



2018 NEW ENGLAND REGIONAL CHAMPIONSHIP



International Confederation of Revolver Enthusiasts

2018 New England Regional Revolver Championship

JULY 28, 2018

Stages

Please find below the 8 stages. We reserve the right to alter the stages prior to the match. All stages are not to scale.

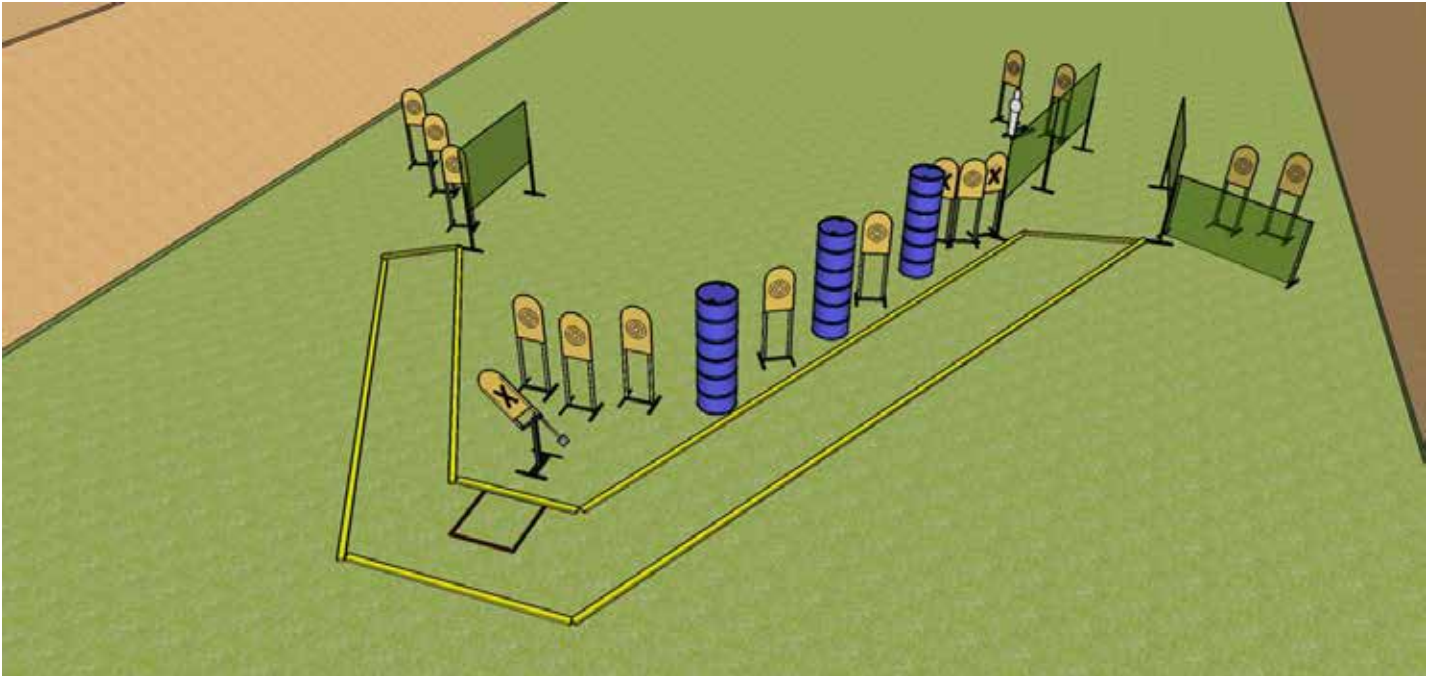
All information provided here in is current as of the publication of this material. All announcements made on the day of the event will take precedence over previously printed, published or distributed material.

Agenda

- 8:15am - 9:15am: Registration for squad 2, 3, 4, 5 at Club House
- 9:15am: Safety and briefing meeting for squad 2, 3, 4, 5 at Pistol Range
- 9:30am: Squad 2, 3, 4, 5 Start Match
- 12:30pm - 2:30pm: Lunch at Club House
- 1:00pm: Prize Table drawing at Club House
- 12:30pm - 2:15pm: Registration for squad 6,7,8 at Club House
- 2:15pm: Safety and briefing meeting for 6, 7, 8 at Pistol Range
- 2:30pm: Squad 6, 7, 8 Start Match



What's Down That Way? Designed by: Keith Bourgeois



Start Position: Standing in box at P1, facing down range. Revolver loaded and holstered, holding activator rope in strong hand.

