

2022 IRC



Presented by RUGER



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Welcome to the 2022 IRC match.

Range will be open 7:00am to 6:00pm Thursday through Saturday
and 8:00am to 5:00pm on Sunday.

We will have a 4 stage classifier ICORE match for a \$20 fee
with two start time on Thursday .

9:00am

1:00pm

Registration for the 2022 IRC will be run

Thursday

7:00-7:45 AM

Friday

7:00-7:45 AM

12:30-1:00 PM

The 2022 IRC match consists of 14 stages that will require a minimum of 297 rounds.

The main match will be run in a split schedule Fri Am/Sat Pm and Fri Pm/Sat Am.

Sunday at 9:00 Am we will have the shoot off , lunch and awards.

Registration for this match is run through [matchsignup.org](https://www.matchsignup.org)

You can check the squad number at :

<https://www.matchsignup.org/match/default.php?matchid=2595>

Range Location

Volusia County Gun and Hunt Club

4845 SR.44 New Smyrna Beach, FL 32168

Big thanks to all the match sponsors .

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Range Layout

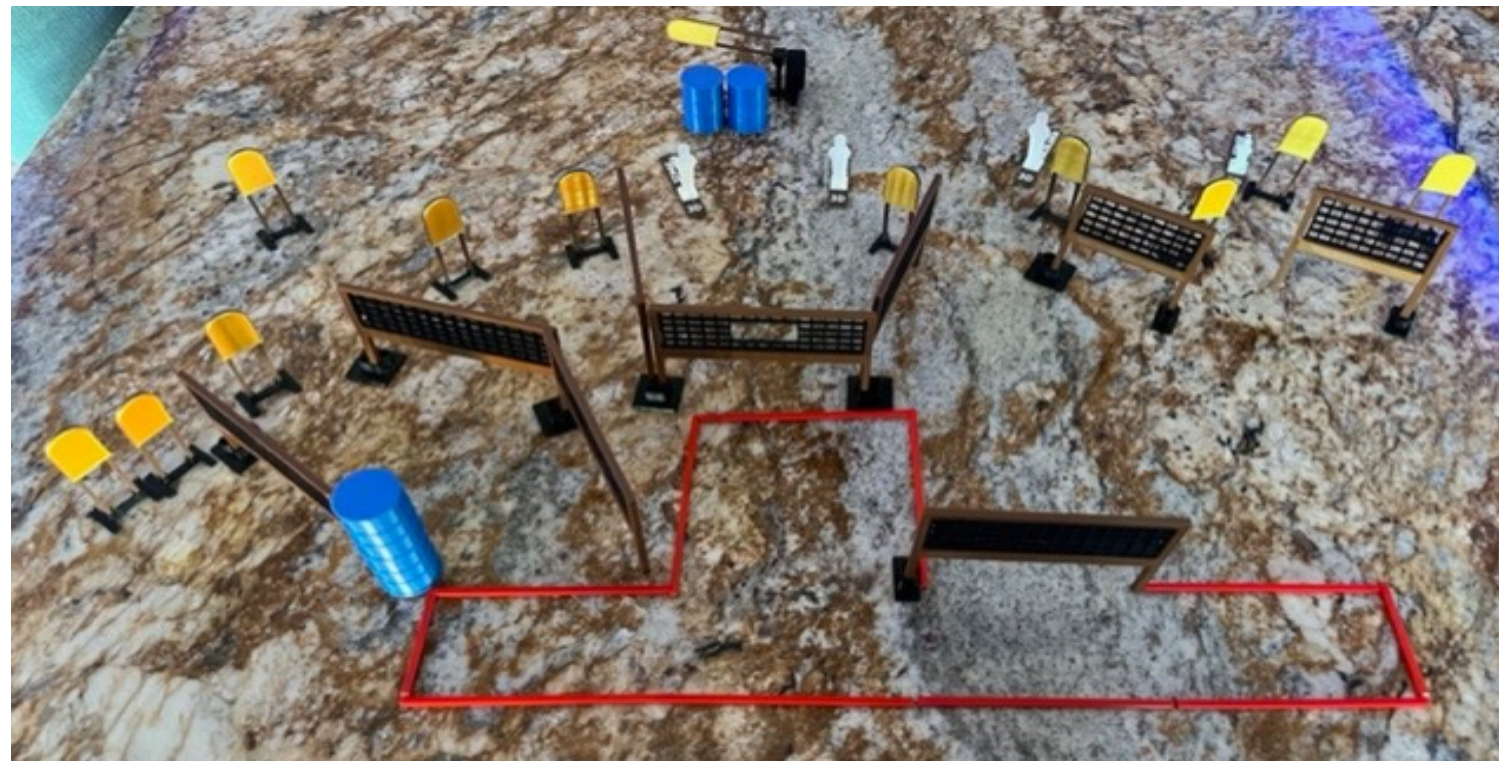


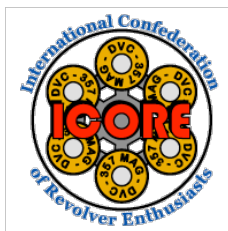


Ruger 2022 IRC
Stage 1 : Bay 36



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.	
