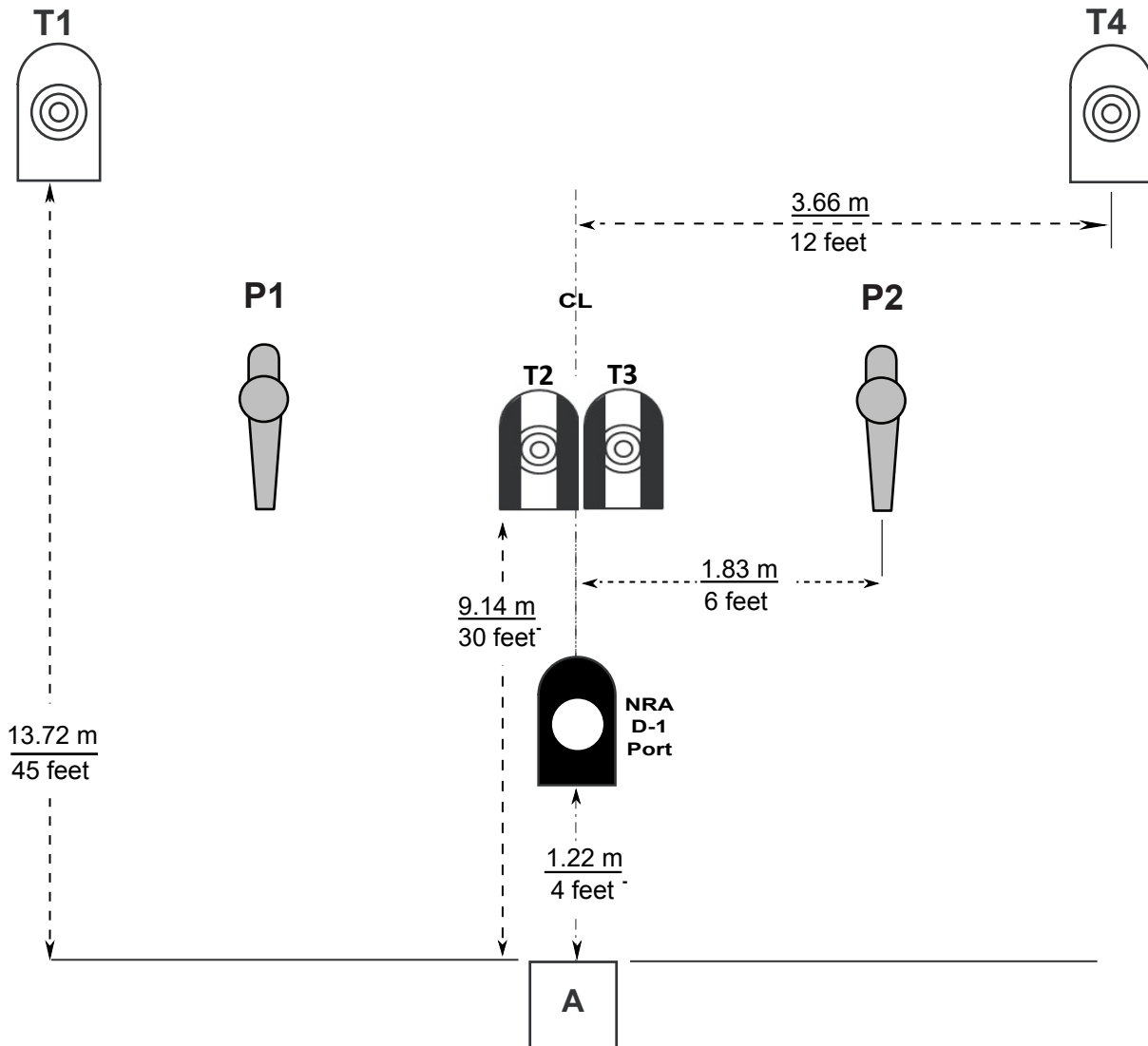




Port Pop

CS-057
Designed by
Joe Sutton

Drawing Not to Scale!



Start Position: Standing facing downrange in Box A, revolver loaded and holstered, wrists below belt.

Stage Procedure: At start signal, from within Box A, engage T1, T2, T3, T4 with at least two (2) rounds each, and P1 and P2 with at least one (1) round each, in any order, all through port. Procedural penalty of +5 seconds per occurrence for any shot not made through port.

Scoring: Shots Unlimited. Best two (2) on paper. Steel must fall to count.

Targets: 4 NRA D-1, 2 Pepper Poppers

Scored Hits: 10

Start / Stop: Audible / Last Shot

Penalties: Per current ICORE Rule Book. Procedural penalty of +5 seconds per occurrence for any shot not made through port (an NRA D-1 with B-zone cut out). Foot faults, extra shots, extra hits, procedurals, and misses are +5 seconds per occurrence.

Set-Up Notes: Set all targets at standard height 5.5 feet +/- 2 inches (1.65 m +/- 5 cm). Shooting boxes are approximately 3 ft x 3 ft (1 m x 1 m). T2 and T3 are touching (as close as possible with no gap and no overlap). T1 and T4 are the same distance from the Center Line (CL). P1 and P2 are the same distance from the Center Line (CL).

Port Pop

Shots Unlimited



Target	A	B	C	M	Hits
T1					2
T2					2
T3					2
T4					2
P1					1
P2					1

R.O. _____

Shooter _____

Total Hits		+		+		+		=	10
------------	--	---	--	---	--	---	--	---	----

Time Factor	x0	x1	x2	x5	
	0				=
		Procedurals			X5=

	Clock Time
	Hit Time Added
	+ Procedurals
	Total

Notes

Name _____

ICORE Number _____

Date _____ Club _____

Classic / Limited / Ltd 6 / Open (Circle)