Procedure: At start signal, activate no shoot swinger and engage T1 – T3 from Box P1 only. Enter the free fire zone and engage all other targets at they become available. Box P1 is not part of the free fire zone. Targets T1 – T3 may not be reengaged after leaving Box P1.

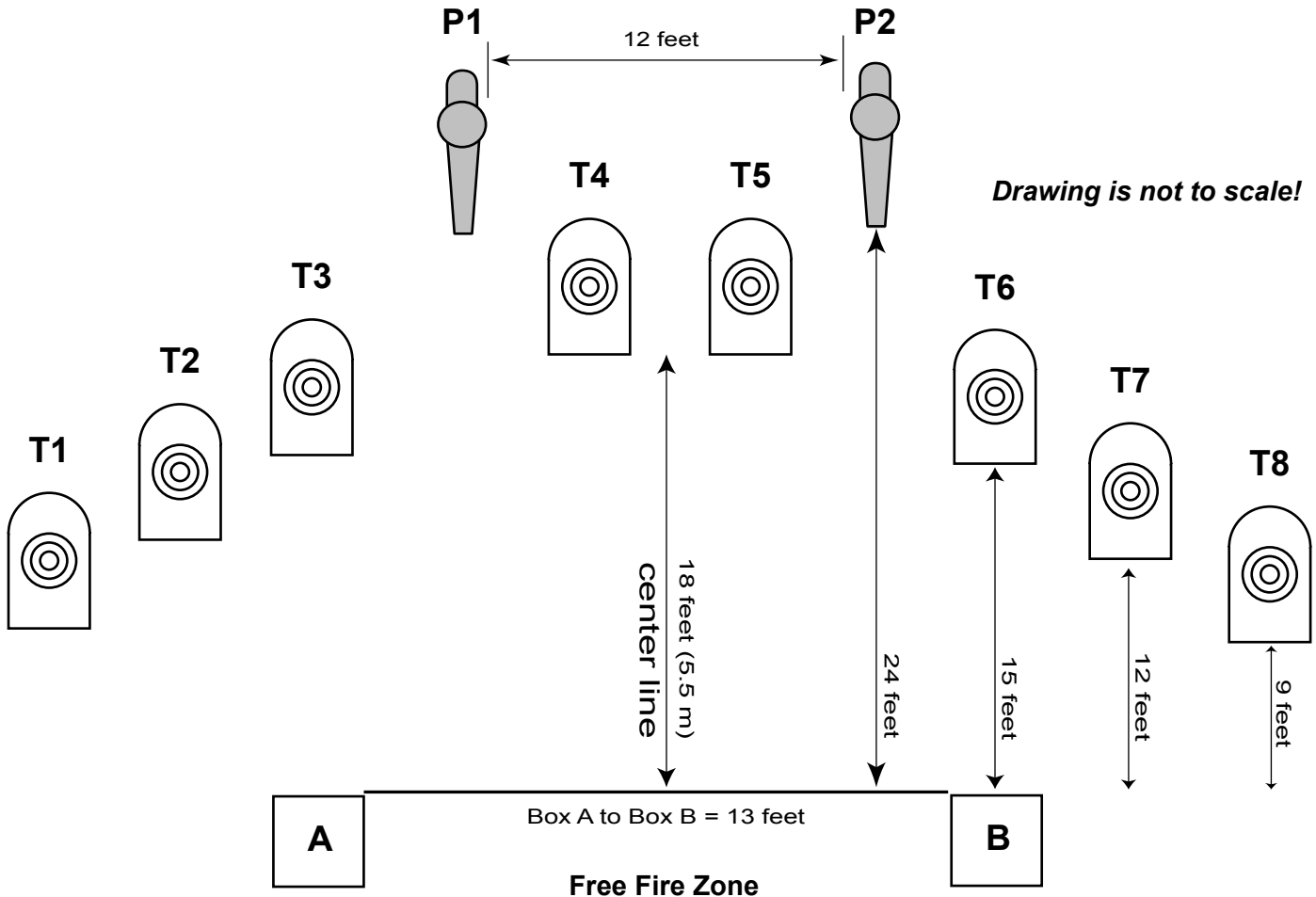
Scoring: Shots unlimited, best 2 on paper, steel must fall to score
Targets: 13 NRA D1, 1 Pepper Popper, 3 No Shoot
Rounds: 27 minimum
Start: Audible
Stop: Last Shot
Penalties: Per Current ICORE rulebook. Foot faults, procedurals, and misses are +5 Per occurrence.