STAGE PROCEDURE. At the signal, from inside the shooting area, engage targets as you see them. Paper targets get two rounds each, steel must fall to count. PP 2 activates swinger which remains visible at rest.	SCORING: Shots Unlimited TARGETS: 12 D-1, 3 pepper-poppers, 1 mini-popper SCORED HITS: 28 total, best 2 on paper targets, steel poppers must fall to count. START-STOP: Audible / Last Shot PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 2 : Bay 35



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage paper targets with two rounds each as you see them.

SCORING: Shots Unlimited

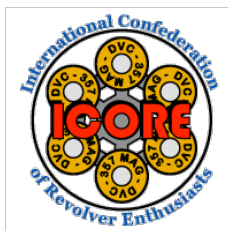
TARGETS: 14 D-1

SCORED HITS: 28 total, total, best 2 on paper targets count.

START-STOP: Audible / Last Shot

PENALTIES: Per Current ICORE Rulebook





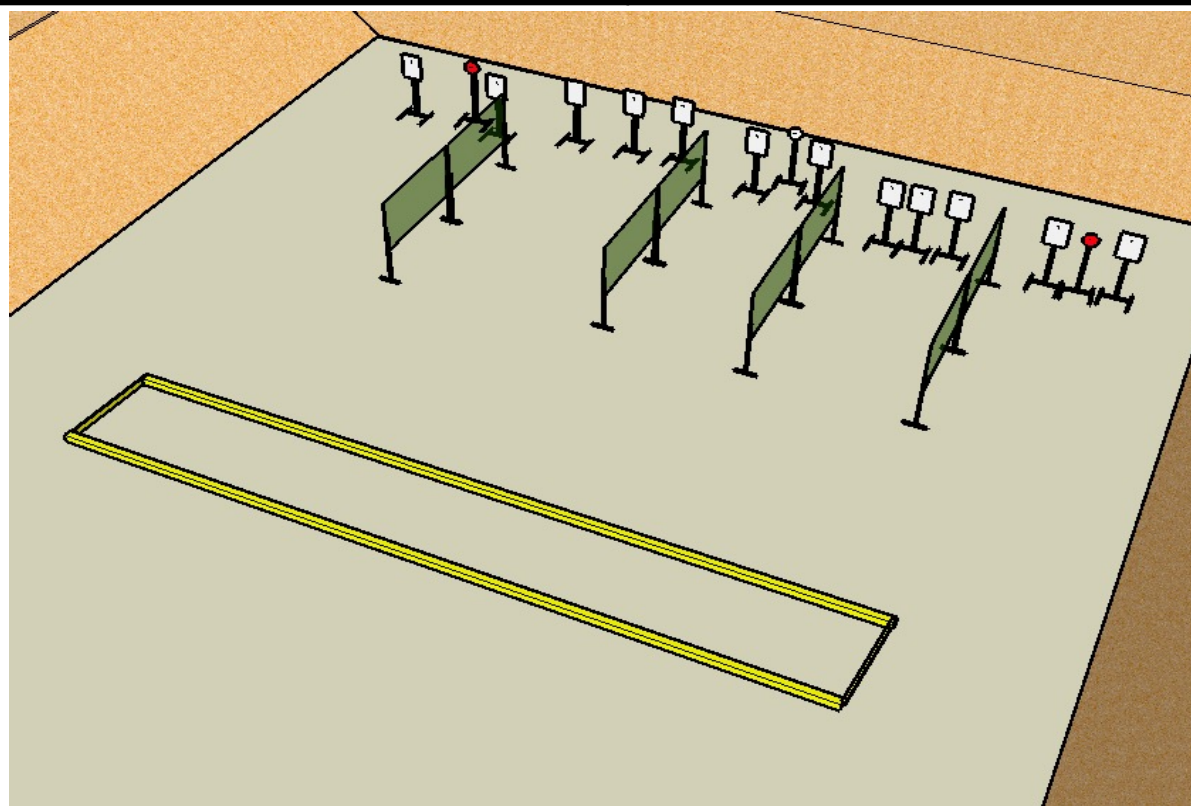
Ruger 2022 IRC
Stage 3 : Bay 34

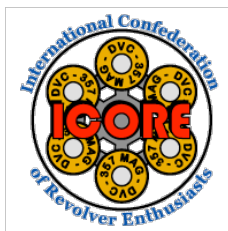


START POSITION: Standing anywhere in the shooting box, gun loaded and holstered, wrists below waist.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage steel targets as you see them with 2 rounds each for rectangle targets and 1 round each for round targets. Red plates are optional bonus plates and must be the last shots fired. Bonus targets can only be engaged once. If hit, 3 seconds will be discounted from your total time. Shooting red plates before the last shots will be a procedural penalty. Shooting more than one shot at each bonus plates will be a procedural penalty per shot. Misses on bonus plates are no-penalty misses. Time will include shots at bonus plates.

