

# STAGE 1 SUMMER-RUN

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: 2018 SRRC

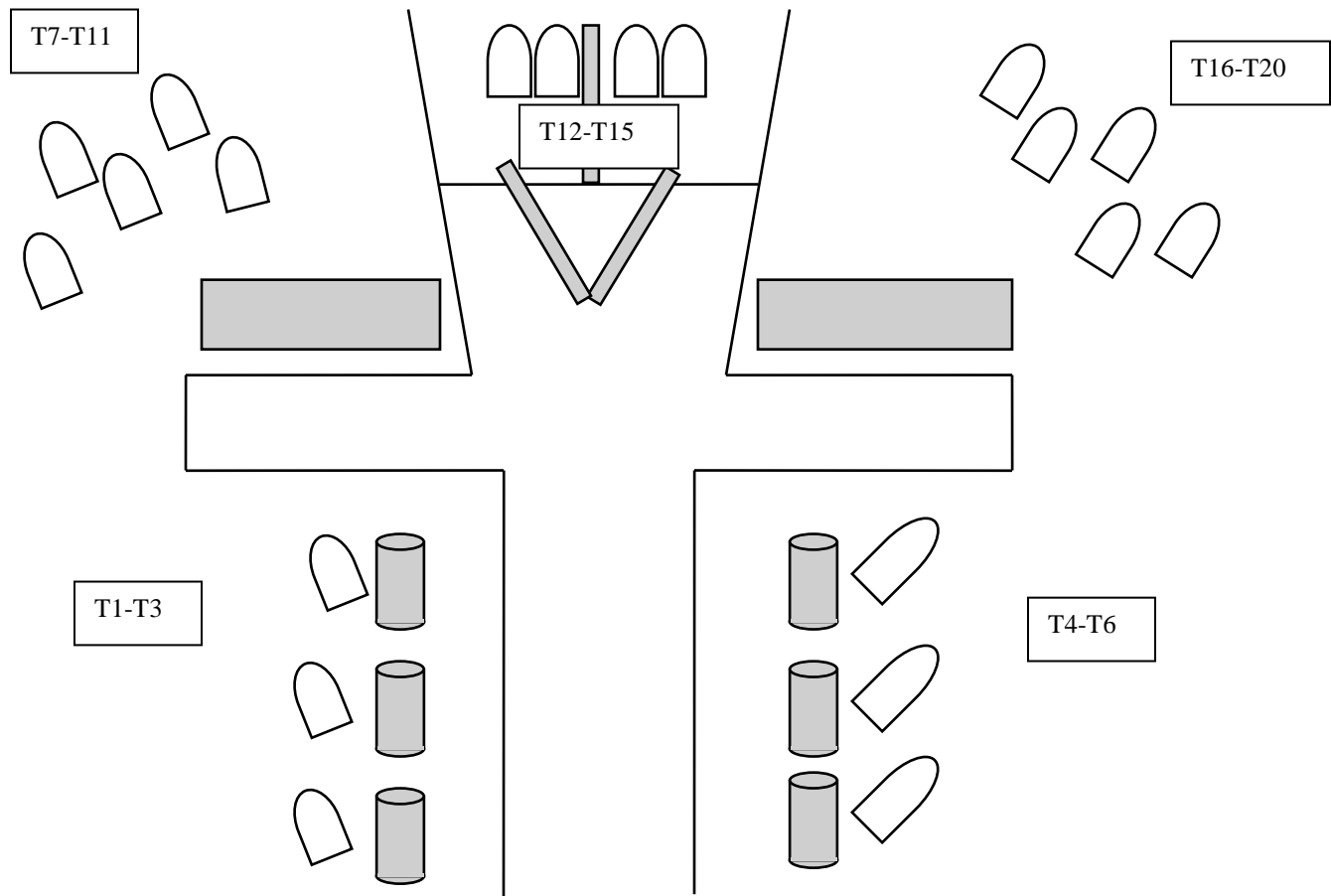
**START POSITION:** Standing outside of fault line, toes touching, facing down range.  
**Handgun loaded and holstered.**

## STAGE PROCEDURE

On signal engage T1-T6 with 1 round each as they become visible from within fault lines. Engage T7-T20 with 2 rounds each from within fault lines.

