitors or spectators must wear eye and ear protection while participating or viewing events. Every new shooter must be cleared with the Match Director or other appointed individual as having a basic knowledge of firearms and the rules, and be able to use that knowledge to be a safe competitor.
- 1.2. ICORE functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded at the direction of Range Officers. Penalty for Violation: Violators will be disqualified from the match.
- 1.3. Any shooter whose firearm breaks the 180 during the course of fire will be disqualified from the match. The 180 is an imaginary line separating up range from downrange. This line is perpendicular to the centerline of the shooting bay, goes through the shooter, and moves with the shooter throughout the course of fire. This line extends down to the ground and upwards to infinity. The Match Director retains the final authority on determining the 180 line. (REV 7-16).
- 1.4. Accidental discharges impacting within 10 feet (3 meters) of the shooter, while reloading, between shooting areas, or in a direction deemed unsafe by the Range Officer will result in disqualification from the match.
- 1.5. Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at a match will be disqualified.
- 1.6. Any shooter found to be under the influence of any drug or alcohol immediately before or during the match will be disqualified.
- 1.7. Dropping an unloaded firearm behind the firing line necessitates that a Range Officer pick it up, confirm it is not loaded, and in a safe manner return it to the shooter's bag, holster or vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified. If at any time during the course of fire, or while loading, reloading or unloading, a competitor who drops their firearm or causes it to fall, loaded or not, will be disqualified.
- 1.8. All persons at the match must obey Range Officers with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified. Any person failing to observe this rule will be removed from the shooting area.
- 1.9. Unsafe gun handling by a competitor during a match will result in disqualification from the match. See Rule 14 DEFINITIONS for examples of unsafe gun handling.
- 1.10. Whenever Steel targets or Steel hard cover are used in a course of fire, precautions must be taken so that competitors, Match Officials, and spectators maintain a minimum distance of 23 feet (7 meters) from them while they are being shot. Steel targets should never be presented at an angle greater than 45 degrees.

## 2. RANGE COMMANDS

ICORE has based its range commands on the assumption that the shooters will present themselves to the starting position with their firearm unloaded and holstered, prepared to shoot the course of fire. The course of fire will be explained to the shooters by a complete written description of the course of fire and/or by a walk through from the Chief Range Officer (CRO). It is the shooter's responsibility to understand the course of fire. The CRO will invite the shooter to the starting box or area and give the following commands:

- 2.1. "Make ready." The shooter may now take a sight picture if they so desire, prepare the revolver in accordance with the written course of fire, and assume the starting position as defined in the course of fire. This command signifies the start of "Course of Fire." (REV 2-16, REMOVED "LOAD AND MAKE READY")
- 2.2. "Are you ready?" - The CRO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the CRO that they are not prepared. When the shooter does not respond negatively to this question, the CRO will assume the shooter is ready.

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- 2.3. "Stand by." - This is the verbal signal given by the CRO to the shooter that the start signal will follow soon.
- 2.4. Start Signal - The start signal will most often be an audible signal from an electronic timing device. However, other options can include visual, verbal, or other start signals that must remain the same for all shooters in the match.
- 2.5. "STOP." - Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instructions from the Range Officer.

Once the shooter has apparently finished shooting, the CRO will issue the following commands:

- 2.6. "If you are finished, unload and show clear." - If the shooter has finished the course of fire, they will then remove all ammunition from the revolver cylinder, and hold the firearm in a position that allows the CRO to confirm the firearm is unloaded.
- 2.7. "If clear, close cylinder, holster." - After issuance of this command, the competitor is prohibited from firing. While pointing the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows: Close the empty cylinder, and holster.
- 2.8. "Range is clear." - This command given by the CRO indicates the range is safe. No one should move forward on the range to perform range duties until this command is given. This command signifies the end of "Course of Fire".

## 3. SPECIAL RECOGNITION CATEGORIES

- 3.1. Special Recognition Categories (SRCs) are special categories approved by ICORE to be used at matches to provide another means for a competitor to be recognized for his or her achievements. With one exception, recognizing SRCs is not mandatory at ICORE events and is at the discretion of the Match Director / Organizers. The IRC will incorporate SRCs. **(REV 3-16, ADDED RECOGNITION CRITERIA)**
  - 3.1.1. Junior Competitors must be under the age of 18 on the first day of the match.
  - 3.1.2. Senior Competitors must be 55 or older on the first day of the match.
  - 3.1.3. Super Senior Competitors must be 65 or older on the first day of the match.
  - 3.1.4. Lady Competitors: Gender as listed on a government-issued ID.
  - 3.1.5. Military Competitors: Military personnel on current active duty orders; Retired Military Personnel as indicated on a military ID.
  - 3.1.6. Law Enforcement Competitors: Full-time law enforcement officers.
  - 3.1.7. International Competitors: Residents of a country outside the host country.  
**(REV 3-16, ADDED 3.1.4 - 3.1.7.)**