SCORING: Shots Unlimited
TARGETS: 12 Rectangles, 1 round plate, 2 bonus plates.
SCORED HITS: 25, best 2 on rectangle plates and best 1 on round plate. Bonus plates are scored only if hit. Hit on red bonus plate will deduct 3 seconds from score.
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 4 : Bay 33

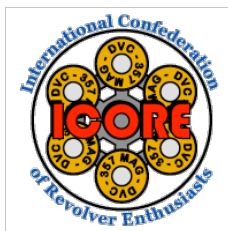


START POSITION: Standing facing downrange in Box A, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At start signal, from within Box A, engage T1, T2, T3, T4 with at least 2 rounds each, and P1 and P2 with at least 1 round each, all through port. Procedural penalty of +5 seconds per occurrence for any shot not made through port.

SCORING: Shots unlimited. Best 2 on paper. Steel must fall to score.
TARGETS: 4 NRA D-1, 2 Pepper Poppers
SCORED HITS: 10
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook. Procedural penalty of +5 seconds per occurrence for any shot not made through port (an NRA D-1 with B zone cut out).





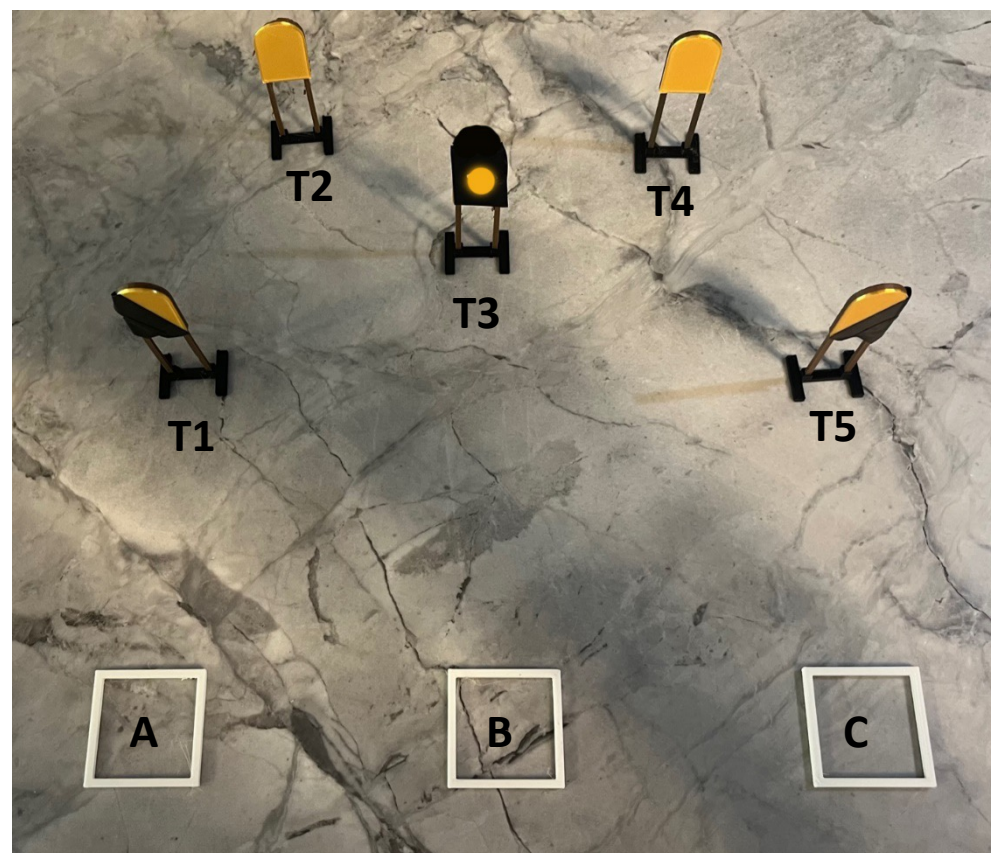
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Stage 5 : Bay 33

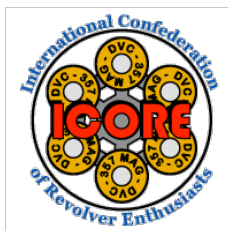


START POSITION: Standing facing downrange in either Box A or Box C, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At start signal, from within Box A, engage T1, T3, T4 with 2 rounds each in any order; from Box B, engage T1, T2, T4, T5 with 2 rounds each in any order; from Box C, engage T2, T3, T5 with 2 rounds each in any order. (OR from Box C, engage T2, T3, T5 with 2 rounds each in any order; from Box B, engage T1, T2, T4, T5 with 2 rounds each in any order; from Box A, engage T1, T3, T4 with 2 rounds each in any order.)

