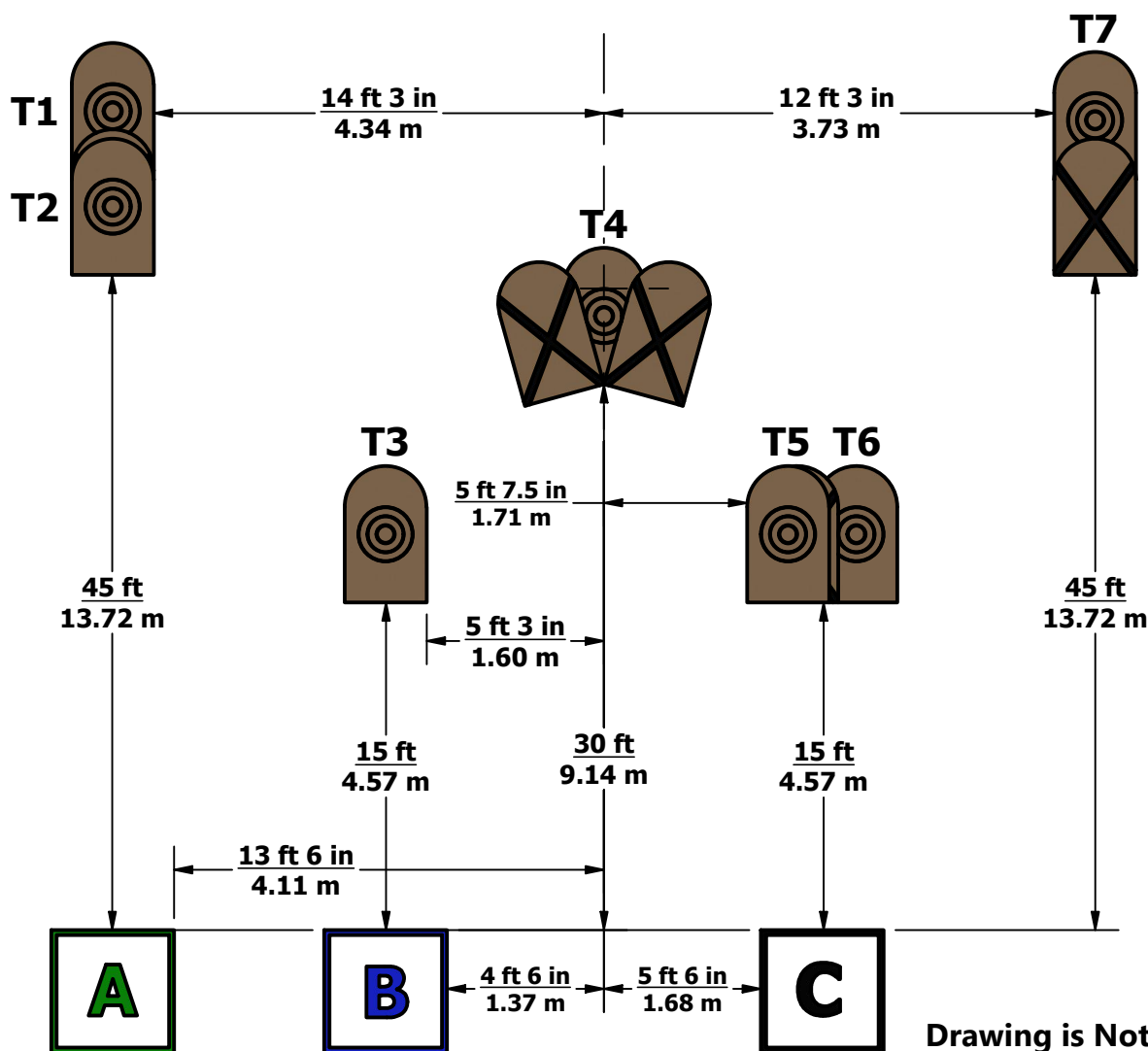




Near, Far, Tight

CS-050

Designed by
Bob Hunt



Starting Position: Standing facing **uprange** in Box A or Box C, revolver loaded and holstered, wrists below belt.

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

From Box A, engage T1 and T2 with only three (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. Mandatory reload after finishing shooting in each box and before shooting in the next.