Stage Setup:



In Your Face

CS-043
Designed by
Jim Gommenginger



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

Procedure: At start signal, engage T1, T2, T3 in any order from Box A OR engage T6, T7, T8 in any order from Box B. Enter the free fire zone to engage T4 and T5 and knock down P1 and P2 in any order. From the remaining box, engage the associated targets.

Scoring: Shots unlimited, best 2 on paper, steel must fall to score.

Targets: 8 NRA D-1 paper, 2 pepper poppers

Rounds: 18 minimum

Start: Audible

Stop: Last shot

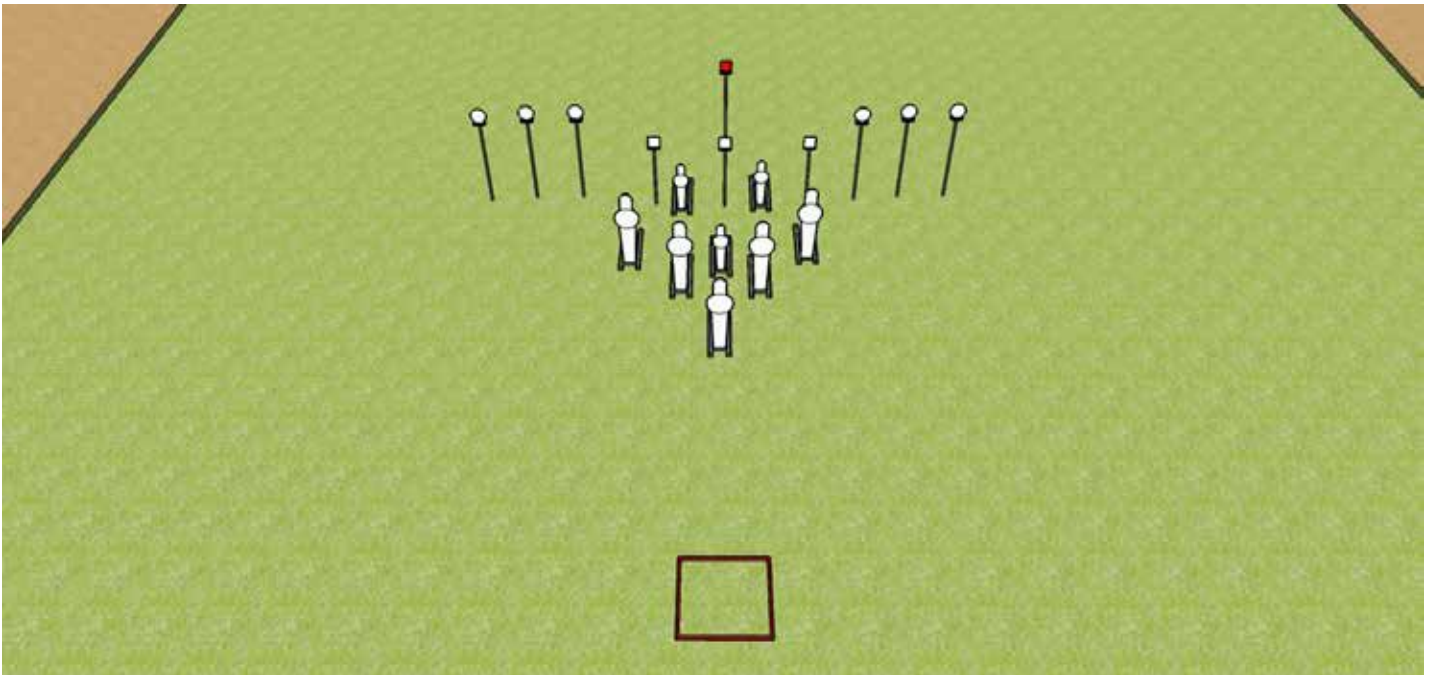
Penalties: Per the ICORE rulebook. Foot faults, procedural, and misses are +5 seconds per occurrence.