SCORING: Shots Limited. 4 hits on each target.
TARGETS: 5 NRA D-1
SCORED HITS: 20 maximum
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 6 : Bay 32



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage targets as you see them. Paper targets get two rounds each, steel must fall to count.

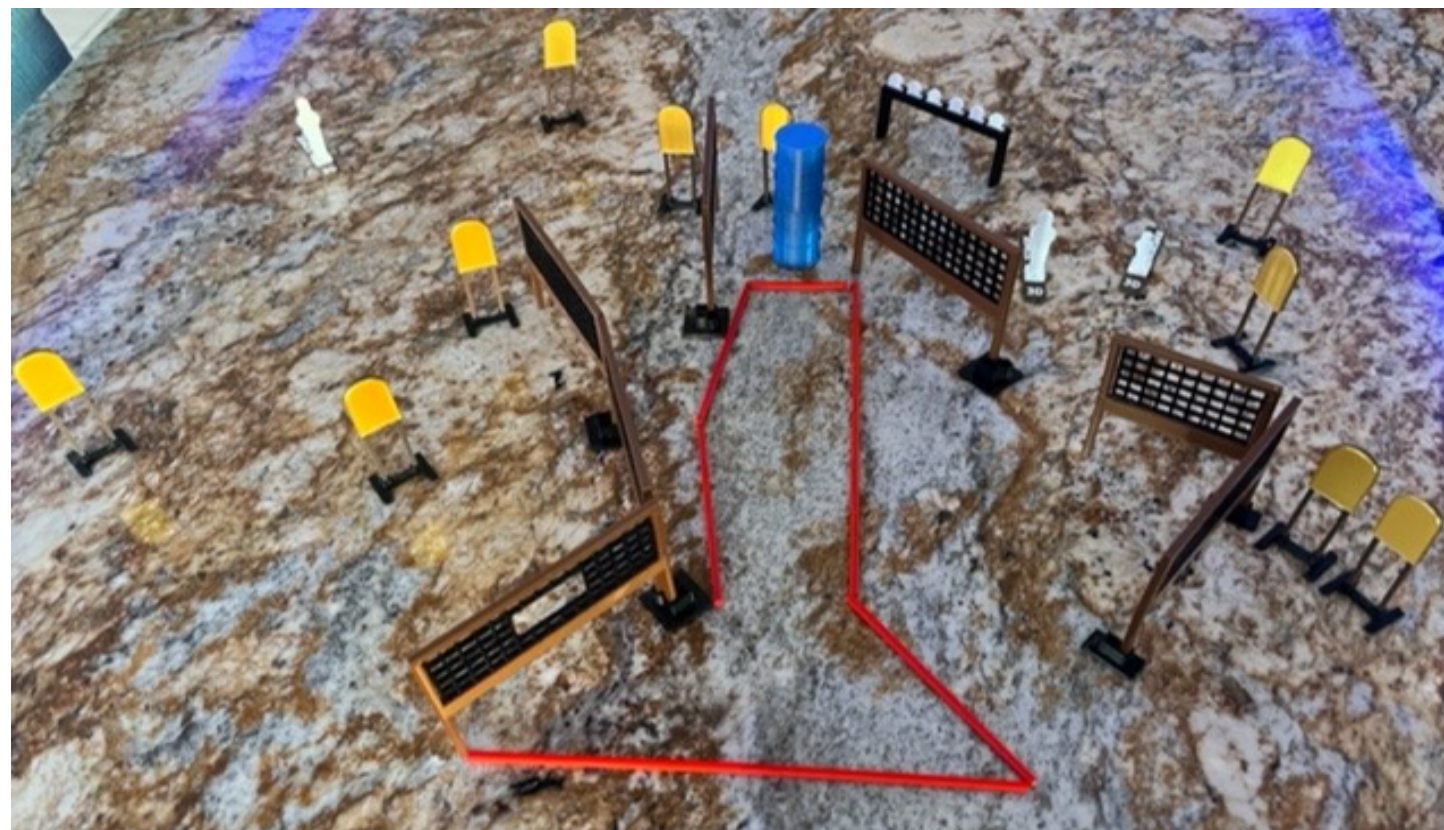
SCORING: Shots Unlimited.