Scoring: Shots Limited

Targets: 7 NRA D-1 paper

Rounds: 21 maximum

Start: Audible

Stop: Last shot

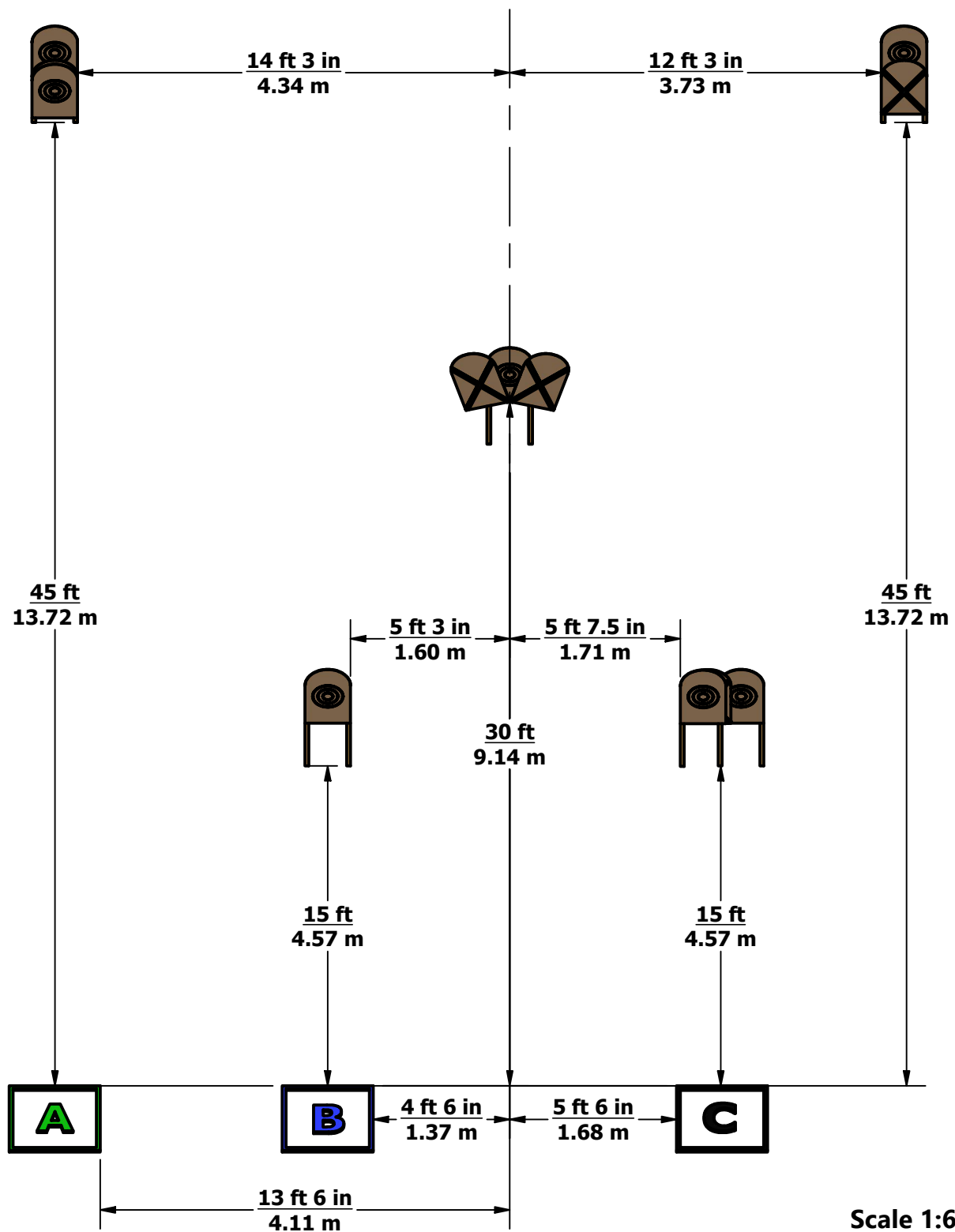
Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural and misses +5 seconds per occurrence.

Failure to perform mandatory reload +5 seconds per each occurrence.

Stage Setup: Set all targets at standard height with top of target 5 ft 6 in (1.68 m) +/- 2 in (5 cm) from ground. Shooting boxes are approximately 3 ft x 3 ft (1 m x 1 m). See separate sheet for target array spacing details.

CS-050

Designed by
Bob Hunt





Near, Far, Tight

CS-050

Designed by
Bob Hunt

Target array details