Stage Setup: Set targets T1-T8 at standard height with top of target 5.5 feet +/- 2 inches (1.65 m +/- 5 cm). Distances between targets in groups T1-T2-T3 and T6-T7-T8 = 1 foot. Distance between T4-T5 = 2 feet. Distances are from edge to edge. Shooting boxes are approximately 3 feet x 3 feet (1 m x 1 m). Box A is centered on T3, and Box B is centered on T6. The center line is midway between T4-T5 and also P1-P2.



Room for Steel

Designed by: Roger Gruschow



Start Position: Standing in box at P1, facing down range. Revolver loaded and holstered.

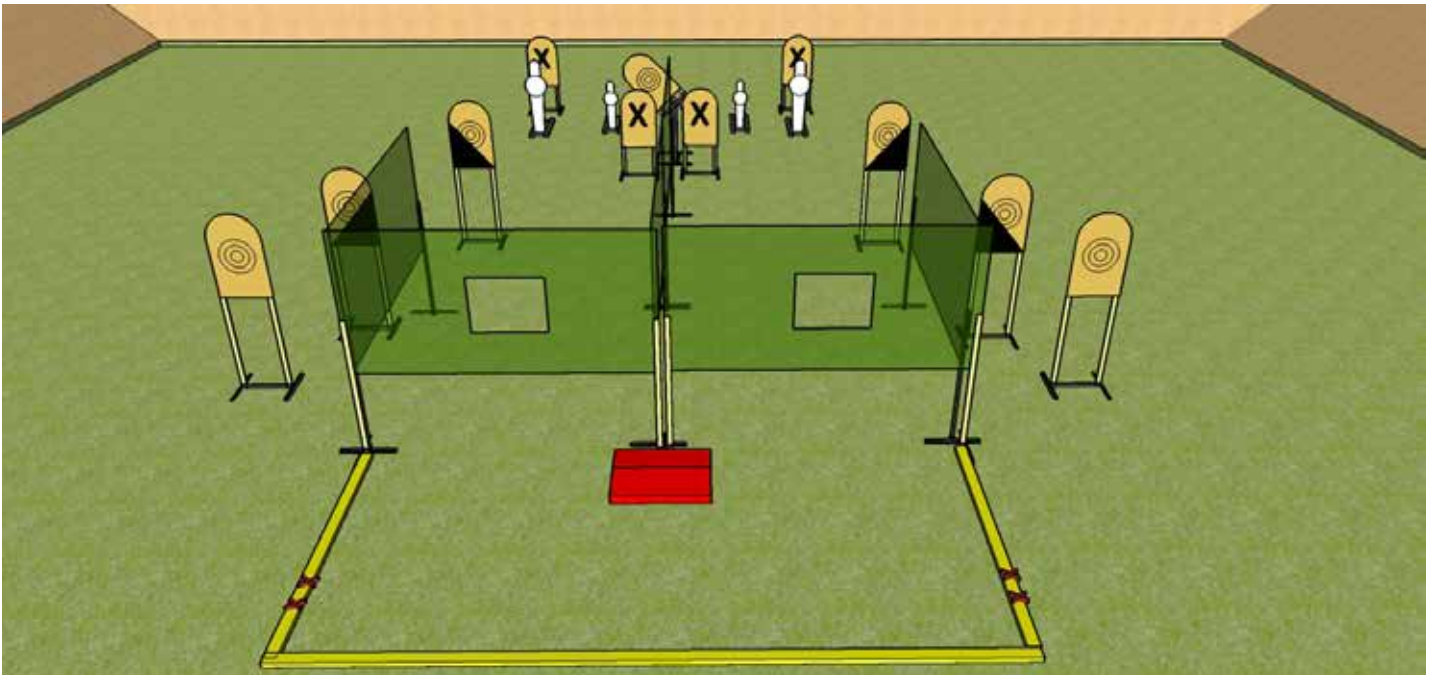
Procedure: At start signal, engage PP1 – PP5, USP 1- USP 3, Plate P1- P9 and red Stop Plate from Box P1 only.

Scoring: Shots unlimited, steel must fall to score
Targets: 5 Pepper Poppers, 3 US Poppers, 10 Steel Plates
Rounds: 18 minimum
Start: Audible
Stop: Hit on Red Stop Plate
Penalties: Per Current I-CORE rulebook. Foot faults, procedurals, and misses are +5 Per occurrence. Failure to hit stop plate +30 seconds
Stage Setup: PP1 11 yards from Box P1. Stop Plate 15 yards from box P1. Box P1 centered PP1



Symmetrical Sides

Designed by: Stuart Weaver & GCL Design Team



Start Position: Standing with toes touching either set of xx's inside of the free fire zone. Revolver loaded and holstered.