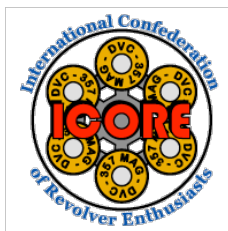
TARGETS: 10 NRA D-1, 6 falling plates, 2 pepper-poppers, 1 mini-popper

SCORED HITS: 29 total, best 2 on paper targets, steel must fall to count.

START-STOP: Audible / Last Shot

PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 7 : Bay 31



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage targets as you see them. Paper targets get two rounds each, steel must fall to count. PP 1 activates swinger remains visible at rest.

SCORING: Shots Unlimited

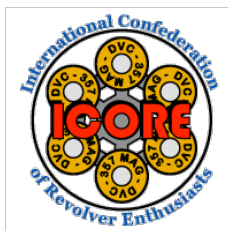
TARGETS: 12 D-1, 2 pepper-poppers

SCORED HITS: 26, best 2 on paper targets count, steel must fall to count

START-STOP: Audible / Last Shot

PENALTIES: Per Current ICORE Rulebook.





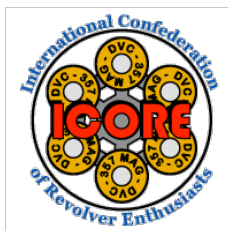
Ruger 2022 IRC
Stage 8 : Bay 30



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

<p>STAGE PROCEDURE: At the signal, from inside the shooting area, engage paper targets as you see them with 2 rounds each, steel must fall.</p>	<p>SCORING: Shots Unlimited TARGETS: 10 D1, 2 pepper-poppers SCORED HITS: 22 total, best 2 on paper targets count, steel must fall to count. START-STOP: Audible / Last Shot PENALTIES: Per Current ICORE Rulebook.</p>
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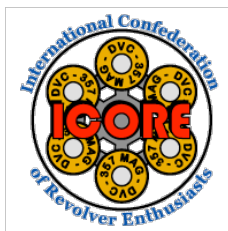


Ruger 2022 IRC
Stage 9 : Bay 27



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.	
STAGE PROCEDURE: At the signal, from inside the shooting area, engage the targets with 2 rounds each, STRONG HAND ONLY.	SCORING: Shots Unlimited TARGETS: 5 D-1 SCORED HITS: 10 total, best 2 on paper targets count START-STOP: Audible / Last Shot PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 10 : Bay 26



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage paper targets as you see them with 2 rounds each, steel must fall. PP1 activates swinger 1 and PP2 activates swinger 2. Swingers remain visible at rest.

SCORING: Shots Unlimited

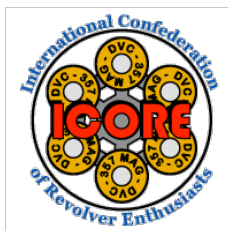
TARGETS: 3 D-1 and 2 pepper-poppers

SCORED HITS: 8 total, best 2 on paper targets count and steel must fall to count.

START-STOP: Audible / Last Shot

PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 11 : Bay 25

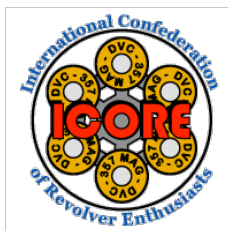


START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage paper targets with 3 rounds each **FREESTYLE**, then mandatory reload and reengage with 2 more rounds each **WEAK HAND ONLY**.

SCORING: Shots Limited
TARGETS: 3 AP-1 X-Ring Bonus of -1 second per hit.
SCORED HITS: 15 total, best 5 on paper count.
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook.





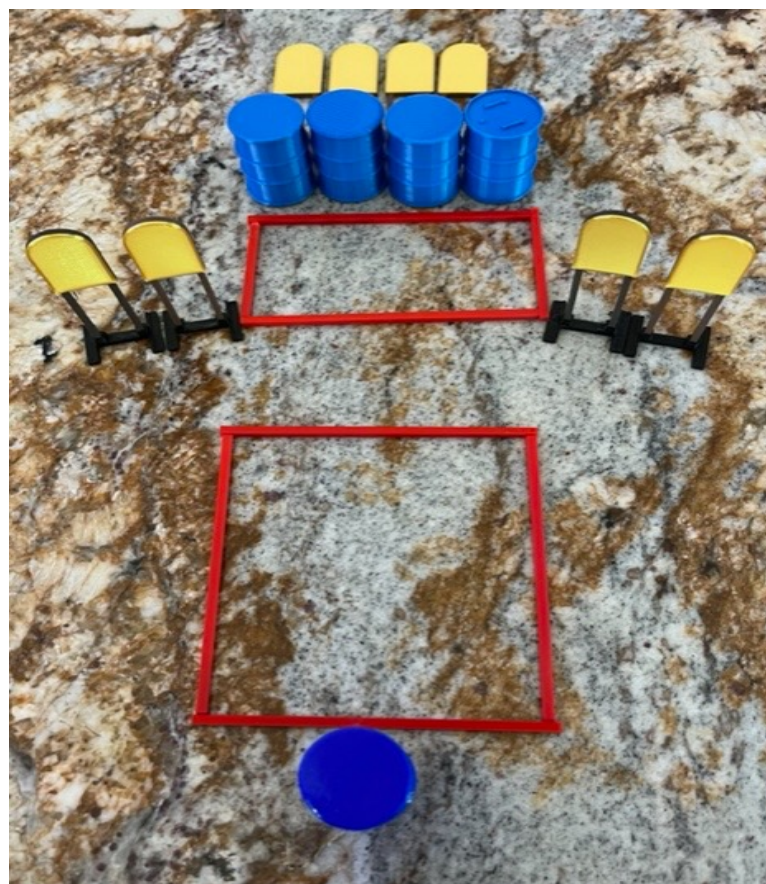
Ruger 2022 IRC
Stage 12 : Bay 25



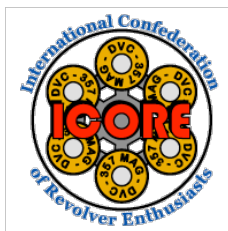
START POSITION: Standing directly behind the barrel outside of the shooting box facing downrange with one foot on each side of the barrel, gun loaded and placed on the barrel, muzzle downrange, hands on sides of barrel 3 and 9 o'clock.

STAGE PROCEDURE: At the signal, retrieve gun and enter shooting area A and from inside this shooting area, engage targets T1 through T4 with 2 rounds each, then move to shooting area B and from inside this shooting area, engage T5 through T8 with two rounds each.

SCORING: Shots Unlimited
TARGETS: 8 D-1
SCORED HITS: 16 total, best 2 on paper targets count.
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook.



Note: T5-T8
blacked out with only A
zone available to shoot.



Ruger 2022 IRC
Stage 13 : Bay 23



START POSITION: Standing anywhere in shooting area, gun loaded and holstered, wrists below belt.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage paper targets as you see them with 2 rounds each, steel must fall to count.

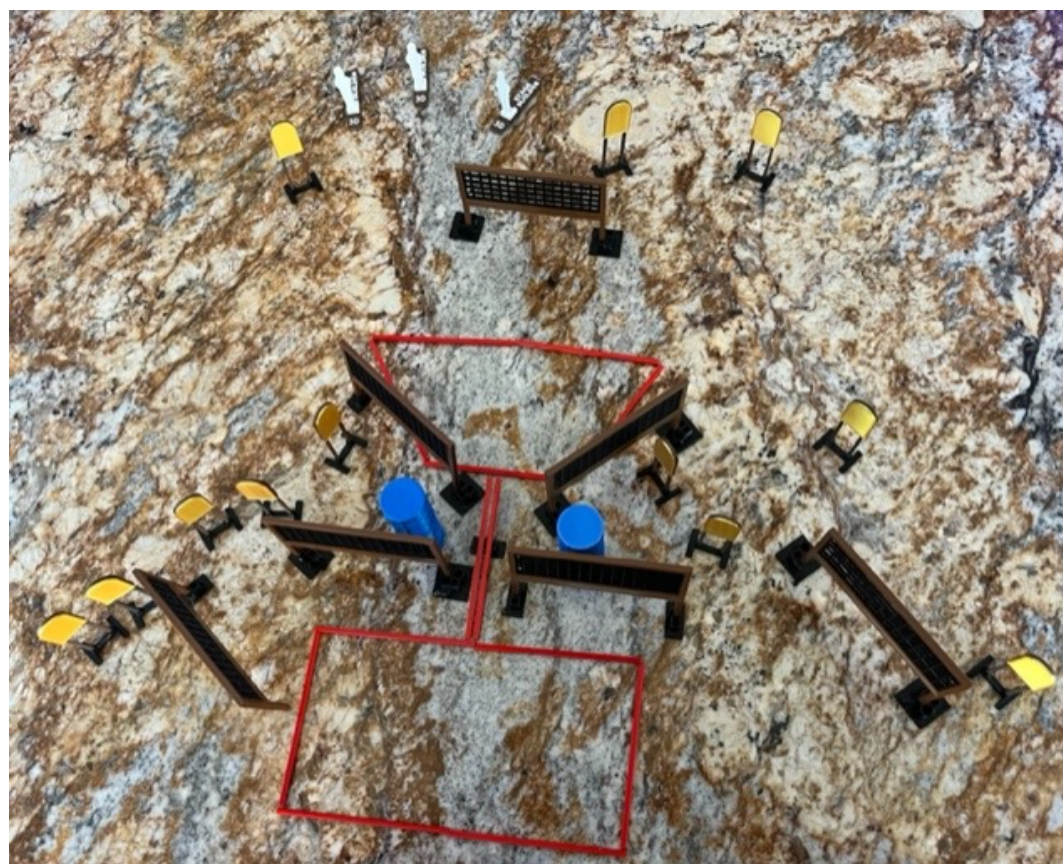
SCORING: Shots Unlimited

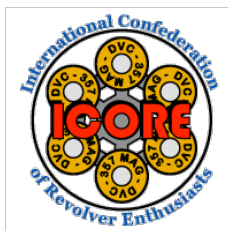
TARGETS: 12 D1, 3 pepper-poppers

SCORED HITS: 27, best 2 on paper targets count and steel must fall to count.

START-STOP: Audible / Last Shot

PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage 14 : Bay 22

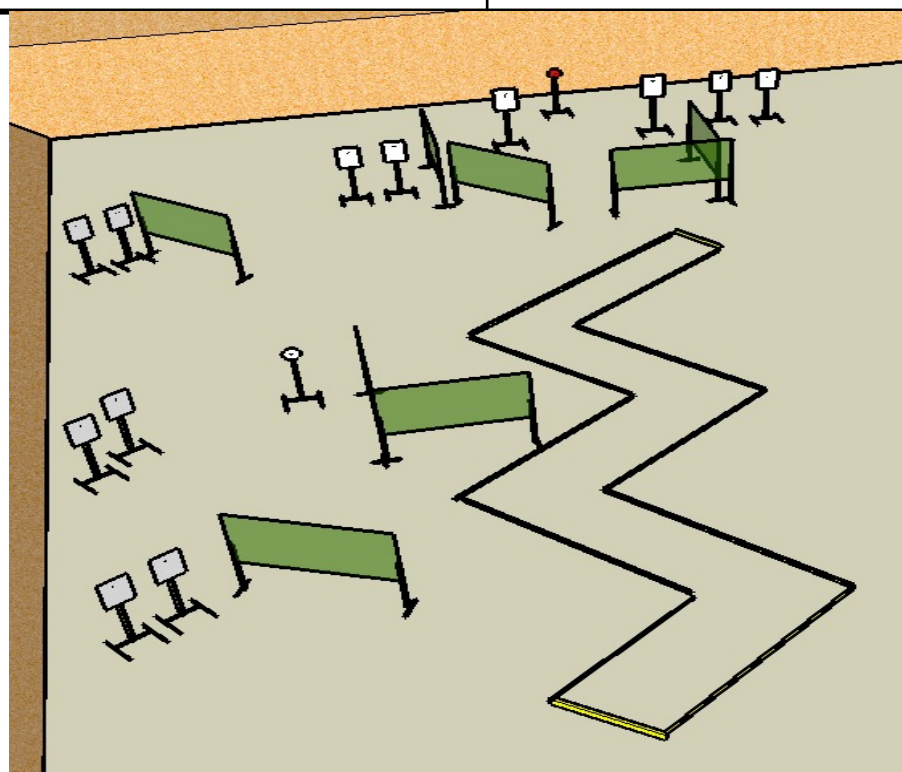


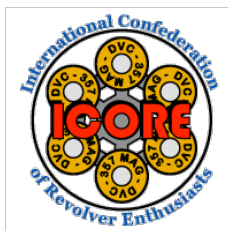
START POSITION: Standing anywhere in the shooting box, gun loaded and holstered, wrists below waist.

STAGE PROCEDURE: At the signal, from inside the shooting area, engage steel targets as you see them with 2 rounds each for rectangle targets and 1 round each for round targets. Red plates are optional bonus plates and must be the last shots fired. Bonus targets can only be engaged once. If hit, 3 seconds will be discounted from your total time. Shooting red plates before the last shots will be a procedural penalty. Shooting more than one shot at the bonus plate will be a procedural penalty. Miss on bonus plate is a no-penalty miss. Time will include shots at bonus plates.

SCORING:

TARGETS: 12 Rectangles, 1 round plate, 1 bonus plate.
SCORED HITS: 25, best 2 on rectangle targets and best 1 on round plate. Bonus plate is scored only if shot and hit. Hit on bonus plate deducts 3 seconds from time.
START-STOP: Audible / Last Shot
PENALTIES: Per Current ICORE Rulebook.





Ruger 2022 IRC
Stage : Chrono



START POSITION: Standing facing downrange, gun empty and holstered or bagged. Ammo on belt. Wait for RO to call to table.

STAGE PROCEDURE: The Chrono RO will call the competitor to the table and instruct him to “Make Ready”. The competitor will unholster his revolver, open the action to show a cleared cylinder, and place it on the table with the cylinder open in accordance with the RO’s instruction.

SCORING: Minimum Power Factor of 120.

TARGETS: 1 D1

SCORED HITS: N/A

START-STOP: N/A

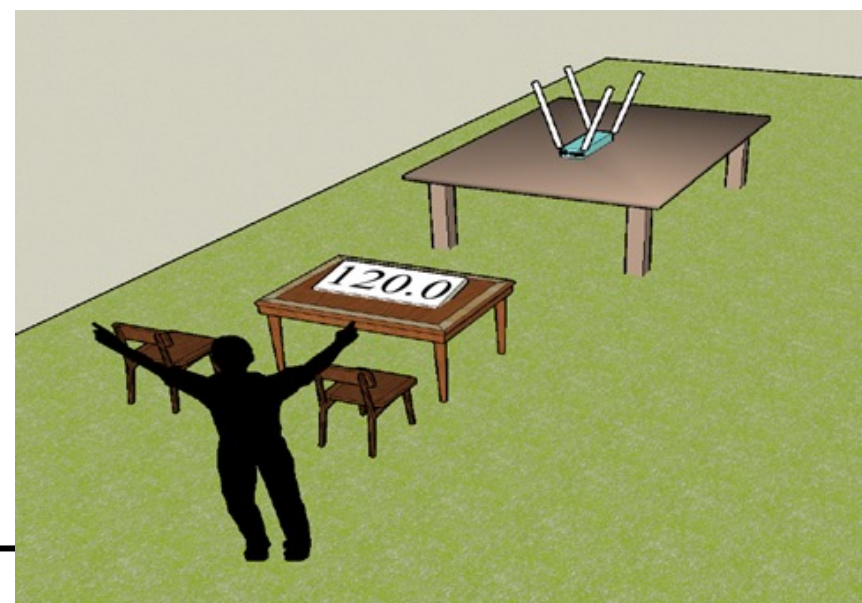
PENALTIES: 360 seconds added if fail to meet 120 Power Factor

The Chrono RO will inspect the revolver according to paragraph 5.2.3. and will fire the competitor’s rounds over the chronograph. When this is complete, the RO will place the competitor’s revolver on the table with the cylinder open and unloaded.

The RO will continue the instructions in the order described here:

- (a) The RO will call the competitor to the table and issue the “Unload and show clear” command, at which point the competitor will retrieve his revolver and verify that it is unloaded;
- (b) The RO will issue the “If clear, close cylinder, holster” and “Range is clear” commands;
- (c) Once the competitor has complied and left the table, the Chrono RO will call the next competitor to the table.

Chrono results must be documented as an electronic (e.g., Practiscore) and paper back-up event, or paper-only if electronic scoring is not used for the match. A PASS/FAIL designation with supporting notes is required. This is where the 360-second penalty for FAILURE TO MAKE CHRONO is recorded.



Squad Matrix Main Match

Friday						
	Stage 8	Stage 9- Chrono	Stage 10	Stage 11-12	Stage 13	Stage 14
8:00	Squad 11	Squad 12		Squad 13		Squad 15
8:45	Squad 15	Squad 11	Squad 12		Squad 13	
9:30		Squad 15	Squad 11	Squad 12		Squad 13
10:15	Squad 13		Squad 15	Squad 11	Squad 12	
11:00		Squad 13		Squad 15	Squad 11	Squad 12
11:45	Squad 12		Squad 13		Squad 15	Squad 11
12:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:15	Squad 21	Squad 22		Squad 23		Squad 24
2:00	Squad 24	Squad 21	Squad 22		Squad 23	
2:45		Squad 24	Squad 21	Squad 22		Squad 23
3:30	Squad 23		Squad 24	Squad 21	Squad 22	
4:15		Squad 23		Squad 24	Squad 21	Squad 22
17:00			Squad 23		Squad 24	Squad 21
17:45	End	End	End	End	End	End

Saturday						
	Stage 1	Stage 2	Stage 3	Stage 4-5	Stage 6	Stage 7
8:00	Squad 21	Squad 22		Squad 23		Squad 24
8:45	Squad 24	Squad 21	Squad 22		Squad 23	
9:30		Squad 24	Squad 21	Squad 22		Squad 23
10:15	Squad 23		Squad 24	Squad 21	Squad 22	
11:00		Squad 23		Squad 24	Squad 21	Squad 22
11:45			Squad 23		Squad 24	Squad 21
12:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:15	Squad 11	Squad 12		Squad 13		Squad 15
2:00	Squad 15	Squad 11	Squad 12		Squad 13	
2:45		Squad 15	Squad 11	Squad 12		Squad 13
3:30	Squad 13		Squad 15	Squad 11	Squad 12	
4:15		Squad 13		Squad 15	Squad 11	Squad 12
17:00	Squad 12		Squad 13		Squad 15	Squad 11
17:45	End	End	End	End	End	End

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