## SCORING

**SCORING:** Shots Unlimited, 34 rounds  
**TARGETS:** 20 NRA D-1 paper targets  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible, last shot.  
**PENALTIES:** As per current ICORE rulebook.



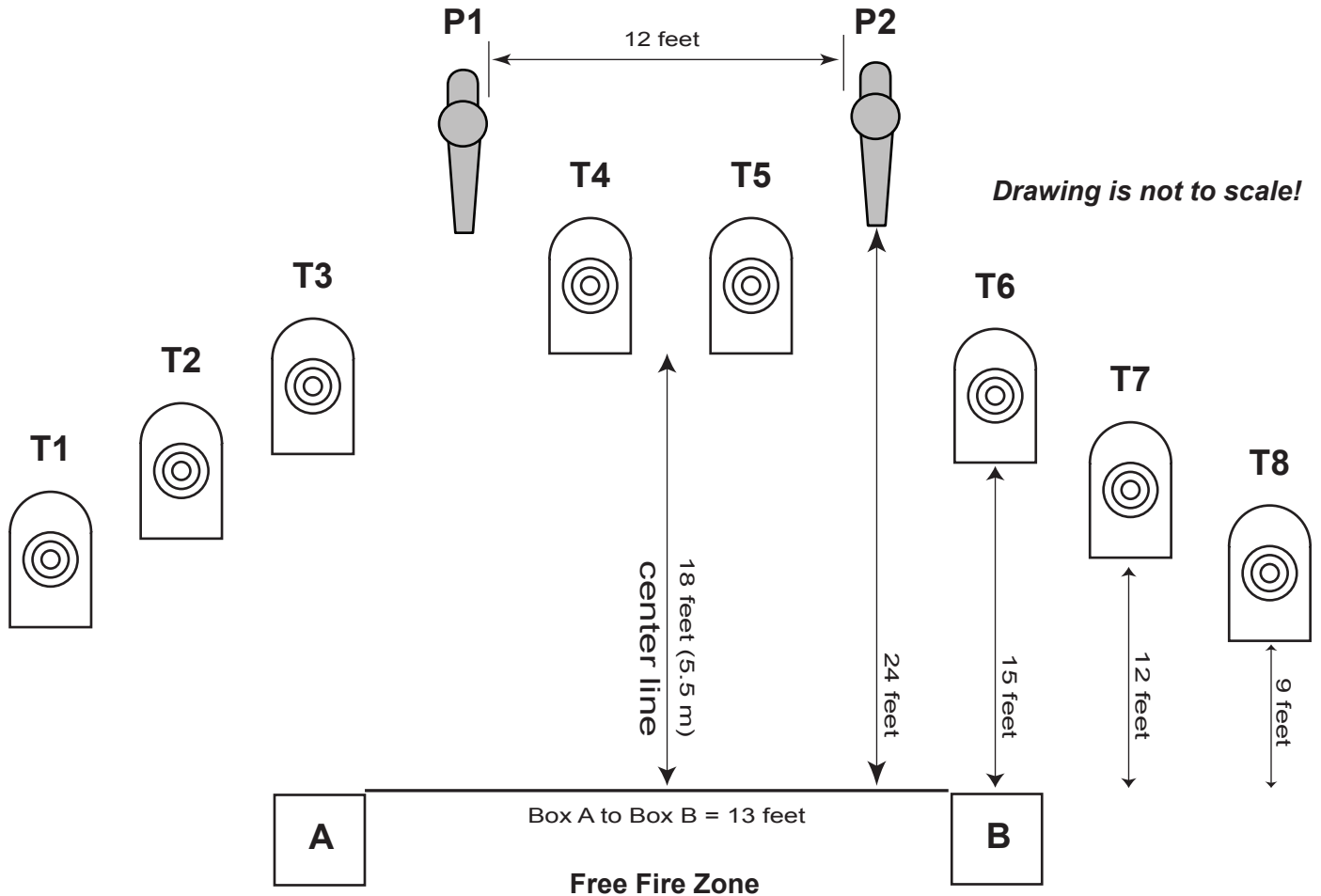
SETUP NOTES:

RO NOTE:



# 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, procedurals, 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.

