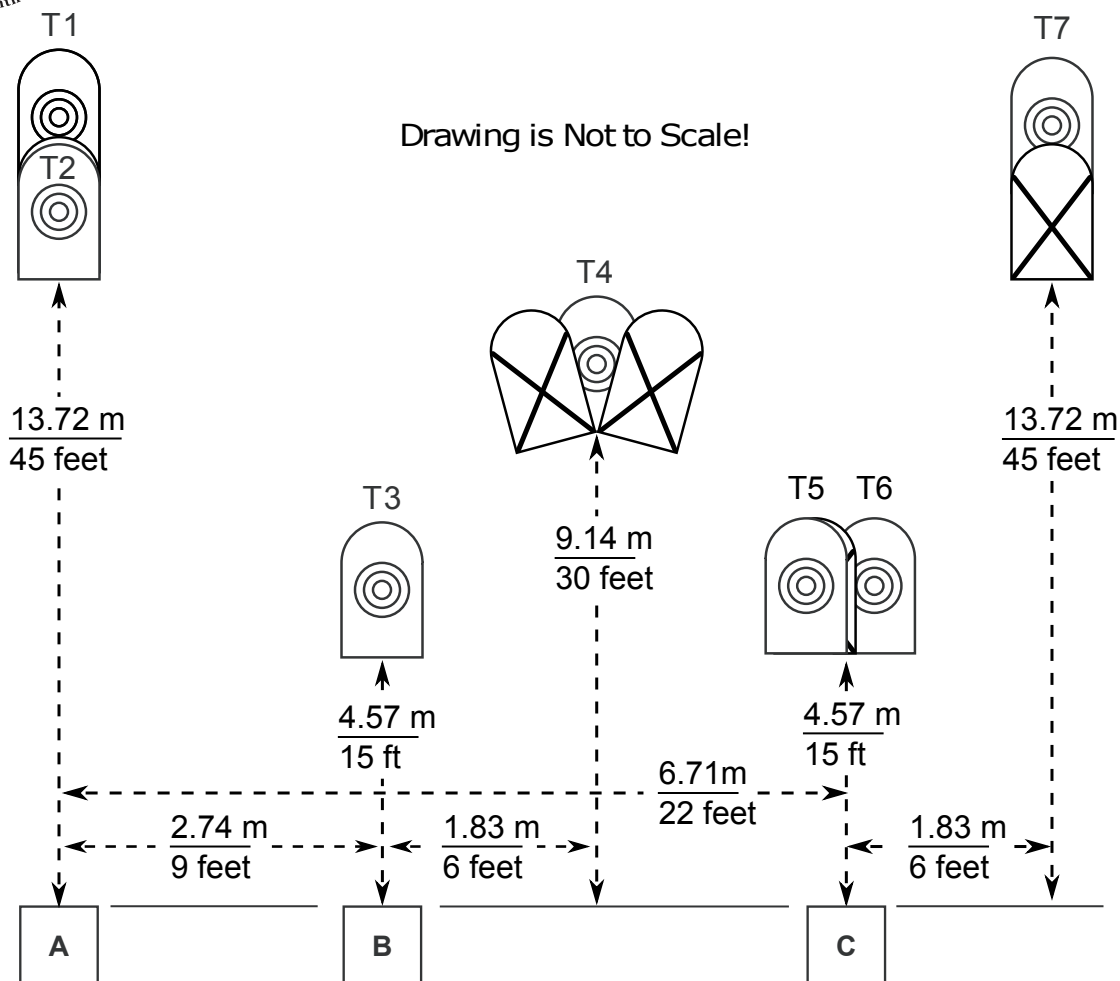




Near, Far, Tight

CS-050
Designed by
Bob Hunt



Start Position: Standing facing **up range** in Box A or Box C, revolver loaded and holstered, hands relaxed at sides.

Procedure: At start signal, **turn**, then engage targets.

From Box A, engage T1 and T2 with only 3 rounds each in any order.

From Box B, engage T3 and T4 with only three (3) rounds each in any order.

From Box C, engage T5, T6, and T7 with only three (3) rounds each in any order.

One continuous string. **Perform a mandatory reload between boxes!**

Scoring: Shots Limited

Targets: 7 NRA D-1 paper

Rounds: 21 maximum

Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural and misses +5 seconds per occurrence. Failure to perform mandatory reload +5 seconds per each occurrence.

Stage Setup: Downrange distances measured from forward edge of shooting boxes. Cross range distances measured from center of boxes. Group T1, T2, and NS on center line of Box A.

T3 on center line of Box B. Right edge of T5 on center line of Box C.

Set top of each target array at standard height 1.65 m (5 feet 6 inch) +/- 5cm (2 inches).