## 4. STAGES

- 4.1. Stages must be set up in a safe manner, without presenting a hazard to any shooter. You must take into consideration ricochets, ground hazards, visibility, local shooters' abilities and any other item that may constitute a problem such as 180s, shoot-throughs, etc., must be taken into consideration. NOTE: The Match Director of each event is responsible for this. **(REV 12-15, DELETES 6 ROUND NEUTRAL)**
- 4.2. Each stage must be presented to every shooter in the same way: Shooting areas, target arrays, target types, props, and range commands, etc. Every controllable aspect of the course of fire must be the same for every shooter at the match.

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- 4.3. Stages and their descriptions must be set up clearly. Make things easy to understand. Shooting boxes and/or areas and fault lines must be easy to distinguish from the surrounding area. Props are up to the course designers and Match Directors. Shooters should enjoy the challenge.
- 4.4. Props must not provide any danger to the competitor. Any prop that is used that requires maneuvering completely over, around, through or under must have an alternative procedure available for those that may be physically unable to follow the directed course procedure. No penalty is to be assessed if the shooter gains no advantage.
- 4.5. The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Shooters who have a disability that keeps them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them. A procedural will be given for taking the alternative.
- 4.6. The course may designate a specific or limited number of shots to be fired during the string or stage; this is called "Shots Limited" as "Virginia Count" is in IPSC. If no set time or maximum number of shots are indicated by the course design the shooter may use the extra shots and time to better their score, this will be referred to as "Shots Unlimited".
- 4.7. The classifying stages sent to each ICORE club and used for the purpose of obtaining classification within the ICORE organization must be set up exactly to the specified dimensions. Since these stages are used worldwide to find proper classes for ICORE shooters, they must be set up identically.
- 4.8. Steel poppers should be painted before each shooter starts the course of fire.

## 5. EQUIPMENT

- 5.1. All firearms used in ICORE matches must be revolvers with a .32 magnum caliber or greater. (See Rule 14 concerning ICORE RIMFIRE.)
- 5.2. All firearms and related equipment must be in a sufficiently safe condition. All firearms are subject to inspection and approval by the Match Director or Range Officers.
- 5.3. Ammunition must produce a minimum power factor of 120. All competitors may be tested for minimum power factor at any ICORE match. Six rounds will be collected from each competitor at random during the match and at least one of those six must equal or exceed a 120 power factor when shot over a chronograph through the competitor's firearm. A seventh round may be collected and weighed to accurately determine bullet weight. "FAILING TO MAKE CHRONO" will result in 360 seconds being added to a competitor's score.
- 5.4. ICORE requires a holster that will securely hold the firearm. The holster must cover the trigger guard area. Holsters must be attached to the gun belt. The heel of the butt of the gun is not allowed below the bottom of the belt. (An exception shall be duty rigs and single action rigs.) Tie downs are allowed on single action rigs only. The Match Director may require a "holster test". With the gun/belt/holster assembly attached to the tester's waist, the revolver must be retained in the holster when the tester hops. During this hop, both of the tester's feet must clear the ground, the tester's heels must clear the ground by at least 3 inches and the tester may not hold or touch the revolver. All retention devices on the holster used to pass the holster test must be similarly engaged at the start of every course of fire.
- 5.5. ICORE requires a belt sufficiently strong enough to hold the holster and loaders in a safe manner. The belt is to be worn about the waist. Women may wear theirs at hipbone level.
- 5.6. ICORE requires sufficient loaders and loader holders as necessary to complete the stage at hand. The holders must be attached to the gun belt. The shooter may do his or her initial loading from pockets prior to beginning the course of fire. However, during the course of fire all reloads must come from the belt, unless otherwise directed by the course of fire or at the direction of the Match Director or Range Officers. During the course of fire, the shooter may safely retrieve any ammunition that has been dropped.