# STAGE 3 SUMMER-STEEL

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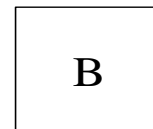
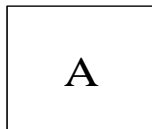
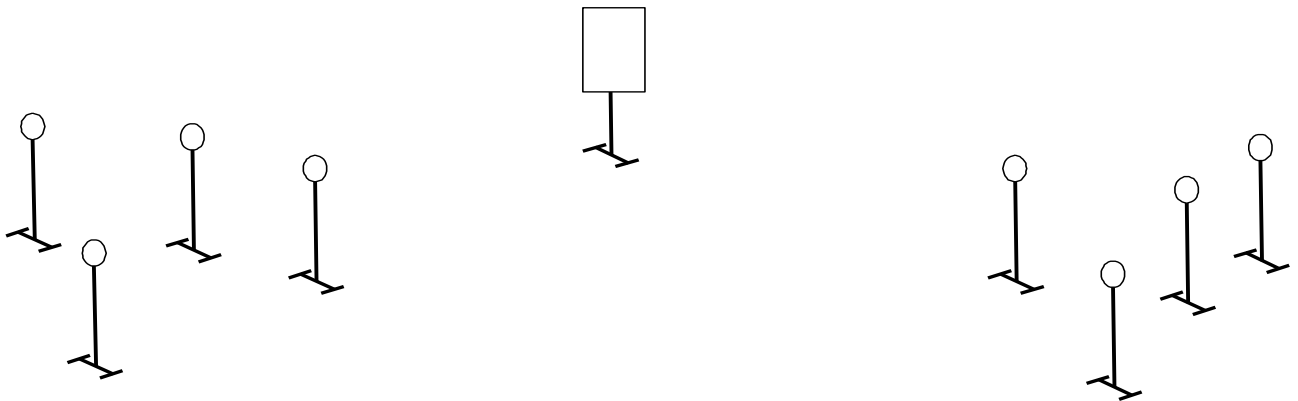
**START POSITION:** Standing in Box A or B, facing down range, wrist above respective shoulders.  
Handgun loaded and holstered.

## STAGE PROCEDURE

**String 1:** On signal, from Box A engage 4 smaller steel targets on left or from Box B engage 4 smaller steel targets on right with 1 hit each, move to remaining box and engage remaining 4 smaller steel targets. **LARGE** plate can be engaged from Box A or B with 1 hit each.  
**String 2:** Repeat String 1  
**String 3:** Repeat String 1

## SCORING

**SCORING:** Shots Unlimited, 27 rounds  
**TARGETS:** 9 ringing steel targets  
**SCORED HITS:** Ring steel  
**START-STOP:** Audible, last shot.  
**PENALTIES:** As per current ICORE rulebook.



SETUP NOTES:

RO NOTE:

# STAGE 4 SUMMER-SWINGING

RULES: ICORE Handbook, Latest Edition

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**START POSITION:** Standing On XXs, heels against back fault lines, facing down range, hands relaxed by side.  
Handgun loaded and holstered.

## STAGE PROCEDURE

Upon signal, engage targets as they become visible from within fault lines with 2 rounds each, Steel must fall to score.

