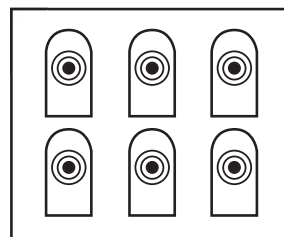


# Stage 12 Far & Near Standards



D

C

B

A

**SCORING**...Shots Limited

**TARGETS**...6

**ROUNDS**...36

**START** ...Audible

**STOP**...Last Shot

**START POSITION** ...Standing in box facing downrange with hands at sides.

X hits will subtract 1 second per occurrence.

**ALTERNATE POSITION**...for 50 yards is wrists above shoulders facing uprange. Turn, draw and engage each target with 1 round each while standing.

## STAGE PROCEDURE

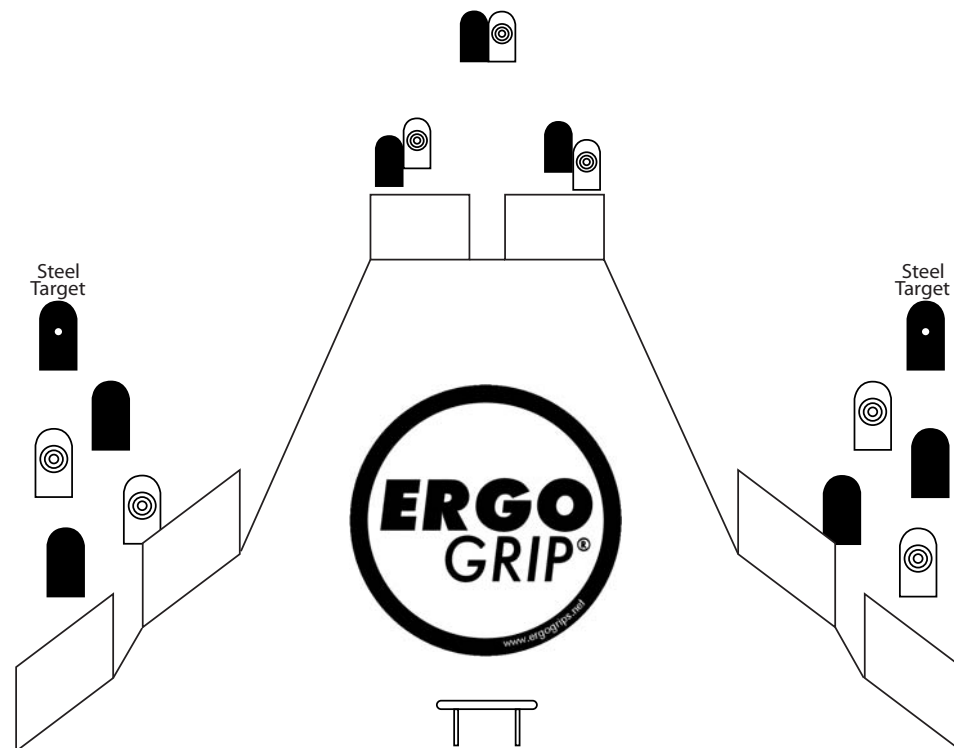
**String 1**...At signal draw and engage each target with 1 round each from the prone position from box A. **PAR TIME 9 SECONDS**

**String 2**...At signal draw and engage each target freestyle with 1 round each from box B. **PAR TIME 7 SECONDS**

**String 3**...At signal draw and engage 3 targets with 2 rounds each with a mandatory reload and engage other 3 targets with 2 rounds each from box C. **PAR TIME 10 SECONDS**

**String 4**...At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand. **PAR TIME 10 SECONDS**

# Stage 1 Black or Brown



**Start Position:** Standing behind table, facing up range, hands relaxed at sides.

**Procedure:** At start signal shooter picks a cup. There will be a token that is either black or brown under that cup. The color of the token will designate the color of targets you shoot. After you have picked your cup, turn and engage the correct targets as you see them. **Note**...The steel must be shot no matter what color you choose. The opposite color targets are no shoots. Every hit in the X ring deducts one second from your score.

