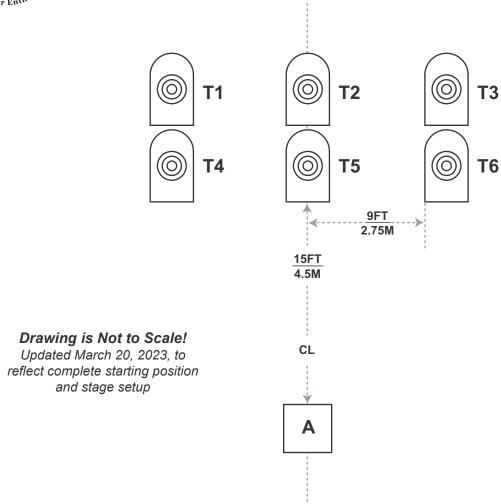


Not Jeff's Prez II

CS-001
Designed by
Paul A. Wetzel



Start Position: Standing in Box A, facing uprange, revolver loaded and holstered, hands above respective shoulders, toes touching back of Box A.

Procedure: At start signal, turn and engage T1 thru T6 with only one (1) round each in any order. Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order. Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order. Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order.

Scoring: Shots Limited
Targets: 6 NRA D-1 paper
Rounds: 24 maximum

Start: Audible Stop: Last shot

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

occurrence.

Stage Setup: Place targets per drawing dimensions. Set targets T4 thru T6 with bottom of target 30 cm (12 inch) +/-3cm (1 inch) from ground. Place targets T1 thru T3 directly above as shown with 3 cm (1 inch) +/-1 cm (0.5 inch) gap between targets. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

CS-001 Shots Limited

Not Jeff's Prez II



Target	Α	В	С	М	Hits			Pero/ver Enthus
T1					4			
T2					4	R.O.		
Т3					4	Shooter		
T4					4			
Т5					4			
Т6					4			
Total Hits	Ш	$\sqcup \sqcup \sqcup$		Ш	24			
Time Factor	x0	х1	x2	х5			Clock Time	
		+	-	-	=		Hit Time Added	
		Extra Sho	ts		X5=		+ Extra Shots	
		Extra Hits	;		X5=		+ Extra Hits	
Notes		Procedura	als		X5=		+ Procedurals	
							Total	
								I

Name		ICORE Number		
Date	Club	Limited 6 / Limited / Open / Classic (Circle on		