PP1 activates T8 swinger, PP2 activates T9 swinger

## SCORING

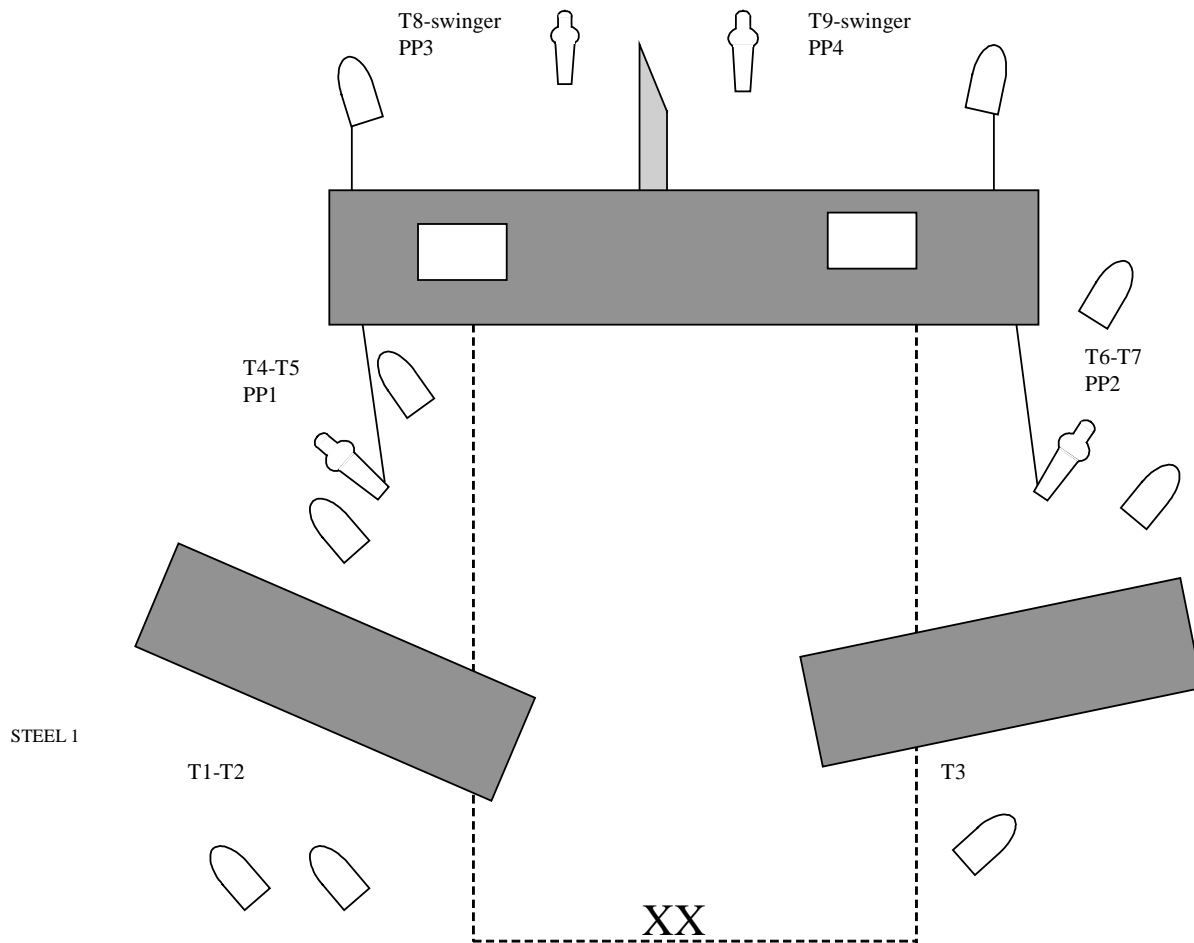
**SCORING:** Shots Unlimited, 22 rounds

**TARGETS:** 9 NRA D-1 paper targets, 4 PP

**SCORED HITS:** Best 2 on paper, steel down = 1A

**START-STOP:** Audible, last shot.

**PENALTIES:** As per current ICORE rulebook.



**SETUP NOTES:**

**RO NOTE:**

# STAGE 5 SUMMER-PORTS

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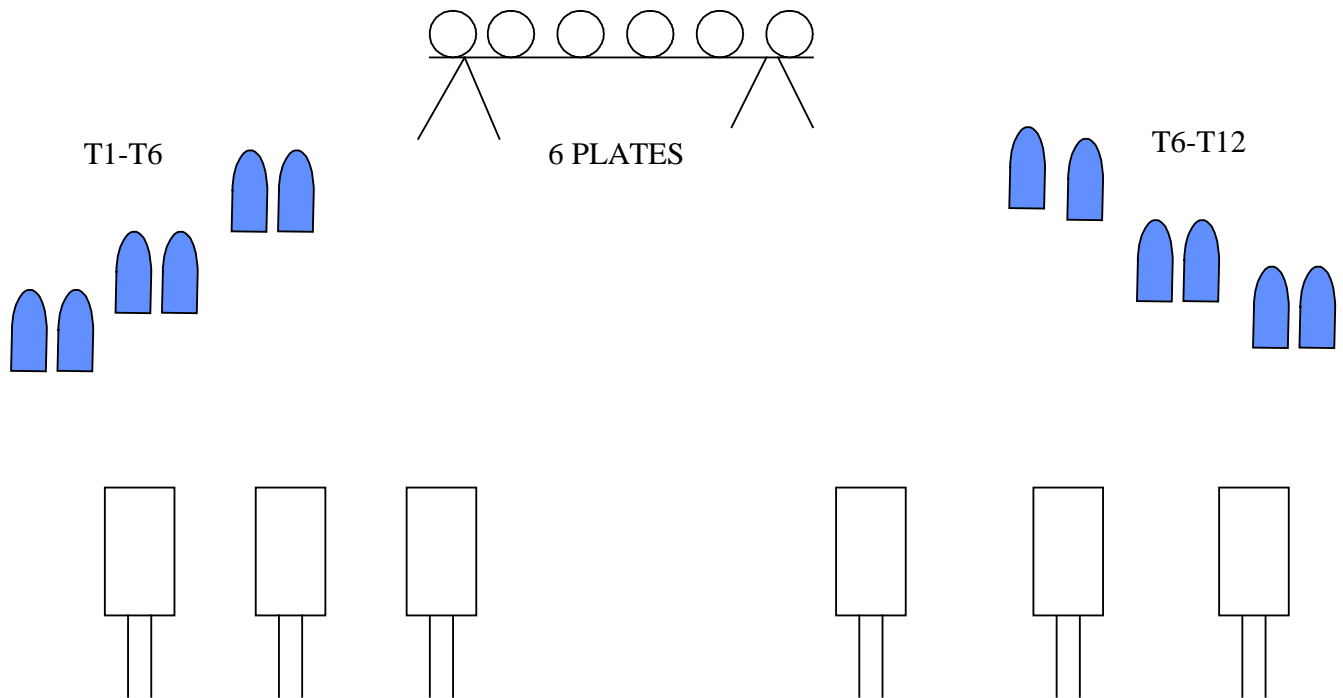
**START POSITION:** Standing behind any port, hands above respective shoulders. Handgun loaded and holstered.

## STAGE PROCEDURE

Upon signal engage 2 paper with 2 rounds each and one plate on rack through each port. Steel must fall to score.

## SCORING

**SCORING:** Shots Unlimited, 30 rounds  
**TARGETS:** 12 NRA D-1 paper targets, 6 steel plates  
**SCORED HITS:** Best 2 on paper, steel down = 1A  
**START-STOP:** Audible, last shot.  
**PENALTIES:** As per current ICORE rulebook.