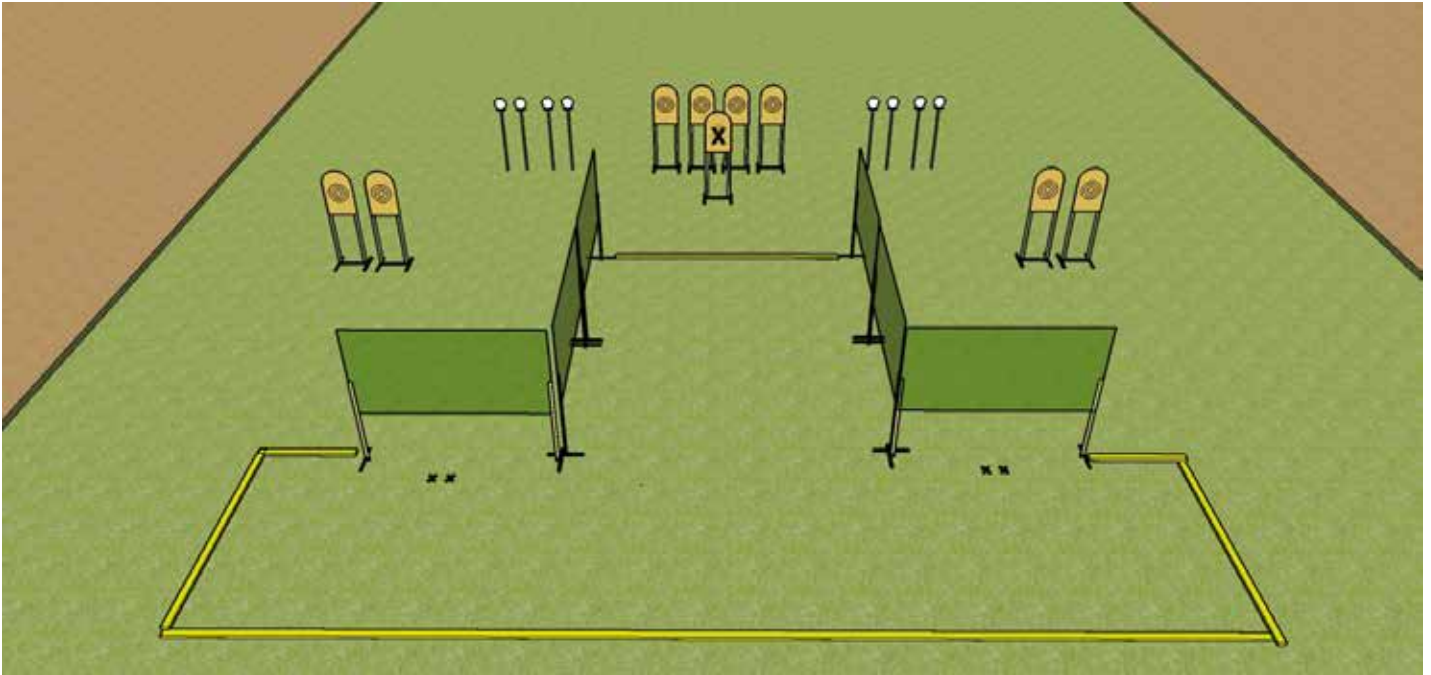
Procedure: At start signal, engage all targets from within the free fire zone.

Scoring: Shots unlimited, best 2 on paper, steel must fall to score
Targets: 7 NRA D1, 2 Pepper Poppers, 2 US Poppers, 4 No shoot
Rounds: 18 minimum
Start: Audible
Stop: Last Shot
Penalties: Per Current ICORE rulebook. Foot faults, procedurals, and misses are +5 Per occurrence.
Stage Setup: Pressure plate activates swinger S1



Speed is Everything!

Designed by: Jim Gommenginger



Start Position: Standing at either set of xx's , facing downrange inside of the free fire zone. Revolver loaded and holstered. Hands at sides

Procedure: At start signal, engage all targets from within the free fire zone.