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- 5.7. A revolver must compete in the Open Division if it has one or more of the following modifications:
  - 5.7.1. Compensating, venting, or metering ports of any kind.
  - 5.7.2. An optical sight including telescopic and red dot sights.
- 5.8. A revolver may compete in the Limited Division if it does NOT have any of the modifications listed in 7.7.1 and 5.7.2.
- 5.9. A revolver may compete in the Limited 6 Division if it meets the provisions of 5.8 and has the following additional requirements: (REV 12-15)
  - 5.9.1. A cylinder with only 6 chambers. (REV 12-15)
- 5.10. A Classic Division revolver is a Limited Division revolver that has the following additional requirements:
  - 5.10.1. Cylinder with only 6 chambers.
  - 5.10.2. Any barrel other than an unaltered factory barrel or an unaltered factory replacement barrel made by the revolver's manufacturer is not allowed in Classic Division. Alterations to the barrel other than what is required to safely install the barrel are not permitted in Classic Division.
  - 5.10.3. An under lug, barrel weight, grip weight, or any other modification designed to increase the weight of the revolver is not permitted in Classic Division.
  - 5.10.4. Must only use speed loaders to reload. Moon clips are prohibited.
- 5.11. A revolver may only compete in a single Division that must be declared prior to the start of competition.

## 6. TARGETS / SCORING

- 6.1. The official targets of the ICORE organization are the NRA D-1 and the NRA AP-1 targets.
  - 6.1.1. The X-ring is the 4" (10.16cm) zone in the middle of the target.
  - 6.1.2. The X-ring and the next zone constitute the A zone.
  - 6.1.3. The next is the B zone
  - 6.1.4. The balance of the target is the C zone.
  - 6.1.5. The X-ring may be used as a tie breaker or bonus zone.
  - 6.1.6. Portions of the target may be painted black to represent impenetrable hardcover.
  - 6.1.7. Portions of the scoring area may be painted or covered with an overlay to represent penetrable soft cover or a special scoring zone. Scoring area paint or overlays may be any clearly contrasting color except white.
  - 6.1.8. Hardcover, soft cover and special scoring zone marking shall not be used simultaneously on a single target.
  - 6.1.9. Scoring zone perforations on the D-1 and the scoring zone lines on the AP-1 shall always be used to determine the bullet score regardless of paint or soft cover boundaries.
  - 6.1.10. A target may also be painted white or taped with a large black X of 1 inch (2.5 cm) minimum width over the entire target to indicate a non-engageable, no-shoot target.
  - 6.1.11. Whichever types of targets are used in a course of fire must remain the same throughout the entire match for every competitor.
  - 6.1.12. The NRA D-1 and NRA AP-1 are NOT interchangeable. The NRA AP-1 target may NOT be used for classifiers.

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- 6.1.13. For plates the top of the plate is at 4' 6" (1.21 m) from the ground. The top of 18" X 24" (45.72 cm x 60.96 cm) rectangles are at 5' (1.52 m) from the ground.
- 6.1.14. Those targets set at "ground" level must have the bottom of the target within 12" (30 cm) of the ground.
- 6.2. Standard height for paper means the top of the target is set at 5' 6" (1.67 m) from the ground.
- 6.3. Hard cover is defined for scoring purposes, as an impenetrable barrier placed closely to and partially in front of a shoot target, or a target with impenetrable portions painted black.
  - 6.3.1. Any rounds passing through hard cover into the shoot target will be scored as a miss.
  - 6.3.2. Any round passing only partially through the hard cover and through the shoot target will be considered as a hit.
  - 6.3.3. Both shoot targets and no shoot targets are considered impenetrable. A full diameter hole in either, made by a shot subsequently striking a shoot or no shoot target downrange will be scored as a miss on the down range target. If the down range target is a no shoot target, no penalty is incurred. (Note: If the RO cannot determine which hits on the down range target are the results of a shoot through, more hits on the down range target than what were shot through a target or hard cover, the shooter is given the higher score.)
  - 6.3.4. Soft cover may be placed in front of the scoring target or attached to the scoring target as an overlay or painted area.
- 6.4. No-shoots are targets that are indicated as a non-engageable target. Only full bullet diameter hits will count as a penalty.
- 6.5. Scoring is done on a "total time" basis. The accumulated time of all runs, plus target hits, plus penalties equals total time. That will be the score.
  - 6.5.1. On the D-1 and AP-1 targets, A zone hits add zero (0) seconds.
  - 6.5.2. B zone hits add 1 second.
  - 6.5.3. C zone hits add 2 seconds.
  - 6.5.4. If a hit touches the perforation on the D-1 or the scoring zone line on the AP-1, the shooter is given the better score.
  - 6.5.5. Targets that disappear completely during the course of fire are only susceptible to miss penalties and will not incur penalties for failure to engage.
  - 6.5.6. Moving targets that have some portion of the scoring area remaining visible are susceptible to both miss and failure to engage penalties.
  - 6.5.7. Steel targets are scored as a simple hit or miss.
  - 6.5.8. Knockdown targets must be knocked down to score as a hit.
- 6.6. The following penalties may be assessed during scoring:
  - 6.6.1. Miss - 5 Seconds
  - 6.6.2. Hitting No Shoot - 5 Seconds per hit if the hole is a full bullet diameter inside the edge of No-Shoot.
  - 6.6.3. Premature Start - 5 Seconds
  - 6.6.4. Foot Fault - 5 Seconds
  - 6.6.5. Failure to Engage (FTE) - 5 seconds per required target engagement that was omitted.
    - 6.6.5.1. FTE shall not apply for any steel target not engaged due to hitting Stop Plate out of order on a standing steel-only stage.

