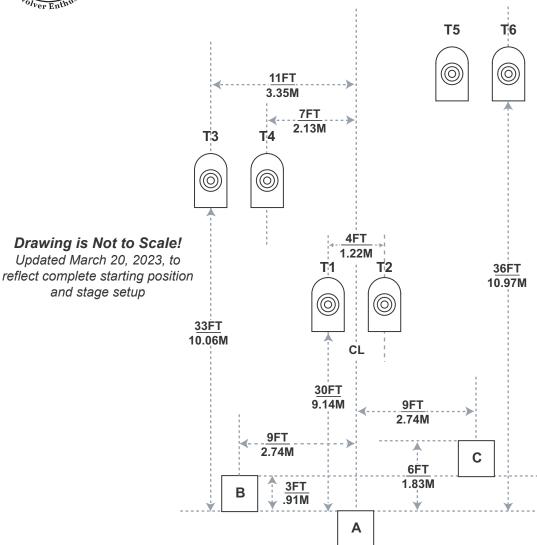


# Twos and Threes

CS-013
Designed by
Steven Bressan



**Start Position:** Standing in Box A, facing downrange, revolver loaded and holstered, hands relaxed at sides, wrists below belt.

### Procedure:

At start signal, from Box A, engage only T1 with only two (2) rounds and engage only T2 with only three (3) rounds in any order. From Box B, engage only T3 with only three (3) rounds and engage only T4 with only two (2) rounds in any order. From Box C, engage only T5 and T6 with only three (3) rounds each in any order. A mandatory reload must be performed before engaging targets from Box B and again before engaging targets from Box C. Targets MUST be engaged ONLY with number of rounds as specified. Failure to engage targets with correct round count will be scored as EXTRA HITS or MISSES as appropriate.

Scoring: Shots Limited
Targets: 6 NRA D-1 paper
Rounds: 16 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 T1 thru T6 at standard height with top of target 1.65 m (5 feet 6 inch) +/- 5cm (2 inches) from ground. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Shooting boxes are approximately 3 feet x 3 feet (1m x 1m).

### CS-013 Shots Limited

## **Twos and Threes**



Target	Α	В	С	М	Hits			or Per Enthus
T1					2			
T2					3	R.O.		
Т3					3	Shooter		
T4					2			
Т5					3			
Т6					3			
Total Hits		++		+	= 16			
Time Factor	х0	x1	x2	х5	]		Clock Time	
		+		+	=		Hit Time Added	
		Extra Sh	ots		X5=		+ Extra Shots	
		Extra Hi	ts		X5=		+ Extra Hits	
Notes		Procedu	ırals		X5=		+ Procedurals	
					]		Total	
								-

Name_				

ICORE	Number