

**2026 ICORE INTERNATIONAL POSTAL MATCH**

**Stage 1 Forward and Back**

Start Position: Refer to Strings, revolver loaded and holstered, wrists below belt.

Scoring: SHOTS LIMITED, Best four (4) hits on paper.

Rounds: 28 Rounds MAX

Target: 7 NRA D-1, 2 No Shoots

Start Signal: Audible

Stop Signal: Last Shot

Penalties: Per Current ICORE Rule Book

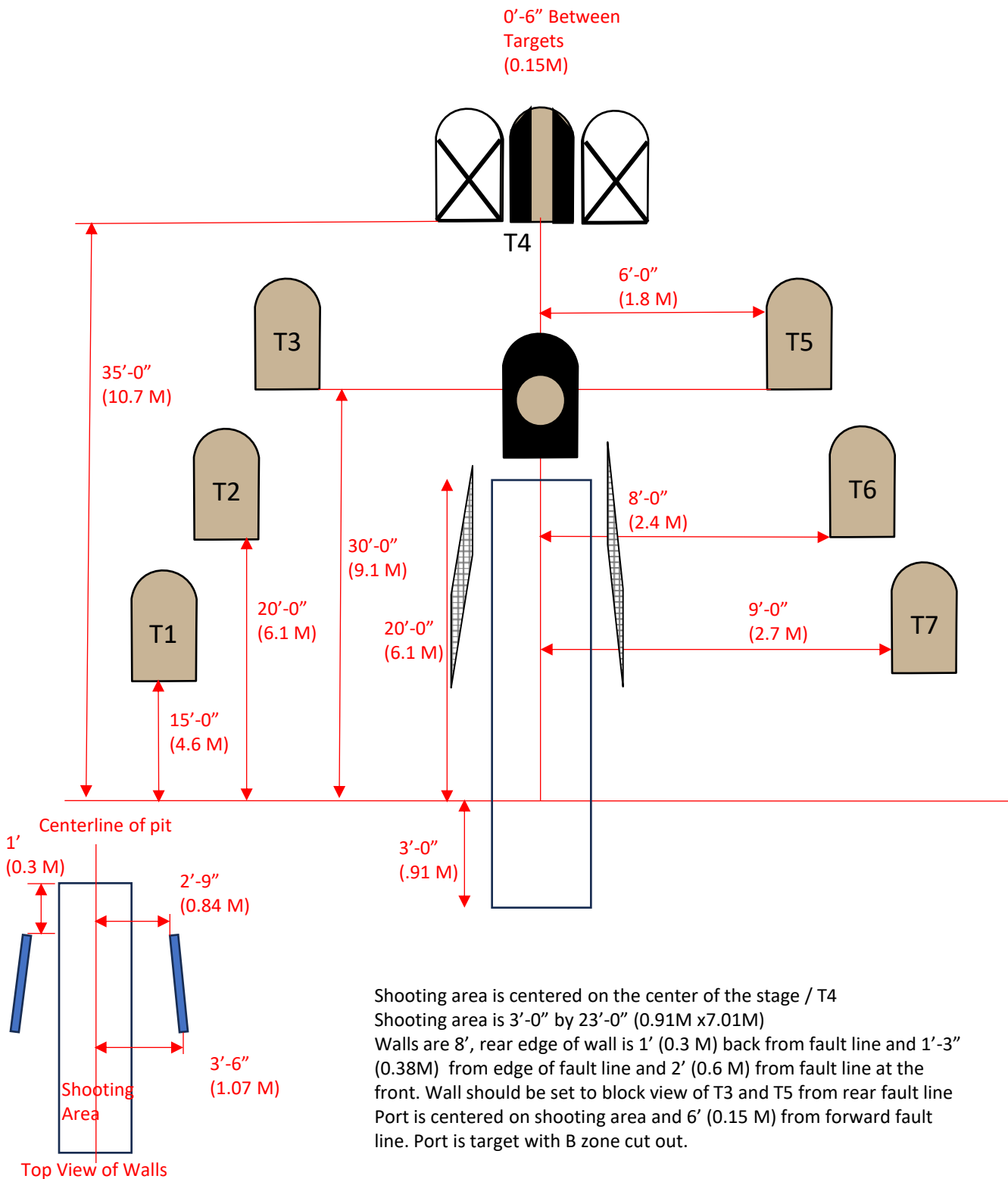
Course Designer: Todd Kelsey (NY4257)

**Stage Procedure:**

String 1: Heels touching rear fault line, Engage Targets with 2 rounds each as they become visible from shooting area except T4, Must be engaged thru Port.