Scoring: Shots unlimited, best 2 on paper, steel must fall to score

Targets: 8 NRA D1, 8 steel plates, 1 No shoot

Rounds: 24 minimum

Start: Audible

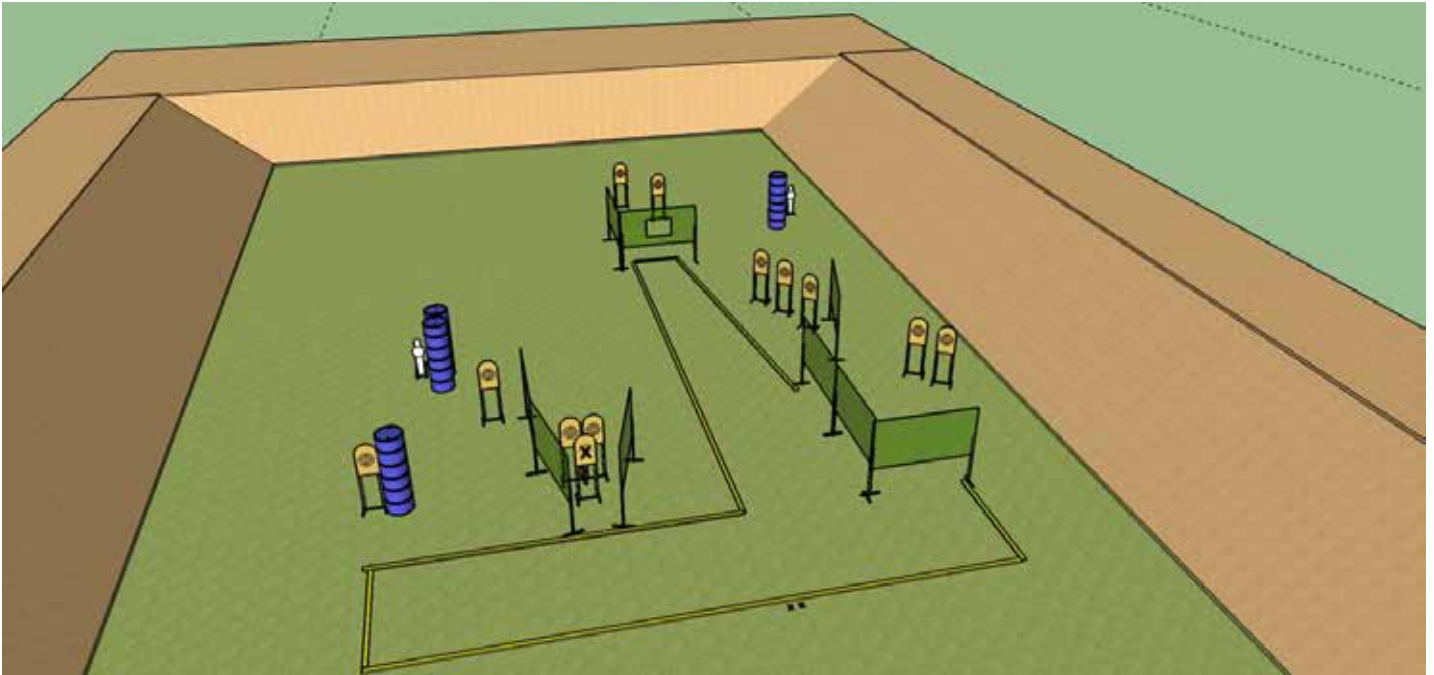
Stop: Last Shot

Penalties: Per Current ICORE rulebook. Foot faults, procedurals, and misses are +5 Per occurrence.

Stage Setup:



Alva's Bail Out Designed by: Alva English



Start Position: Standing with toes touching xx's , facing downrange, outside of the free fire zone. Revolver loaded and holstered. Hands at sides

Procedure: At start signal, engage all targets from within the free fire zone.

Scoring: Shots unlimited, best 2 on paper, steel must fall to score

Targets: 11 NRA D1, 2 Pepper Poppers, 1 No shoot

Rounds: 24 minimum

Start: Audible

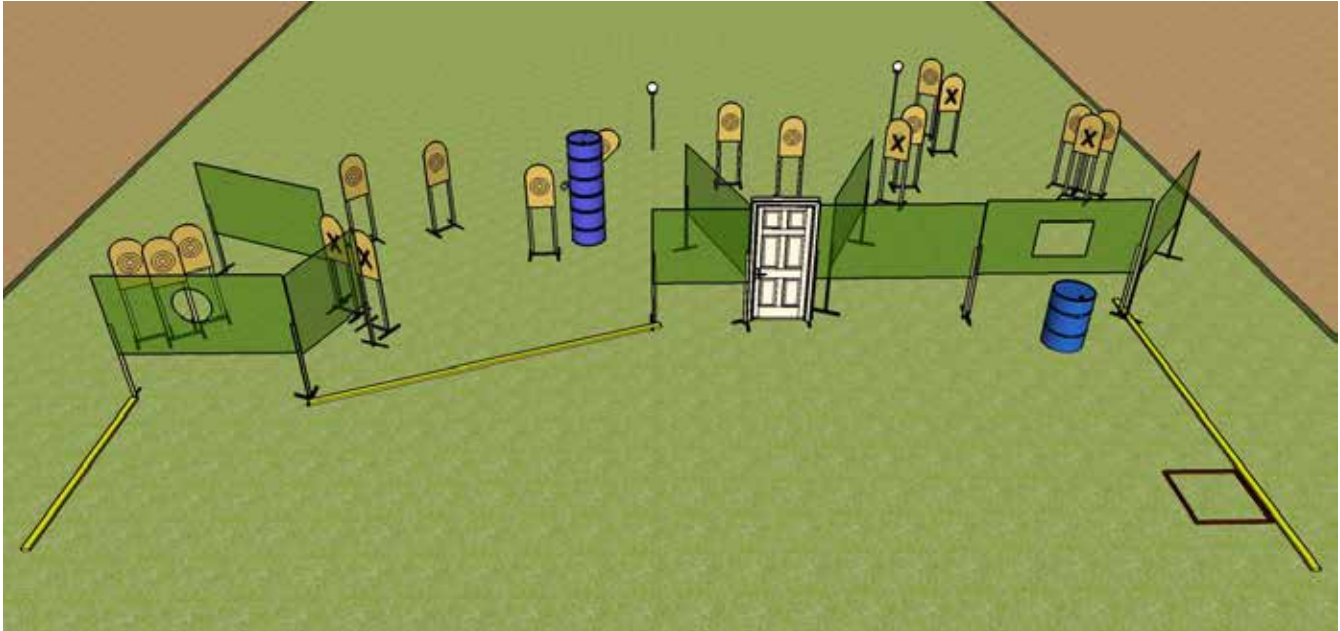
Stop: Last Shot

Penalties: Per Current ICORE rulebook. Foot faults, procedural, and misses are +5
Per occurrence.

Stage Setup:



Department of Home Defense Designed by: Harry Ramos



Start Position: Revolver loaded on top of barrel pointing down range. Shooter standing in Box A, hands relaxed at sides