**Scoring:** Shots Unlimited.

**Targets:** 7 paper/2 steel

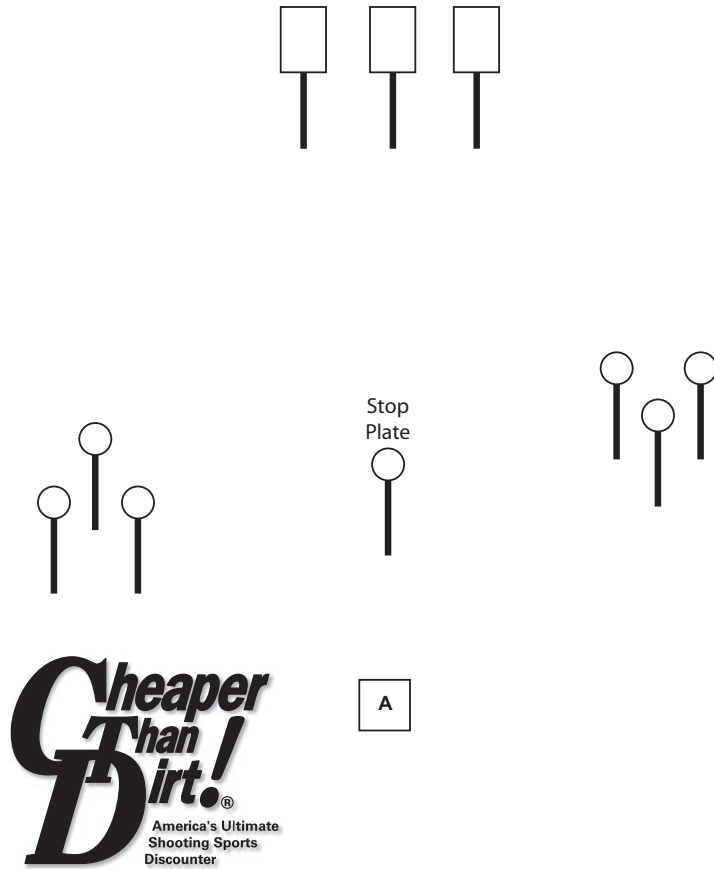
**Rounds:** 16

**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook.

# Stage 2 Twilight Zone



**Start Position:** Standing in Box A, facing downrange, wrists above shoulders.

**Procedure:** At start signal engage all plates with 1 round each, engaging the Stop Plate last.  
Total of 3 strings. Keep all 3.