String 2: Toes touching forwards fault line. Engage Targets with 2 rounds each as they become visible from shooting area except T4, Must be engaged thru Port.

Other Notes: All targets are ICORE/NRA D-1 Targets with tops at 5'-6", X ring is not painted



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**Stage 2 Bill Meets Dr X**

Start Position: Standing with both feet completely outside of Box A, revolver loaded and holstered, wrists below belt.

Scoring: SHOTS LIMITED, Best six (6) hits on paper

Rounds: 30 Rounds MAX

Target: 5 NRA D-1, 4 No Shoots

Start Signal: Audible

Stop Signal: Last Shot

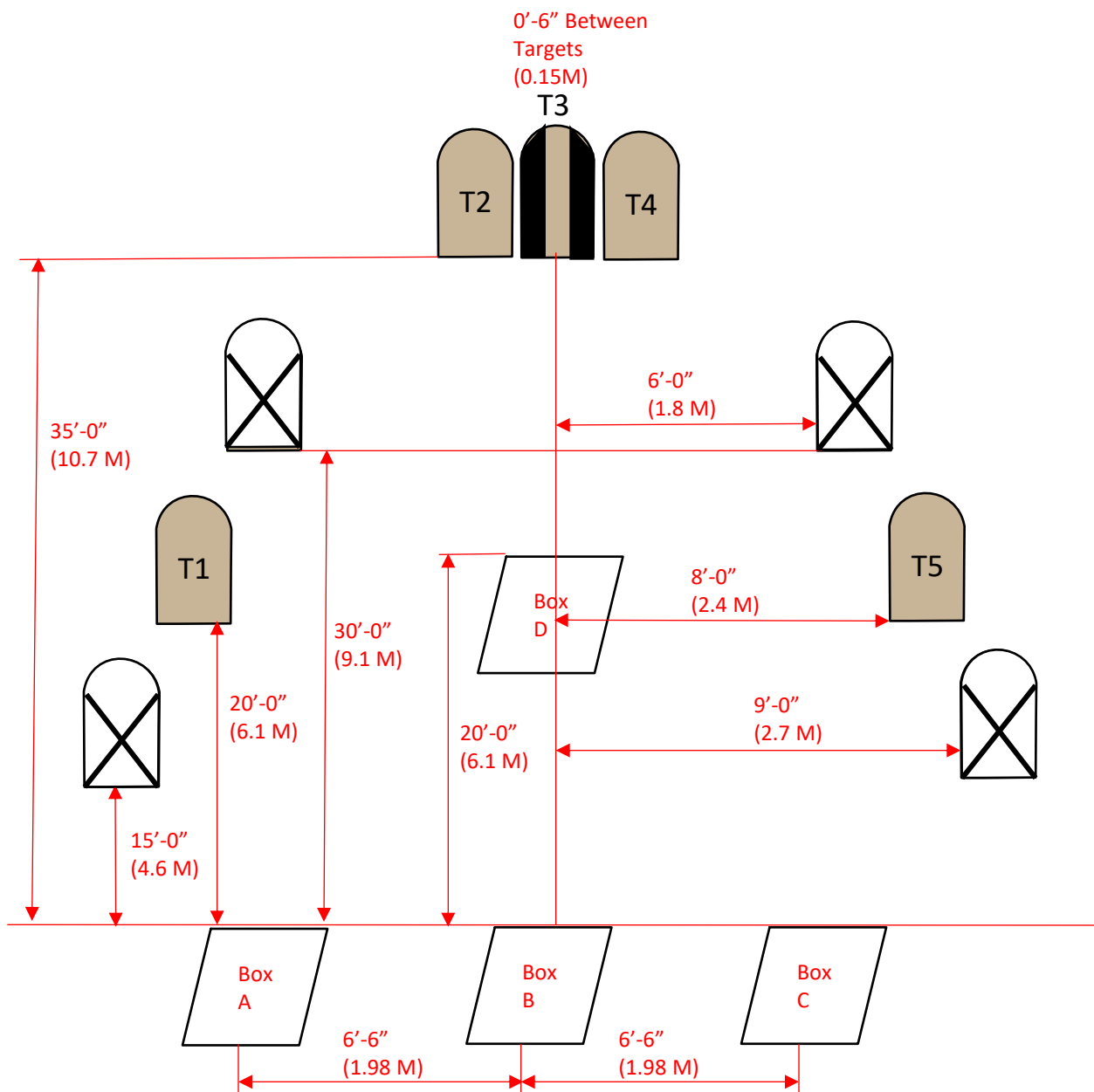
Penalties: Per Current ICORE Rule Book

Course Designer: Todd Kelsey (NY4257)

Stage Procedure: At Signal from box A, engage T1 with 6, From B, engage T3 with 6 rounds, From C, engage T5 with 6 round, from Box D, engage T2 or T4 with 6 rounds Strong hand only perform mandatory reload and engage remaining target with 6 rounds each weak hand only.

Note: All X hits reduce time by 1 seconds per hit.

Other Notes: All targets are ICORE/NRA D-1 Targets with tops at 5'-6", X ring is not painted, "Tux" – Black is touching A ring



Box B & D are centered on T3  
 All boxes are 3'-0" by 3'-0" (0.91M x0.91M)

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**Stage 3 Barrels**

Start Position: Standing in box B, revolver loaded and on barrel, wrists above shoulders and all moonclips or speedloaders are on barrels.

Stage Procedure: At Signal from box B, engage T1-T9 with 1 round each and MP1 and MP2, move to Box A and engage T1-T3 with 2 rounds each and move to box C and age T7-T9 with 2 rounds each, move to box D and engage T4-T6 with 2 rounds each, All reloads must come from barrels

