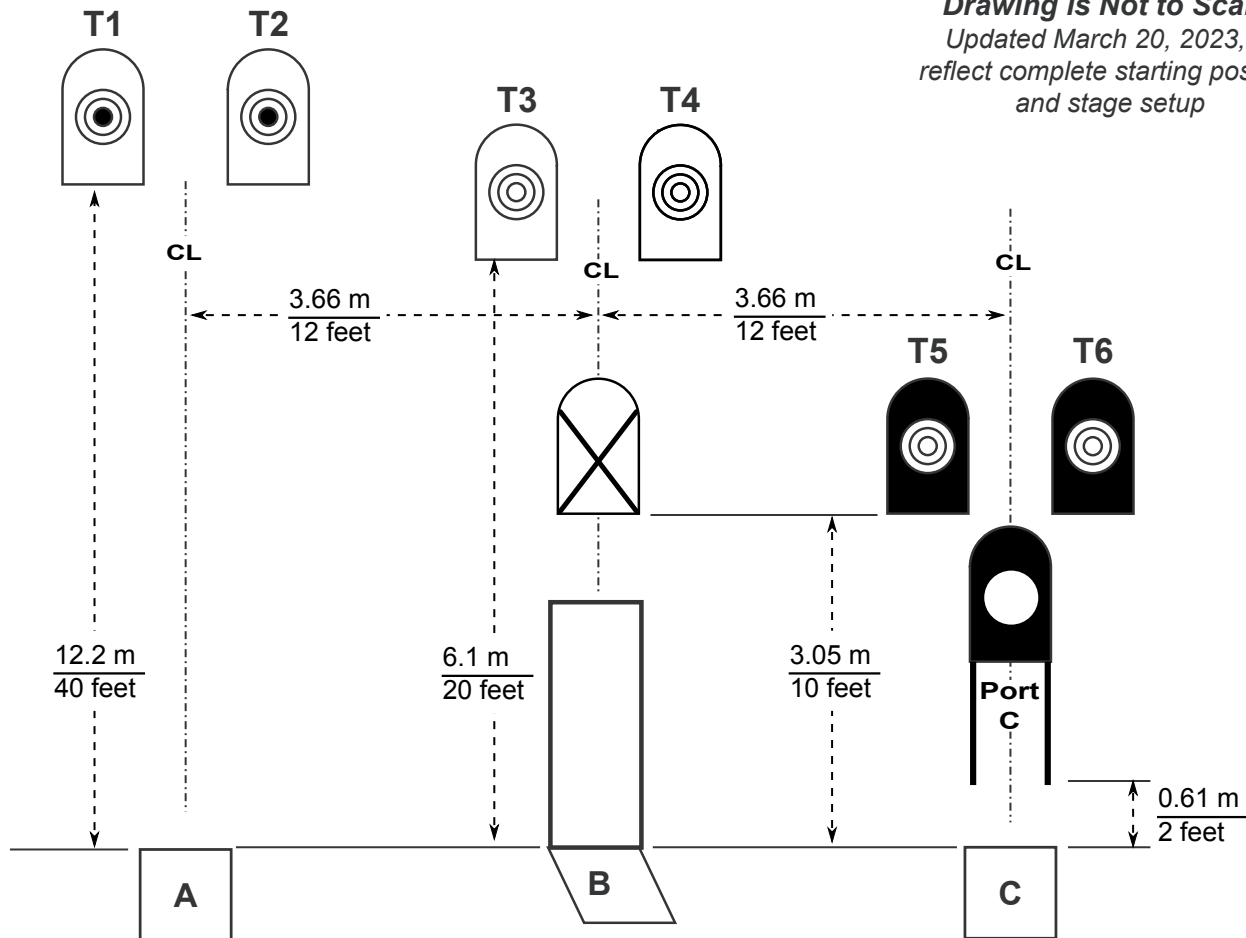




Toll Free

CS-053
Designed by
Tim Toal

Drawing is Not to Scale!
Updated March 20, 2023, to
reflect complete starting position
and stage setup



Start Position: Standing facing downrange in any box of shooter's choice, revolver loaded and holstered, hands on head with fingers interlaced.

Procedure: At start signal, engage all targets with only three (3) rounds each in any order. T1 and T2 must be engaged from Box A. T3 and T4 must be engaged from right and left sides of barricade, respectively. T5 and T6 must be engaged through Port C.

Scoring: Shots Limited; X hits count minus 1 second on T1 and T2 only

Targets: 6 NRA D-1 paper, T1 and T2 may be AP-1 targets or X Zone may be painted black or 4" round black sticker used.

Rounds: 18 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: All target arrays spaced one target width apart 45.7 cm (1.5 ft) +/- 2.5 cm (1 inch). T1 and T2 array centered on Box A. T3-T4 array centered on barricade. T5-T6 array centered on Port C. Hard cover on T5 and T6 entire C Zone. Port C is NRA D-1 with B zone cut out. Set all targets, no-shoot, and Port C at standard height 5 feet 6 inch +/- 2 inches (1.65 m +/- 5 cm). Shooting box is approximately 3 feet x 3 feet (1 m x 1 m). Barricade is a standard Bianchi barricade: 24"W x 72"H (0.61m width x 1.83m height).

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

R.O. _____

Shooter _____

Total Hits		+		+		+		+		=	18
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Time Factor	x-1	x0	x1	x2	x5
		0			

No Shoots	
Extra Shots	
Extra Hits	
Procedurals	

X5=
X5=
X5=
X5=

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

Notes

Name _____

ICORE Number _____

Date _____ Club _____

Classic / Limited / Ltd 6 / Open (Circle)