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- 6.6.5.2. FTE shall not apply for any target not engaged due to Par Time expiration.
- 6.6.6. Procedural - 5 Seconds, unless significant advantage is gained, then a competitor will be assessed one procedural penalty per shot fired. (REV 7-16).
- 6.6.7. Extra Hit - 5 Seconds (Shots Limited)
- 6.6.8. Extra Shot - 5 Seconds (Shots Limited)
- 6.6.9. Overtime Shot - 5 Seconds for each shot that is 0.31 second or greater than the fixed time will be scored as an overtime penalty. If Bonus scoring is used, then one Bonus point will be lost in addition to the overtime penalty for each overtime shot. (REV 7-16)
- 6.6.10. Failure to hit a Stop Plate - 30 Seconds
- 6.7. It is the Range Officer's responsibility to insure that scoring for his stage is done properly.
  - 6.7.1. Each shooter is responsible for signing his score sheet after he has reviewed it for completeness and accuracy. This will be either through a signature/ initials on paper or may be by selecting an electronic alternative of the same. This will be the final act in accepting, for the record, the shooter's official score. Local matches may require the shooter to sign their score sheet. (REV 12-15)
  - 6.7.2. Electronic scoring is allowed at ICORE events. Use of electronic scoring at State, Regional, National, or International matches must be approved by that region's representative. (REV 12-15)
  - 6.7.3. Once a shooter's score has left the control of the original scorekeeper and Range Officer, only the Range Master can approve changes to the score. Other Range Officers or staff may not make any changes without first receiving Range Master approval. (REV 12-15)
  - 6.7.4. If electronic scoring is approved for use at a State, Regional, National, or International match, a paper handwritten record of the official score will also be kept. This duplicate will be signed/ initialed by both the scorekeeper and shooter. The handwritten paper copy will be the official stage score of the shooter. A copy of this paper score will also be offered to the shooter to keep as his personal copy of the original. (REV 12-15)
  - 6.7.5. If an original score is lost or missing, the shooter's copy, if acceptable by the Range Master, will be used. If the competitor's copy is unavailable, the competitor will be required to reshoot the stage. If the Range Master finds that a reshoot is not possible, the shooter will be awarded all penalties for misses, failure to engage, and any other procedural penalties appropriate for the stage. (REV 12-15)
  - 6.7.6. International matches will have scores posted within 1 hour of each day's session end. (REV 12-15)
- 6.8. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.
- 6.9. If at any time a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor will be scored his/or her time and hits for the course of fire until the breakage, and awarded ALL penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string.
- 6.10. If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (IE. barrel blockage, firearm breakage, etc.), the competitor will be awarded penalties as described in Rule 6.9 for that string. If additional strings are required to complete the course of fire, the competitor may finish the required strings if repairs or replacement can be affected within 30 minutes. If the competitor cannot effect repairs or replacement within 30 minutes, penalties are awarded as described in Rule 6.9 for each remaining uncompleted string.
- 6.11. In the event of breakage, a competitor may complete the match with an "equivalent" revolver after receiving express permission from the Match Director to make the substitution.
  - 6.11.1. Any change in ammunition may be checked to assure it meets minimum standards.

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## 6.12. Calibration of Poppers