Note: MP1 and MP2 can only be engaged from box B

Scoring: SHOTS UNLIMITED, Best three (3) hits on paper, steel must fall to score

Rounds: 29 Rounds MIN

Target: 9 NRA D-1, 2 mini poppers

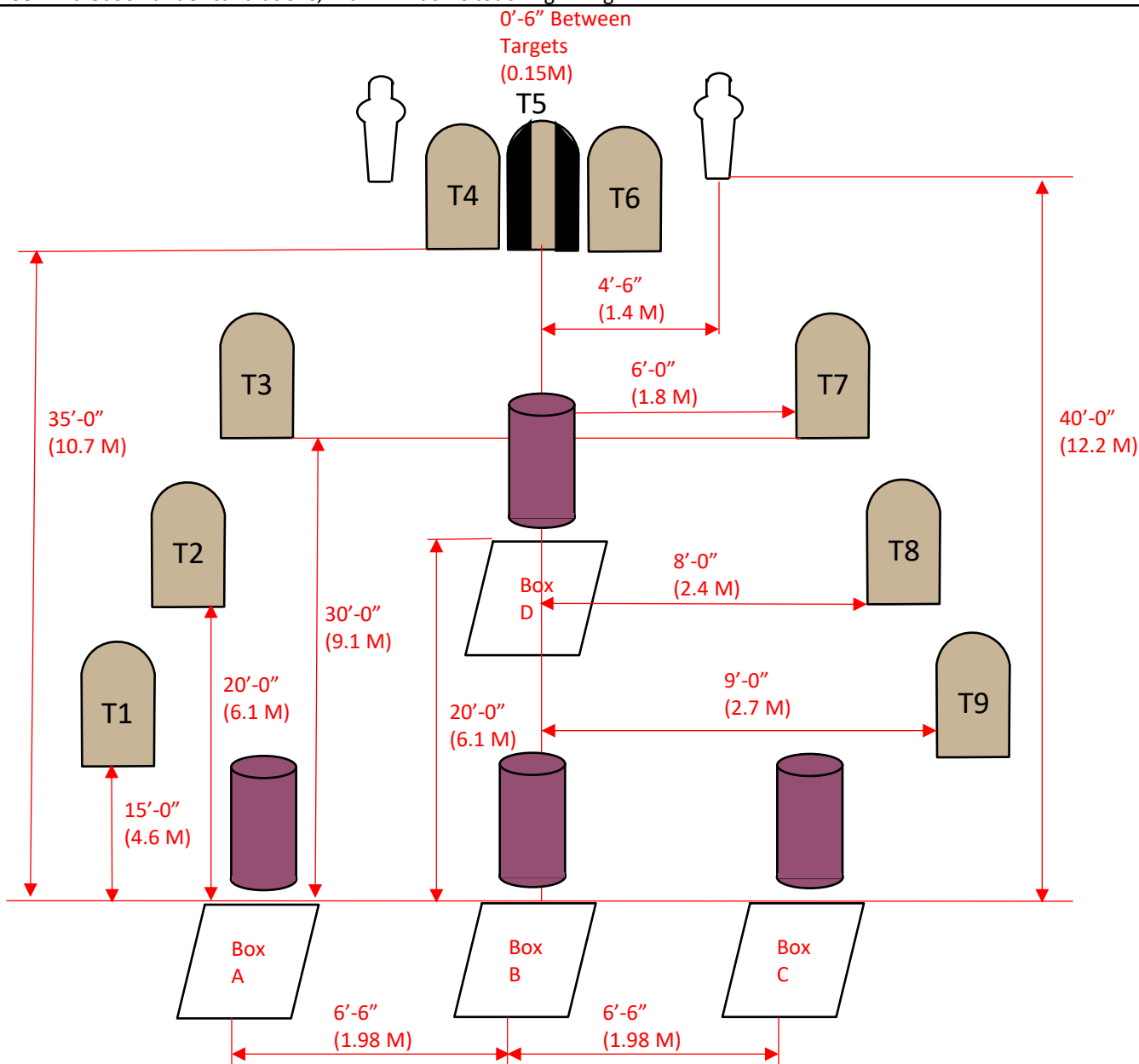
Start Signal: Audible

Stop Signal: Last Shot

Penalties: Per Current ICORE Rule Book

Course Designer: Todd Kelsey (NY4257)

Other Notes: All targets are ICORE/NRA D-1 Targets with tops at 5'-6", X ring is not painted, mini popper dimensions shall match rule ICORE rulebook under calibrations, "Tux" – Black is touching A ring



Boxes B & D are centered on T3  
 All barrels are 6" away from box and centered on box  
 All boxes are 3'-0" by 3'-0" (0.91M x0.91M)  
 Rimfire are not required to knock over steel but should be painted between shooter to show hits.

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**Stage 4 Eights and Aces**

Start Position: Standing in box A or C, revolver loaded and holstered, wrists below belt.

Scoring: SHOTS UNLIMITED, Best three (3) hits on paper, Steel must fall to score

Rounds: 26 Rounds MIN

Stage Procedure: At Signal from box A, engage T1-T4 with 2 rounds each or from Box C and engage T5-T8 with 2 rounds each then then move to the opposite box and engage that array, after engaging from Box A and C then move to box B and engage T1-T8 with 1 round each. MP1 and MP2 can be engaged from any Box at any time.