**Scoring:** Shots Unlimited

**Targets:** 10 steel

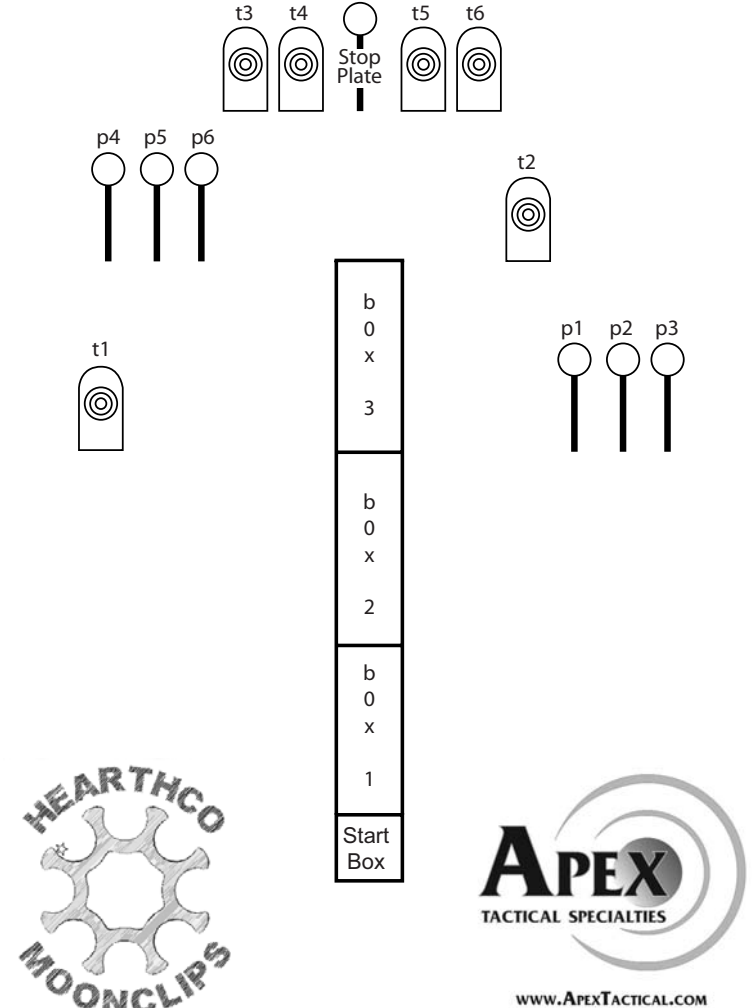
**Rounds:** 30

**Start:** Audible

**Stop:** Last shot

**Penalties:** Per the ICORE rulebook. Failure to engage the stop plate will result 60 seconds being added to your accrued string time.

# Stage 11 Do You Remember 7&7?



**Start Position:** Standing in Start Box, strong hand on gun, weak on belt.

**Procedure:** At start signal, after leaving the Start Box, from Box 1 engage t1 and p1-p3 only in any order. From Box 2 engage t2 and p4-p6 only in any order. From Box 3 engage t3-t6 only in any order, and engage the stop plate last.

**Scoring:** Shots Unlimited.

**Targets:** 6 paper/7 steel

**Rounds:** 19

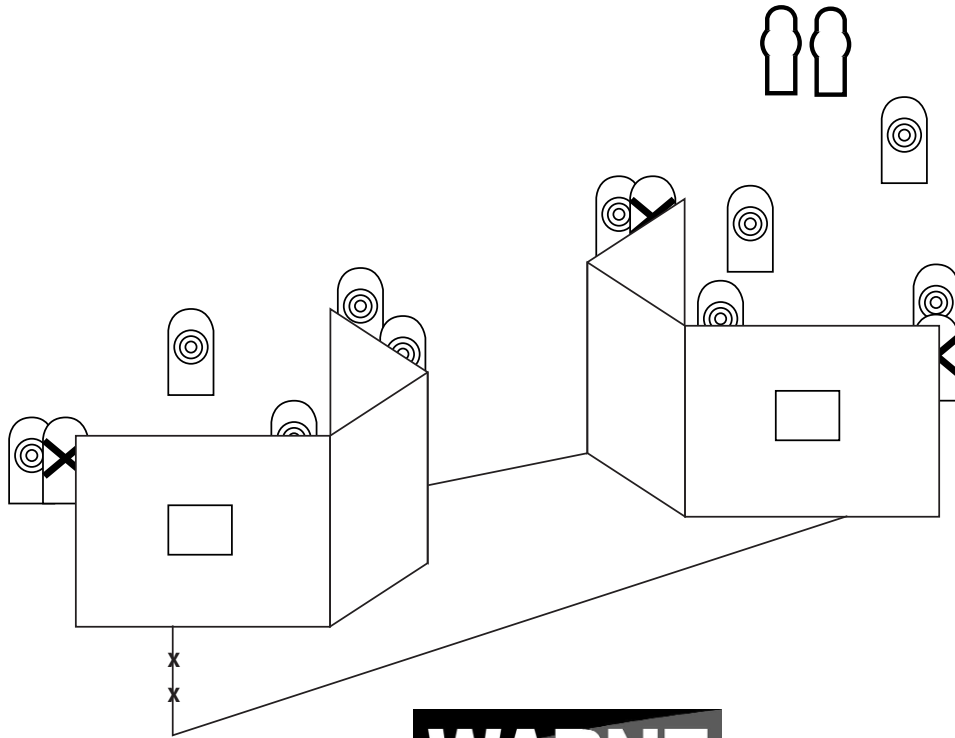
**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook. **A missed stop plate will be an automatic 100 second string.**