- 6.12.1. The Match Director and/or Range Master must designate a specific supply of ammunition and a specific handgun(s) to be used as official calibration tools prior to the start of the match.
- 6.12.2. It is the responsibility of the Match Director and/or Range Master to ensure the designated calibration handgun and ammunition do not exceed a power factor of 120.
  - 6.12.2.1. The power factor should be determined from an average of 3 bullets using the declared bullet weight.
- 6.12.3. Once the designated handgun and ammunition have been approved by the Match Director and/or Range Master for use by themselves or Range Officers, they are not subject to challenge by competitors.
- 6.12.4. Prior to commencement of a match, all steel poppers should be calibrated to fall when hit within the calibration zone. The calibration zone is the continuation of the radius determined by the widest circular portion of the popper. (See Illustration 2, Popper Calibration Zones)
  - 6.12.4.1. The shot should be fired from the shooting location in the course of fire farthest from the popper being calibrated.
  - 6.12.4.2. The popper must not be engaged at an angle greater than 45 degrees.
- 6.12.5. Calibration Challenges
- 6.12.6. If, during a course of fire, a popper does not fall when hit within the calibration zone, a competitor has three alternatives:
  - 6.12.6.1. The popper is shot again until it falls. No further action is required and the course of fire is scored as shot.
  - 6.12.6.2. The popper is left standing but the competitor does not challenge the calibration. No further action is required and the course of fire is scored as shot, with the subject popper scored as a miss.
  - 6.12.6.3. The popper is left standing and the competitor challenges the calibration.
    - 6.12.6.3.1. The popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored as shot. If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, a reshoot must be ordered, and is mandatory.
  - 6.12.6.4. In the absence of any interference, or problem with a target mechanism, the calibration test of the subject popper should be done from as near as possible to the point from where the competitor shot the popper.
  - 6.12.6.5. The following will apply:
    - 6.12.6.5.1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.
    - 6.12.6.5.2. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.
    - 6.12.6.5.3. If the first shot fired by the calibration officer hits above the calibration zone,

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the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire once the popper has been recalibrated.

- 6.12.6.5.4. If the first shot fired by the Range Officer misses the popper altogether, another shot must be fired until one of the above occurs.
- 6.12.7. Unlike Poppers, metal plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit but fails to fall or overturn, the Range Officer shall declare range equipment failure and order the competitor to reshoot the course of fire, after the faulty plate has been rectified.
  - 6.12.7.1. A plate that has been hit multiple times and falls or overturns before a Range Officer can stop the competitor, will be scored as hit and there will be no reshoot issued.
    - 6.12.7.1.1. Metal scoring targets must, if hit, be painted after each competitor. An inadvertent failure to paint one or more targets prior to a competitor's attempt at the course of fire shall not be grounds for a reshoot.

## 7. PROTESTS

- 7.1. Competitor protests regarding scoring and/or Range Officer's decisions must be made verbally, first to the Range Officer in charge of the stage, then to the Range Master, or the Match Director if there is no Range Master.
  - 7.1.1. If no consensus can be reached, a written protest along with a protest fee of double the normal match fee or \$100, whichever is less, must be submitted to the Match Director within one hour of the verbal protest.
  - 7.1.2. The Match Director will choose an Arbitration Committee. It will consist of one Match Official and two competitors. The competitors picked for the Arbitration Committee must be of the same or less class than the protester.
    - 7.1.2.1. The Match Director, Range Master, and the involved Range Officer cannot be on the Arbitration Committee.
    - 7.1.2.2. The Committee's decision must be made before final match scores are posted.
    - 7.1.2.3. The Committee's decision must be in writing and is final.
    - 7.1.2.4. If the protester prevails, the fee is refunded, if not, the Match Director keeps the fee.
      - 7.1.2.4.1. All written protests and written decisions, whether won or lost, should be sent to the Rules Director within 60 days.
- 7.2. If a shooter has a protest he is not to sign the score sheet.

## 8. RESHOOTS

- 8.1. Reshoots are mandatory under the following circumstances:
  - 8.1.1. Range equipment malfunction.
  - 8.1.2. If a Range Officer mistakenly stops a shooter for a suspected safety problem and the problem was not real. Safety concerns that are not of the shooter's doing will also be grounds for a reshoot.
  - 8.1.3. When the Stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored.
  - 8.1.4. When the Range Officer and the Match Director concur on special circumstances for granting a reshoot, if the reason is not otherwise covered elsewhere in the rules.
  - 8.1.5. When a competitor is ordered to reshoot a course of fire based on the decision of a popper calibration

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- challenge (See Rule 10).
- 8.1.6. When all targets are not taped, restored and reset prior to the competitor starting the course of fire.
  - 8.1.7. If an original score is lost or missing and the shooter's copy is unavailable, then the shooter will be required to reshoot the stage (See Rule 6.7.5). (REV 12-15)

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## 9. CLASSIFICATIONS

For the purposes of ICORE classification, the following scale will be used for Open, Limited, Limited 6, and Classic Divisions:

<b>95% to 100%</b>	<b>Grand Master (GM)</b>
<b>85% to 94.999%</b>	<b>Master (M)</b>
<b>75% to 84.999%</b>	<b>A</b>
<b>60% to 74.999%</b>	<b>B</b>
<b>45% to 59.999%</b>	<b>C</b>
<b>0% to 44.999%</b>	<b>D</b>