Target: 8 NRA D-1, 2 mini poppers

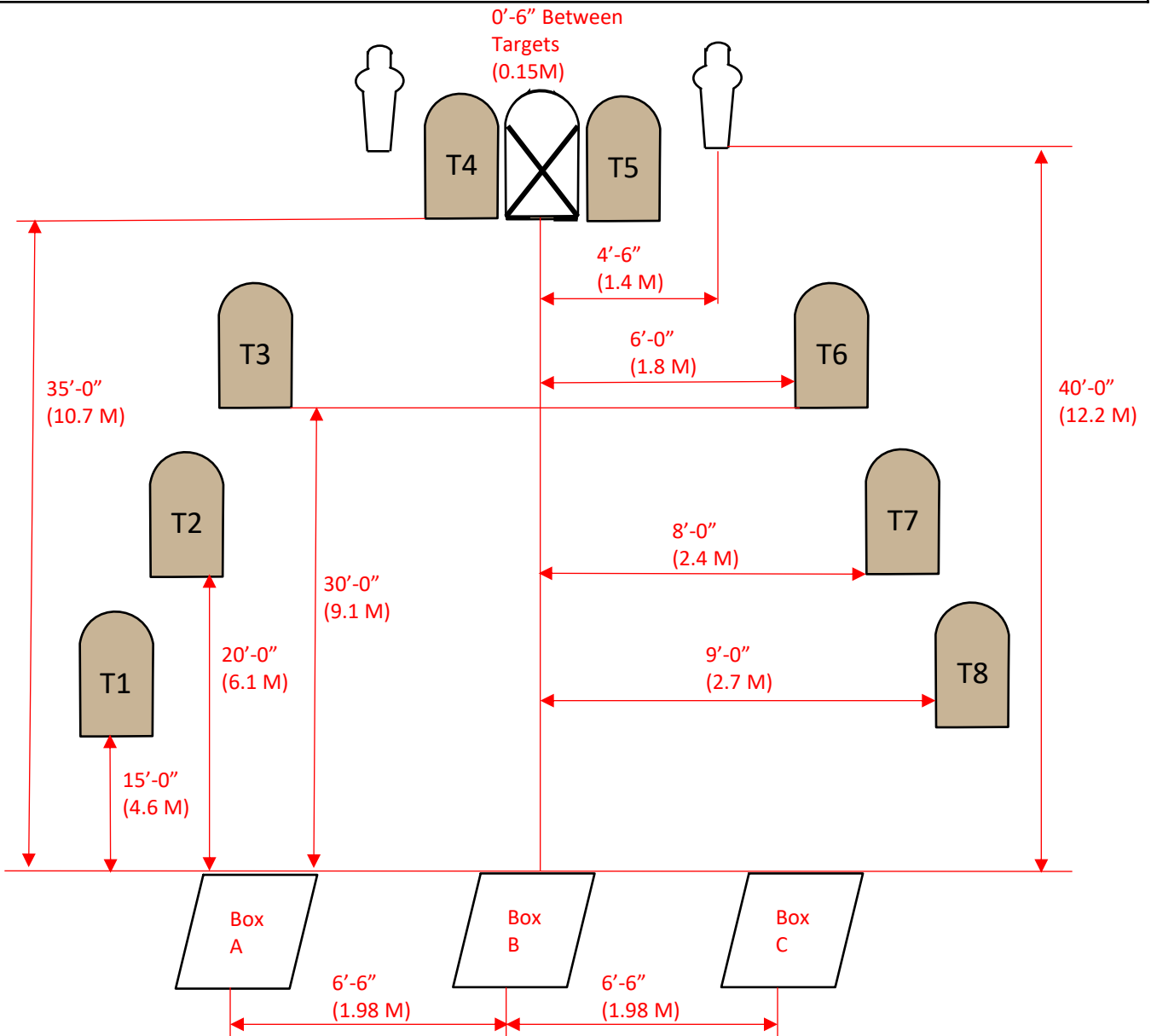
Start Signal: Audible

Stop Signal: Last Shot

Penalties: Per Current ICORE Rule Book

Course Designer: Todd Kelsey (NY4257)

Other Notes: All targets are ICORE/NRA D-1 Targets with tops at 5'-6", X ring is not painted, mini popper dimensions shall match rule ICORE rulebook under calibrations



Box B is centered on NS

All boxes are 3'-0" by 3'-0" (0.91M x0.91M)

Rimfire are not required to knock over steel but should be painted between shooter to show hits.