**SETUP NOTES:**

**RO NOTE:**

# STAGE 6 SUMMER-CLASH

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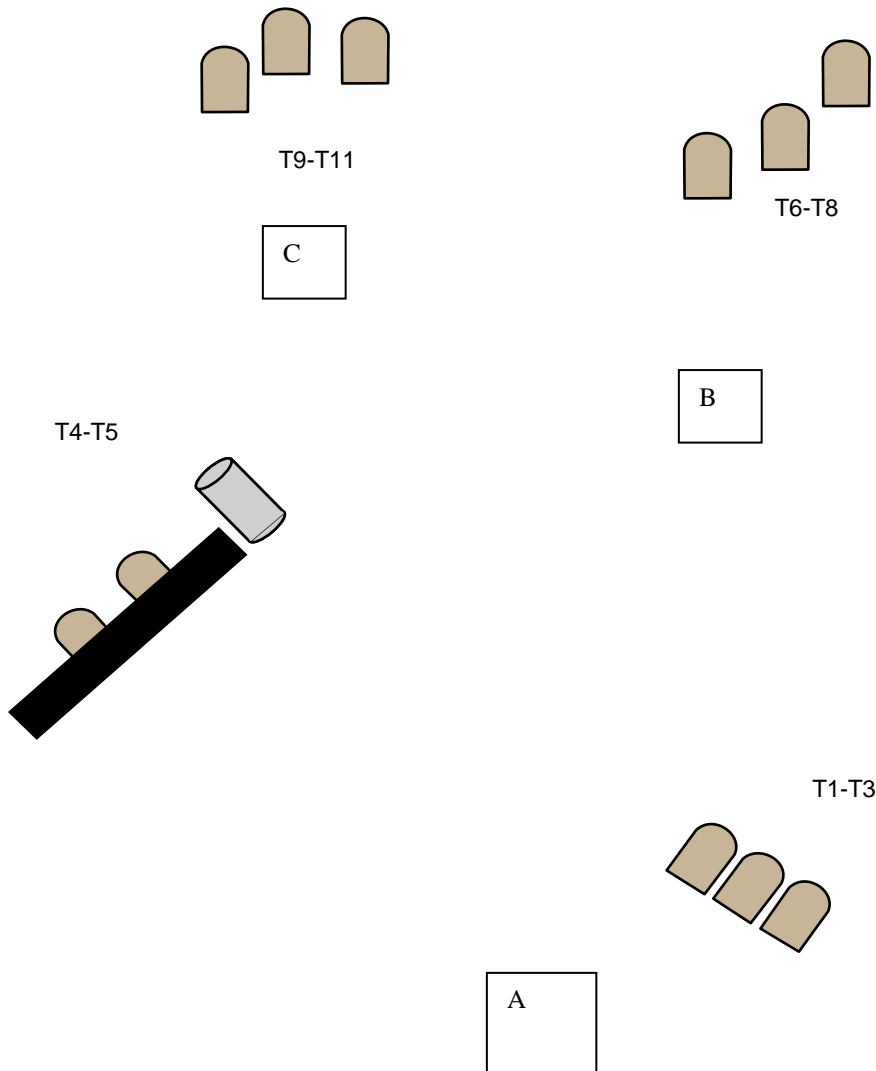
**START POSITION:** Standing in Box A, facing down range Hands naturally by sides.  
Handgun loaded and holstered.

## STAGE PROCEDURE

Upon signal, engage T1-T3 from Box A with 2 rounds each, T4-T5 with 2 rounds each, T6-T8 from Box B with 2 rounds each and T9-T11 with 2 rounds each.

## SCORING

**SCORING:** Shots Unlimited, 22 rounds  
**TARGETS:** 11 NRA D-1 paper targets  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible, last shot.  
**PENALTIES:** As per current ICORE rulebook.



**SETUP NOTES:**

**RO NOTE:**

# STAGE 7 SUMMER-REACH

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**START POSITION:** Standing in Box A, facing down range, hands relaxed by sides.  
Handgun loaded and holstered.

## STAGE PROCEDURE

Upon signal engage T1-T3 with 2 rounds each. Perform a mandatory reload. Re-engage T1-T3 with 2 rounds each.