- 9.1. Percent calculations are rounded down to 3 decimals.
- 9.2. ICORE classification will be determined from the average score of the three best classifiers on record. To become ICORE classified in Limited, Limited 6, Open, or Classic division, four (4) classification stages must be shot and submitted for each division. The absolute top score will be disregarded for classification purposes. A classification in either Limited or Limited 6 will be used for both divisions. (REV 12-15)
- 9.3. Classifications will be reviewed on an annual basis and your classification depends on your membership being current.
- 9.4. If adequate classifiers are shot, an ICORE member may maintain distinct classification(s) in Limited, Open, Limited 6 and Classic Division. (REV 3-16)
- 9.5. A member retains the highest classification the member has earned.
  - 9.5.1. Anyone can request a move up or down in the classification system. The request should be submitted to the ICORE Statistician with a supporting letter from a club officer or range officer. It will be considered based on the scores over the past twelve (12) months.
  - 9.5.2. Only one requested move will be honored per year.
  - 9.5.3. An ICORE member may also request a review of someone else's classification.
- 9.6. A member's ICORE classification may reflect finishes in ICORE sanctioned larger matches.
- 9.7. At the match director's discretion, the Lewis Scoring System may be used at all ICORE sanctioned events, particularly at ICORE regional matches. ICORE's version of the Lewis System assigns a class to each shooter in a match after the match is completed and all final scores are tallied. The 100% performance mark will be the top Open and/or the top Limited shooter's time for the match. Shooters who shoot between 95% and 100% of the 100% performance mark are assigned to Grand Master class. Shooters who shoot between 85% and 94.999% of the 100% performance mark are assigned to Master class. Shooters who shoot between 75% and 84.999% of the 100% performance mark are assigned to "A" class, and so on through the remaining classes. If the Lewis System is not used, a separate class for unclassified shooters must be used and all shooters in this class will shoot "heads up". (Note: ICORE intends that the Lewis System only be used at a match where there are a high percentage of unclassified shooters.)
- 9.8. Current ICORE membership shall be required to participate in any Regional or higher sanctioned ICORE match such as the IRC.

# ICORE RULE BOOK

- 9.8.1. ICORE membership may not be required to participate in a local or state level ICORE match.
- 9.9. Current ICORE membership shall be required to claim ICORE provided prizes and/or money from the prize table of any ICORE sanctioned event.

## 10. ICORE RIMFIRE

- 10.1. ICORE Rimfire matches can be run separately or in concurrence with standard ICORE Matches.
- 10.2. ICORE Rimfire matches conducted in concurrence with a standard ICORE match will have scores easily distinguishable from the standard ICORE match scores.
- 10.3. ICORE Rimfire matches conducted in concurrence with a standard ICORE match can have unique start positions and stage descriptions. These unique stage descriptions will specify any special scoring considerations for the stage, e.g., falling steel and movers.
- 10.4. All existing ICORE Rules will apply with the following exceptions:
  - 10.4.1. Rules 5.1 and 5.3 do not apply to Rimfire Division. Holsters and loader holders are not required.  
**(REV 6-7-17, CORRECTED REV 7-16 ERROR)**
  - 10.4.2. Rule 9 regarding shooter classifications. Shooters in ICORE Rimfire matches are to be placed in one class, or “heads up”.
  - 10.4.3. Rimfire shooters will not be classified per Rule 9, and no classification scores are to be submitted.

## 11. DEFINITIONS

- 11.1. Cold Range - All firearms will be unloaded unless told to do so by the Range Officer at the start of a course of fire. Firearms may only be handled in designated SAFE AREAS. Absolutely NO ammunition or dummy rounds may be handled in safe area.
- 11.2. Unsafe Gun Handling - Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, and any other actions deemed unsafe by the match staff.
- 11.3. Free style - Being the shooter's choice, generally standing supported, kneeling, or prone, etc., firing position.
- 11.4. Strong hand - In the case of a right handed person this would mean their right hand only, unsupported by their opposite hand. Drawing, reloading, or clearing malfunctions may be done with the assistance of the weak hand.
- 11.5. Weak hand - In the case of right handed person this would mean their left hand only, unsupported by their opposite hand. Draws must be done using the strong hand, the firearm will then be transferred to the weak hand and firing may commence. Drawing, reloading, clearing malfunctions or re-holstering may be done with the assistance of the strong hand.
- 11.6. Kneeling - Having a minimum of one knee on the ground.
- 11.7. Prone - Body horizontal to the ground.
- 11.8. Power Factor - Equals bullet weight in grains multiplied by velocity in feet per second divided by 1000.
- 11.9. Soft Cover - A penetrable vision barrier through which shots may pass and be scored on a shoot target.
- 11.10. No-shoots - A target that is indicated as a non-engageable target.