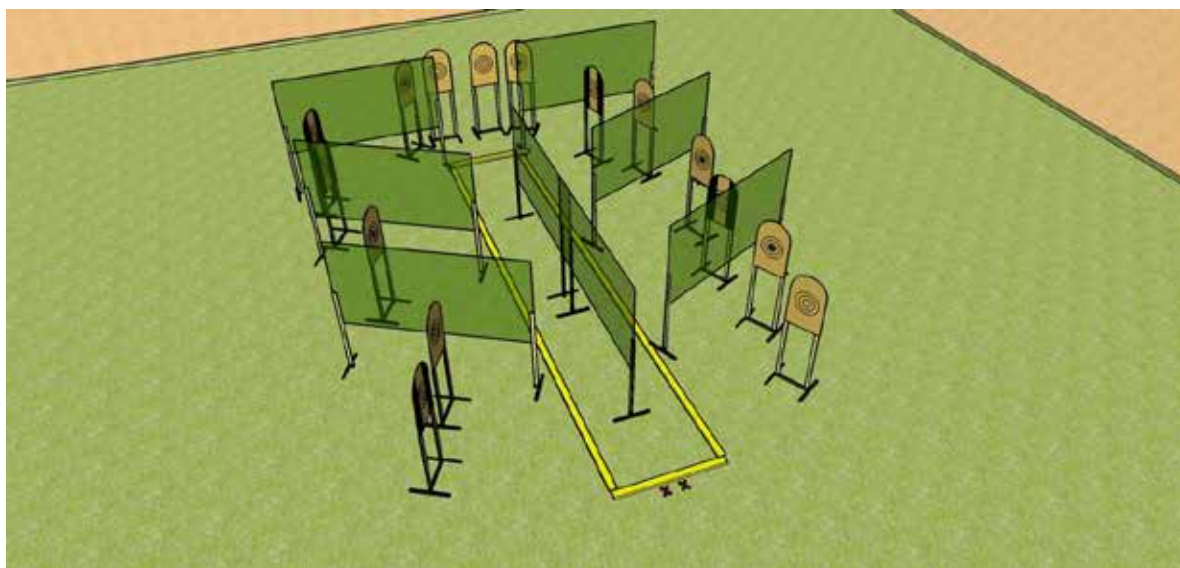
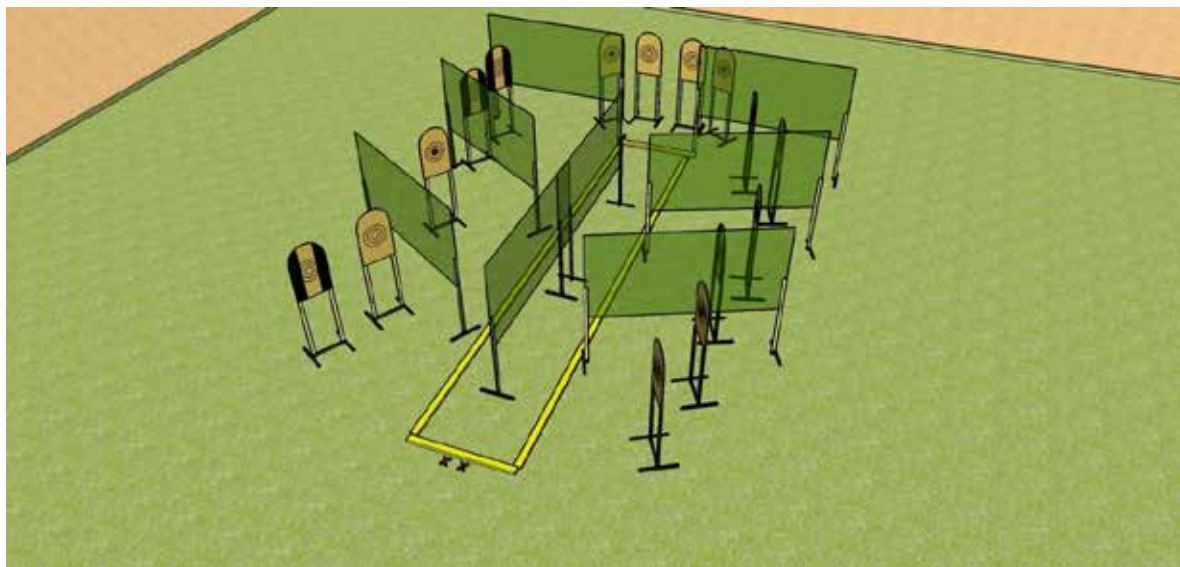
Procedure: At start signal, retrieve revolver from the barrel and engage all targets from the free fire zone. Targets T11, T12, T13 must be taken from the port and must be taken weak hand only

Scoring: Shots unlimited, best 2 on paper, steel must fall to score
Targets: 13 NRA D1, 2 Steel Plates, 5 No shoot
Rounds: 28 Minimum
Start: Audible
Stop: Last Shot
Penalties: Per Current ICORE rulebook. Foot faults, procedural, and misses are +5 Per occurrence.

Stage Setup: T1, T2, T4 are visible only through window
T3, T5, T6 are visible only through doorway
P1 visible from window or Doorway.
P2 visible from doorway and shooting area left of the doorway
T7, T8, T9 and T10 visible from Fault line, opening Door activates T7 swinger
T11, T12, T13 are visible only through Port in left most wall



3...2...1...Go! Designed by: Tim Toal & Roger Gruschow



Start Position: Standing with heels touching xx's inside the free fire zone, facing down range. Revolver loaded and holstered. Hands relaxed at sides

Procedure: At start signal, engage all targets from within the free fire zone.

Scoring: Shots Limited, best 3 on Tuxedo targets, best 2 on unmarked targets, best 1 on X ring bonus targets. X ring bonus is -1 second for each X Ring hit on marked targets

Targets: 15 NRA D1

Rounds: 30

Start: Audible

Stop: Last Shot

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

Stage Setup:

Stage 8