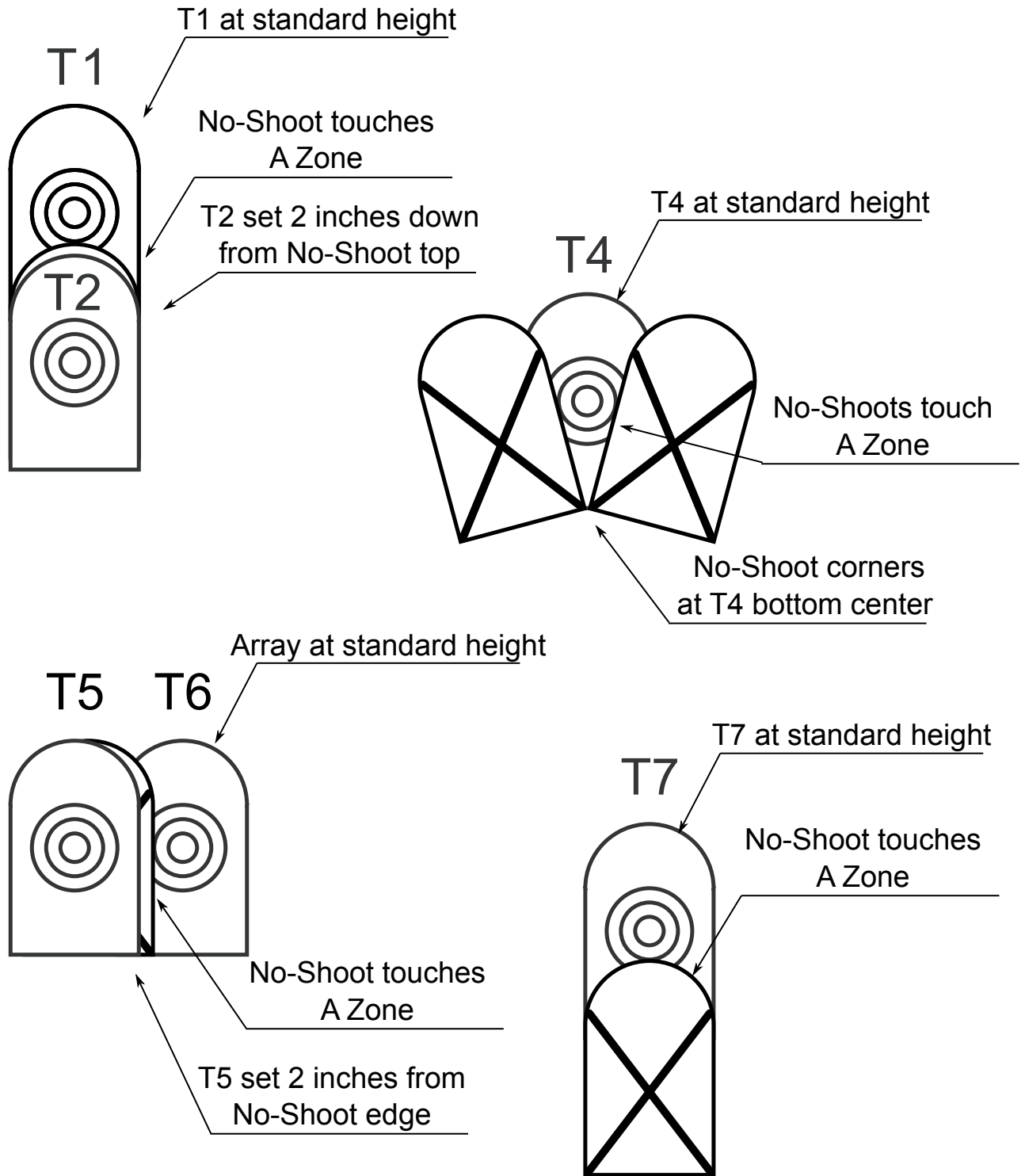
See second sheet for target array spacing details. Shooting boxes not larger than 1 meter.



Near, Far, Tight

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Target array details



CS-050

Shots Limited

Near, Far, Tight



Target	A	B	C	M	Hits
T1					3
T2					3
T3					3
T4					3
T5					3
T6					3
T7					3

R.O. _____

Shooter _____

Total Hits		+		+		+		=	21
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Time Factor	x0		x1		x2		x5	
				+		+		=
			No Shoots					X5=
			Extra Shots					X5=
			Extra Hits					X5=
Notes			Procedurals					X5=

	Clock Time
	Hit Time Added
	+ No Shoots
	+ Extra Shots
	+ Extra Hits
	+ Procedurals
	Total

Name _____

ICORE Number _____

Date _____ Club _____

Classic / Limited / Ltd 6 / Open (Circle)