# ICORE RULE BOOK

## 12. ICORE RULE CHANGE SYSTEM

ICORE is, and must be, an organization driven by the membership. This is particularly important regarding the rule book, which used to be the sole responsibility of the Board of Directors. Now any member can submit rule changes.

To submit a rule change, follow the procedure below:

Copy the form from the back of the rule book, fill out the copy and forward it to the Rules Director. The Rules Director will review it and return an initial response as to whether the proposal will be submitted to the BOD for a review/vote.

If the Rules Director determines that the proposal warrants submitting to the BOD, the Rules Director will forward it, along with his or her recommendation regarding the rule change. Upon action by the BOD, the Rules Director will inform the initiator of the BOD's decision, and if necessary, notify the membership as to the new or revised rule.

ICORE

Attn: Rules Director  
P.O. Box 6898  
Los Osos, CA 93412

### CLOSING REMARKS

The sport of firearm competition is a challenging arena in which different skills may be acquired and honed. Each member is responsible for their own behavior and should contribute to the general safety and enjoyment of other shooters. The intent of this handbook, as stated at the beginning, is to provide a basis for safety, fairness, and fun in competition. As a member of ICORE your intent should be the same. We want to encourage people to remain in the sport. We want to interest others in joining the game.

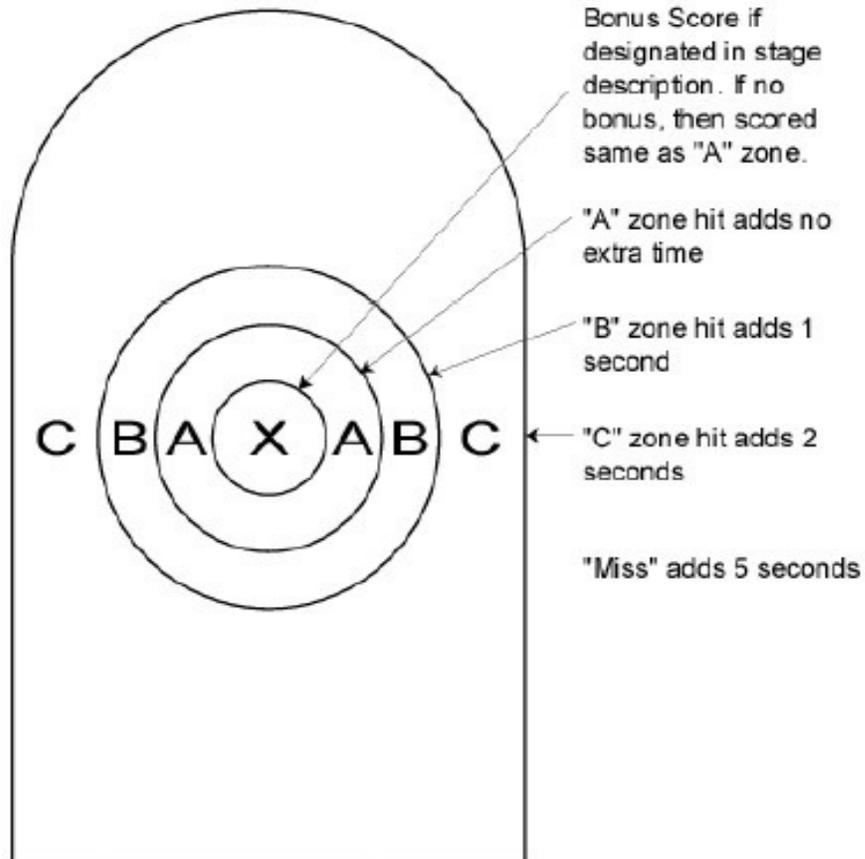
As always, DVC to you and yours.

# ICORE RULE BOOK

*Illustration 1: NRAD and AP-1 Target Scoring*

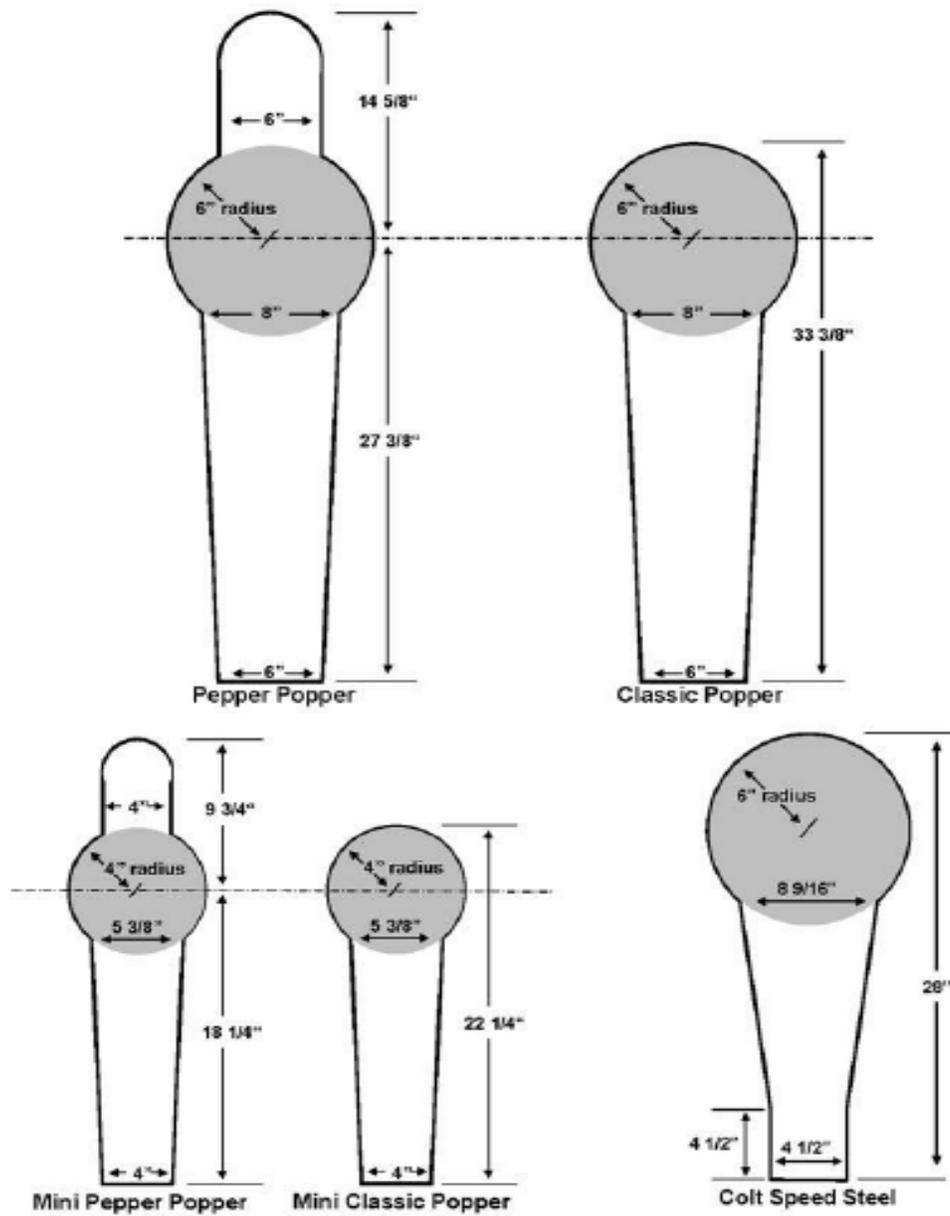
## ICORE Scoring for NRA D-1 Target

Bullet holes that touch the perforation on a Shoot target count for the higher score.  
Bullet holes on a No-Shoot must be a FULL BULLET DIAMETER to incur the penalty.  
Holes in non-scoring areas must be a FULL BULLET DIAMETER to incur the miss.



# ICORE RULE BOOK

*Illustration 2: Popper Calibration Zones*



# ICORE RULE BOOK

## *Illustration 3: ICORE Rule Modification Proposal Form*

Rule Number: \_\_\_\_\_ Proposal No. \_\_\_\_\_

Date Proposal Sent to Rules Director: \_\_\_\_\_

Initiated By: \_\_\_\_\_ Member # \_\_\_\_\_ Phone: \_\_\_\_\_

Email: \_\_\_\_\_

**The rule currently reads:**

**Undesired Effect:**

**Proposed solution. Modify the rule to read:**

**Desired Effect:**

For Board Use

Returned to Initiator: \_\_\_ YES \_\_\_ NO Date \_\_\_\_\_

Submitted to BOD: \_\_\_ YES \_\_\_ NO Date \_\_\_\_\_

Accepted: \_\_\_ YES \_\_\_ NO Date \_\_\_\_\_

Modified/Amended: \_\_\_ YES \_\_\_ NO Date \_\_\_\_\_

Effective Date: \_\_\_\_\_

Comments:

Name: \_\_\_\_\_