# Stage 10

## Just Passing Through



**Start Position:** Standing with toes touching "X's" and wrists above shoulders. Body square to the side of range.

**Procedure:** At start signal engage targets as you see them from shooting area.

**Scoring:** Shots Unlimited.

**Targets:** 10 paper/2 steel

**Rounds:** 22

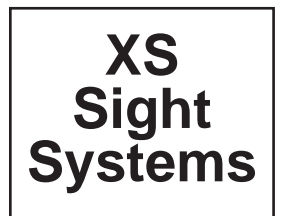
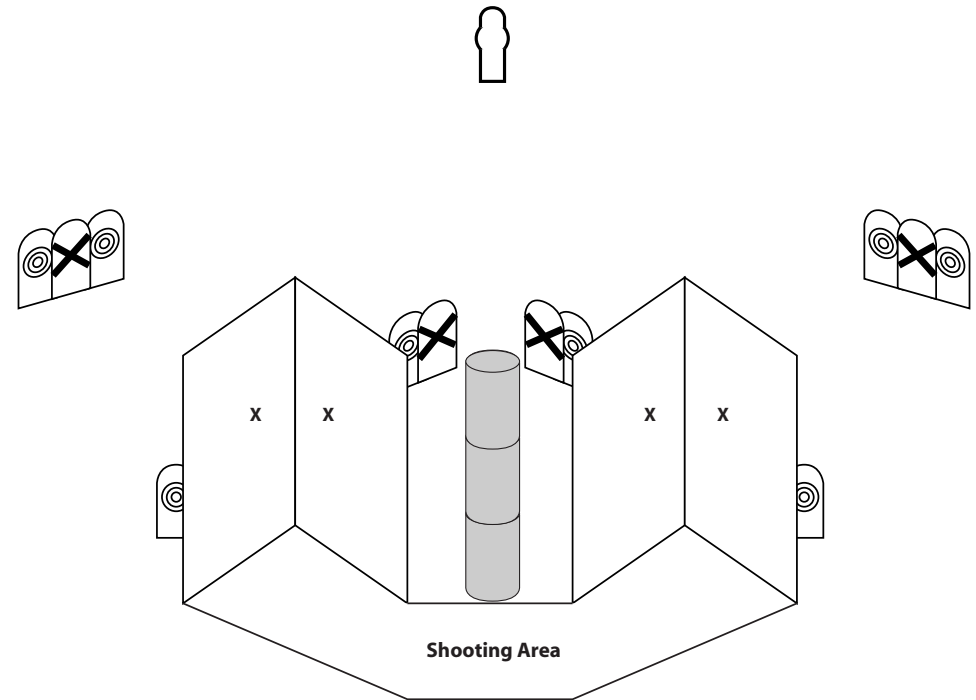
**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook. Steel must fall to score.

# Stage 3

## Split Decision



**Start Position:** Hands on either set of "X's" at either corner.

**Procedure:** At start signal engage targets as you see them from shooting area.

**Scoring:** Shots Unlimited.

**Targets:** 8 paper/1 steel

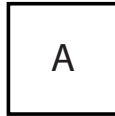
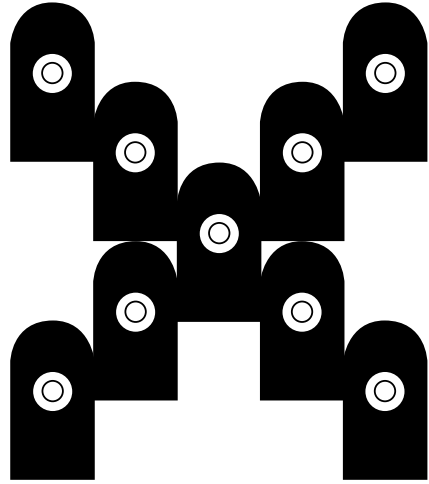
**Rounds:** 17

**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook. Steel must fall to score.

# Stage 4 Louisiana X



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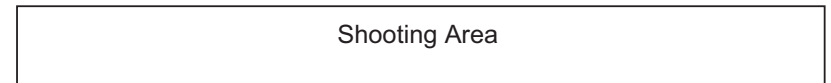
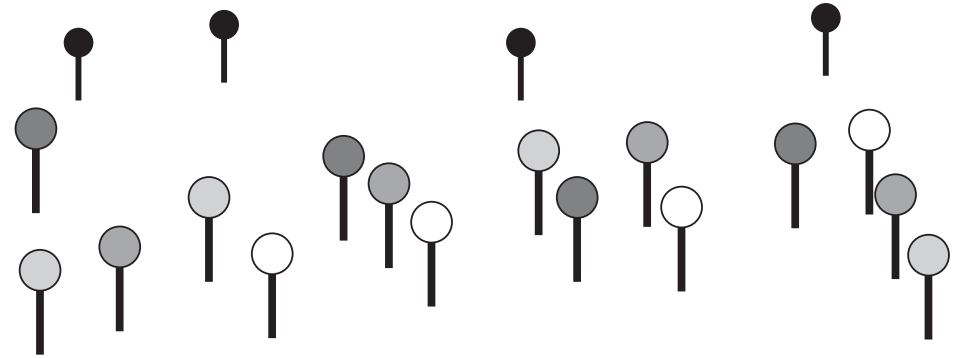
**START POSITION:** Standing in box A facing down range, hands relaxed at sides.

**PROCEDURE:** At start signal, from box A engage t1-t9 with one round each. Re-engage t1-t9 with one round each.  
**No stacking.** Each target must be engaged with one round each before re-engaging.

**SCORING:** Shots Limited  
**TARGETS:** 9 paper  
**ROUNDS:** 18  
**START SIGNAL:** Audible  
**STOP SIGNAL:** Last Shot

**Penalties:** Per the ICORE rulebook.

# Stage 9 Can You Zero?



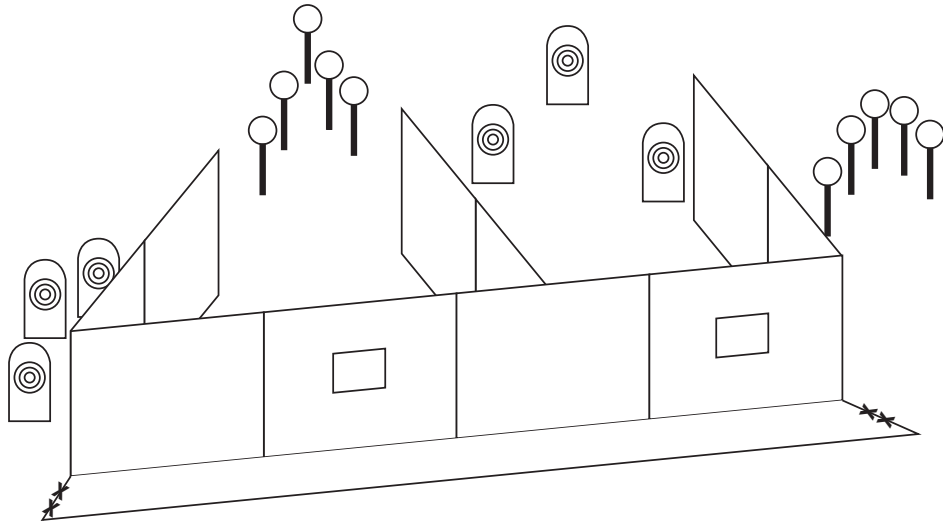
**Start Position:** Standing in shooting area, facing downrange, wrists above shoulders.

**Procedure:** At start signal, engage all steel plates in any order from within the shooting area.  
**MANDATORY RELOAD BETWEEN EVERY SET OF COLOR PLATES.** Red, White and Blue plates hit will deduct 1 second from the 20 second par time. The black bonus plates will deduct 2 seconds each from the 20 second par time.

**NOTE...**Plates not engaged or missed do not incur a penalty. Any shots overtime do not incur penalties nor do they count as hits.

**Scoring:** Shots Unlimited  
**Targets:** 20 Steel  
**Rounds:** 20 minimum  
**Start:** Audible  
**Stop:** Par Time 20 Seconds

# Stage 8 Snappy!



**Start Position:** Standing with heels touching either set of "X's" and hands naturally relaxed at sides. Shooters choice on which set of "X's" to start from.

**Procedure:** At start signal engage targets as you see them from shooting area.

**Scoring:** Shots Unlimited.

**Targets:** 6 paper/10 steel

**Rounds:** 22

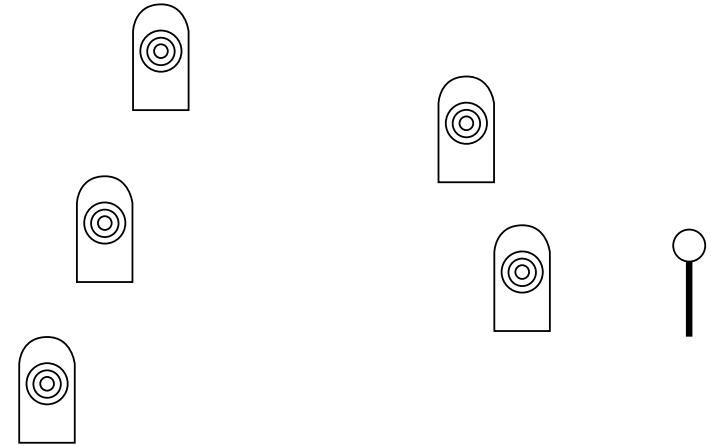
**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook.

# Stage 5 Dog Leg

**SPRINGFIELD ARMORY**



**Start Position:** Standing in box A, wrists above shoulders.

**Procedure:** At start signal engage the paper targets with 2 rounds each and the stop plate last with 1 round. Repeat for a total of 3 strings. Keep all strings.

**Scoring:** Shots Unlimited.

**Targets:** 5 paper/1 steel

**Rounds:** 33

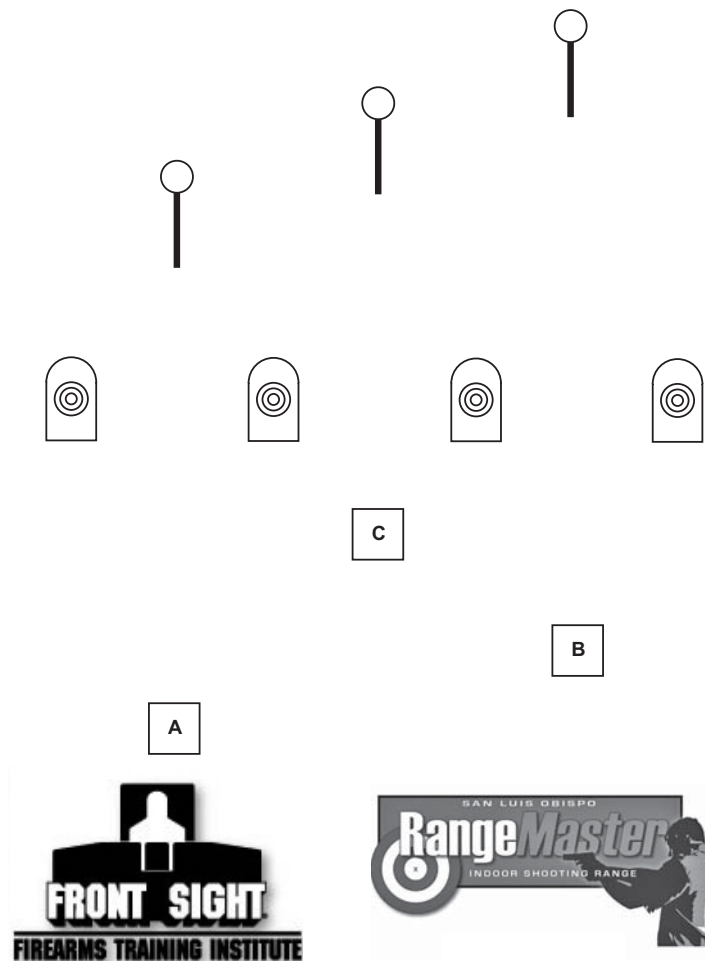
**Start Signal:** Audible

**Stop Signal:** Last Shot

**Penalties:** Per the ICORE rulebook. **A missed stop plate will be an automatic 60 second string.**

# Stage 6

## Three, Four, Three



**Start Position:** Standing in Box A, facing downrange, wrists above shoulders.

**Procedure:** At start signal, from Box A engage each paper target with 2 rounds each and each steel target with 1 round each. Repeat procedure from box B and C with a mandatory reload between each box.

**Scoring:** Shots Unlimited

**Targets:** 4 paper/3 steel

**Rounds:** 33

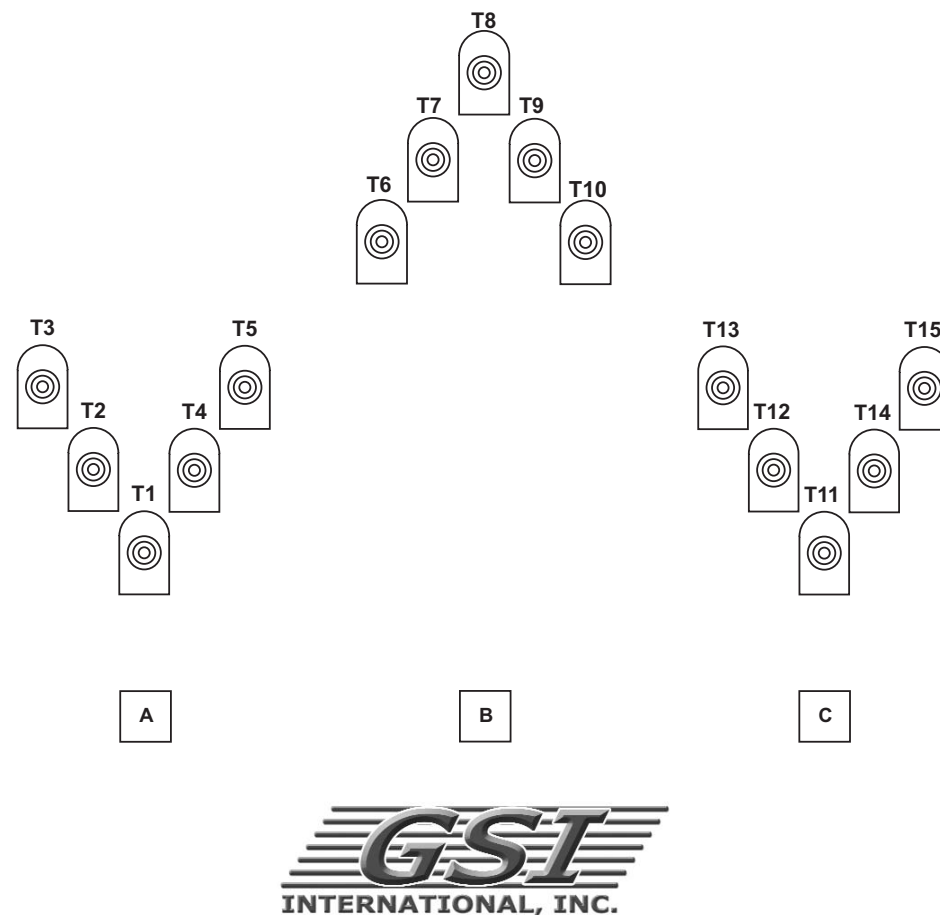
**Start:** Audible

**Stop:** Last shot

**Penalties:** Per the ICORE rulebook.

# Stage 7

## Triangles



**Start Position:** Standing in Box A, facing downrange, hands relaxed at sides in box A, B, or C.

**Procedure:** At start signal, from Box A engage only T1-T5 with two (2) rounds each in any order. From Box B engage only T6-T10 with two (2) rounds each in any order. From Box C engage only T11-T15 with two (2) rounds each in any order. Mandatory reload between boxes.

**Scoring:** Shots Limited

**Targets:** 15 paper

**Rounds:** 30

**Start:** Audible

**Stop:** Last shot

**Penalties:** Per the ICORE rulebook.