**X count** -1 second per occurrence

## SCORING

**SCORING:** Shots Limited, 12 rounds

**TARGETS:** 3 NRA D-1

**SCORED HITS:** 4 per paper

**START-STOP:** Audible, last shot.

**PENALTIES:** As per current ICORE rulebook.



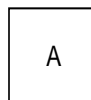
T3



T2



T1



**SETUP NOTES:**

Targets set, if bay permits, 15 yds, 20 yds, 25 yds

**RO NOTE:**

# STAGE 8 SUMMER-FIRE

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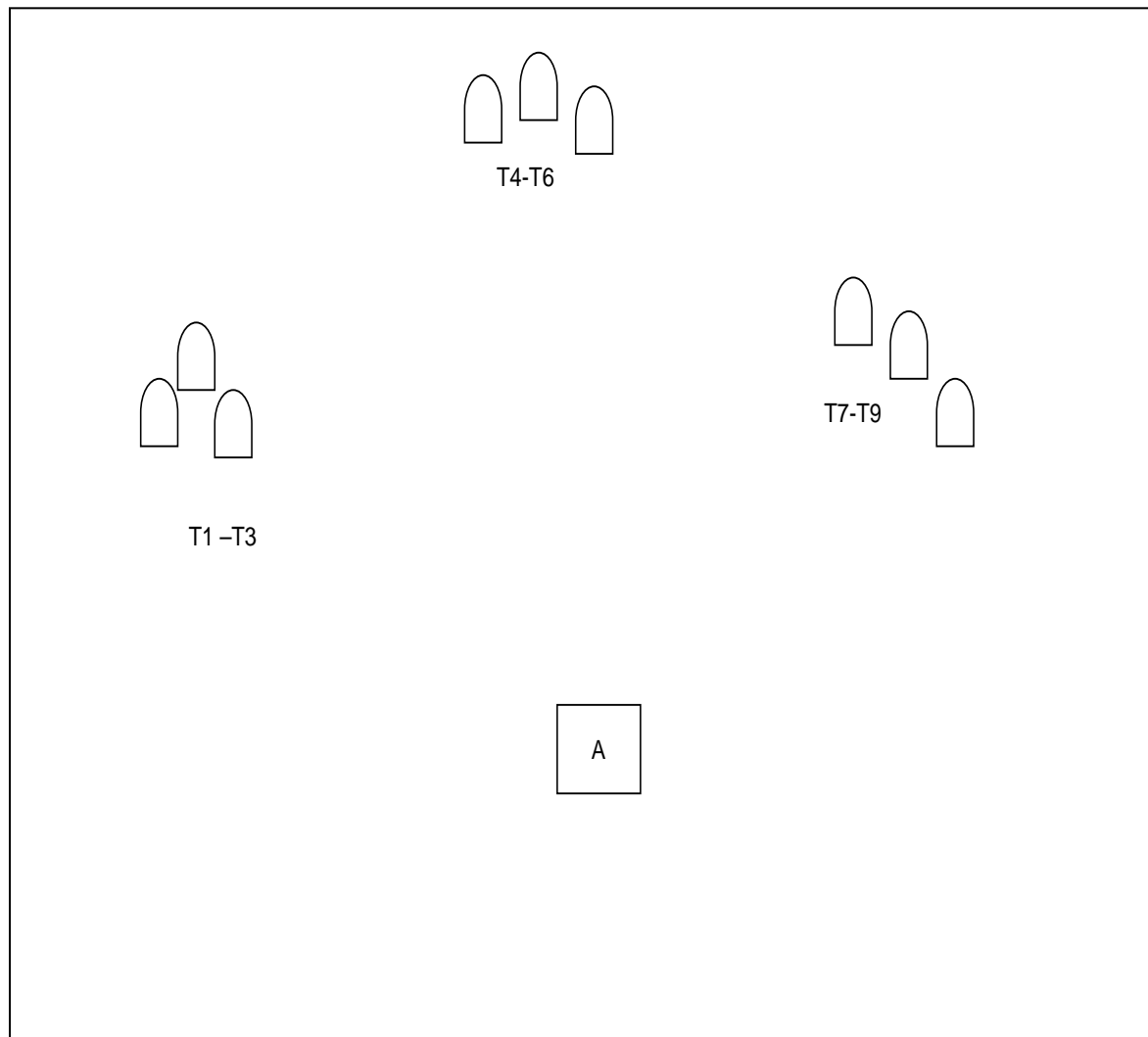
**START POSITION:** Standing in Box A, facing down range, hands relaxed by sides.  
Handgun loaded and holstered.

## STAGE PROCEDURE

Upon signal engage T1-T3 with 2 rounds each with left hand only. Perform a mandatory reload. Engage T4-T6 with 2 rounds each freestyle. Perform a mandatory reload, Engage T7-T9 with 2 rounds each right hand only,

## SCORING

**SCORING:** Shots Unlimited, 18 rounds  
**TARGETS:** 9 NRA D-1 paper targets  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible, last shot.  
**PENALTIES:** As per current ICORE rulebook.



SETUP NOTES:

RO NOTE: