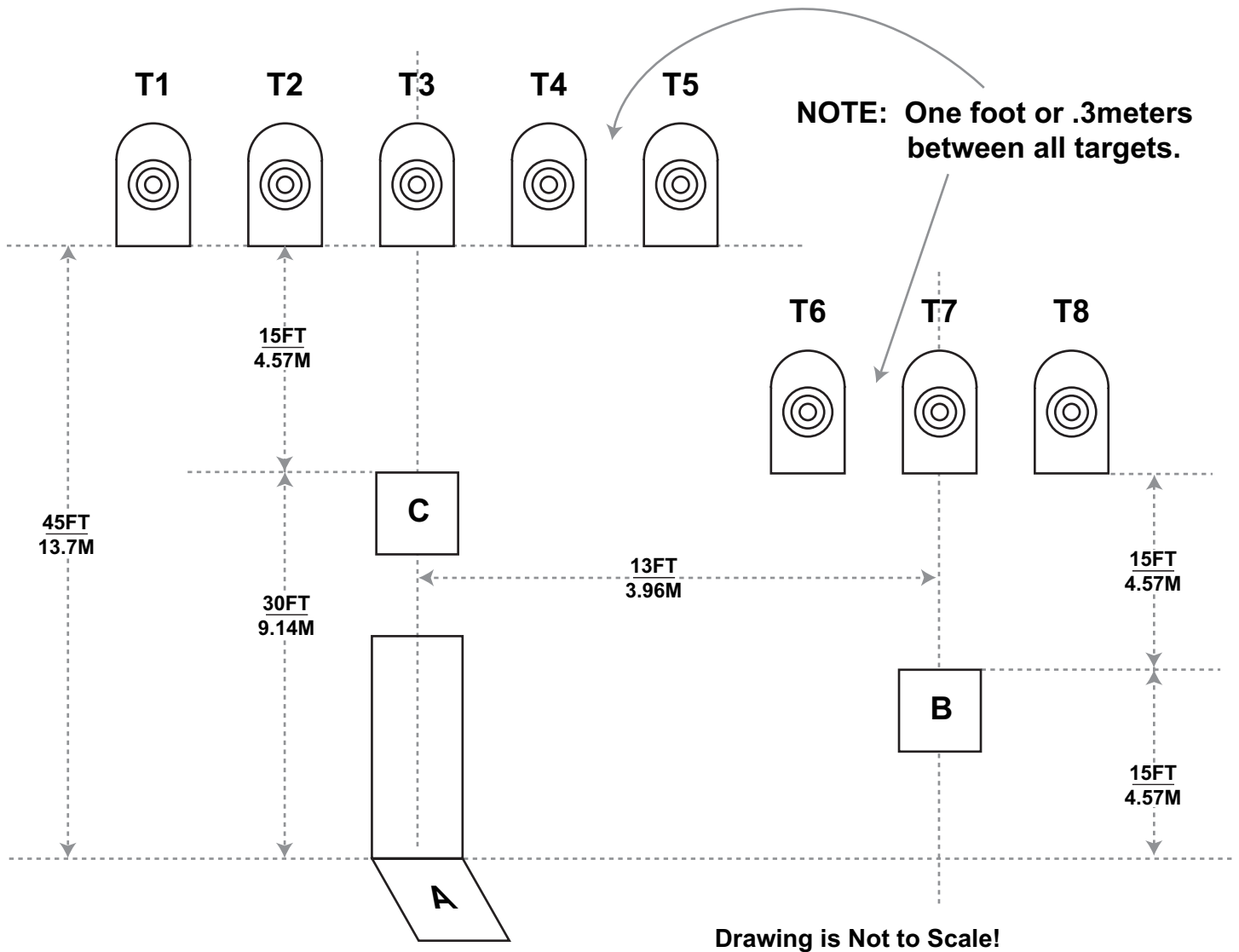




Vic's Brain Dead

CS-020
Designed by
Roger Davis



Start Position: Standing in Box A, facing downrange, hands gripping barricade at shoulder level.

Procedure:

At start signal from Box A engage T1 thru T5 with two (2) rounds each in any order. From Box B engage T6 thru T8 with two (2) rounds each in any order. From Box C engage T1 thru T5 with one (1) round each in any order.

Scoring: Shots Unlimited

Targets: 8 NRA D-1 paper

Rounds: 21 minimum

Start: Audible

Stop: Last shot

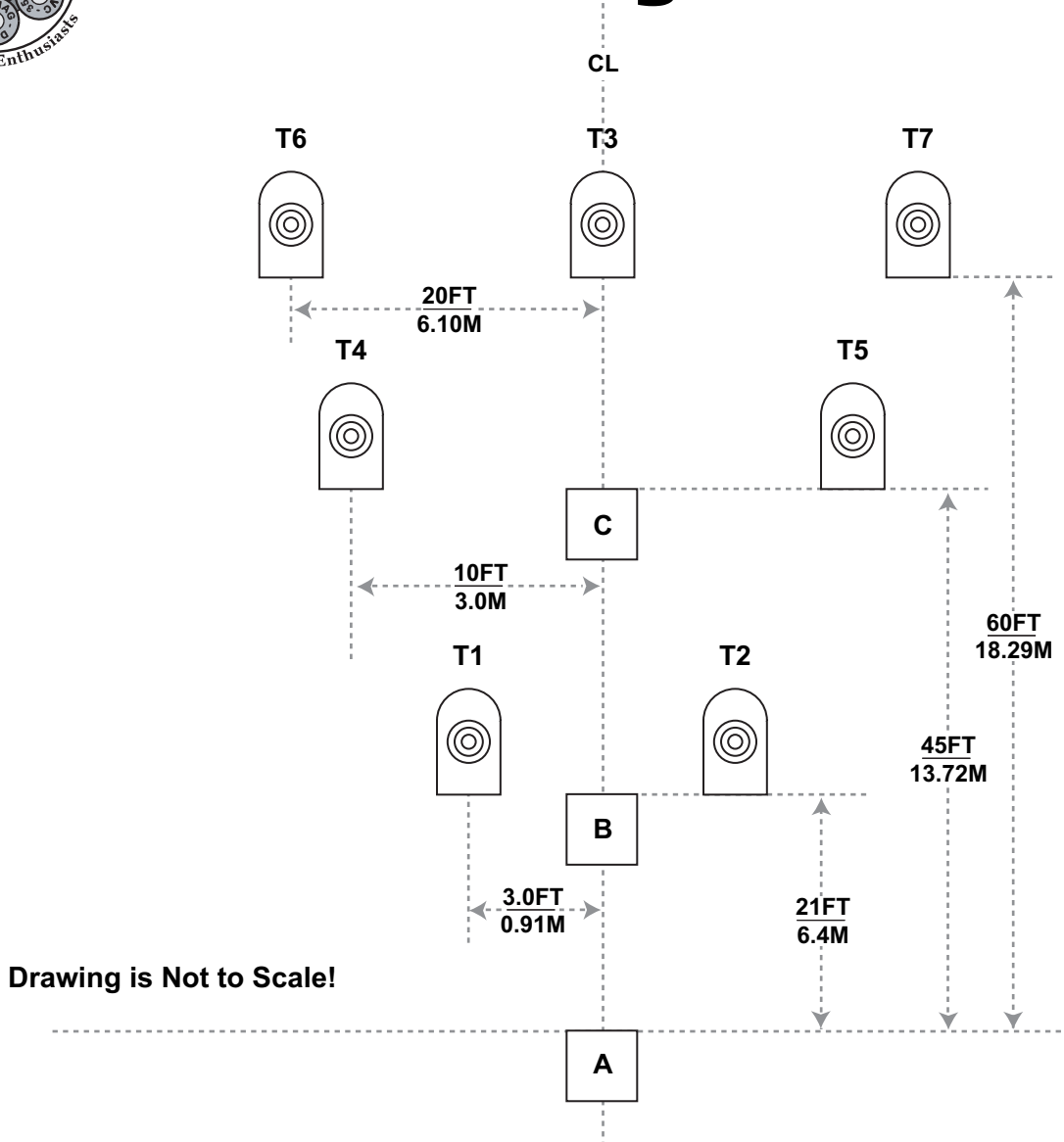
Penalties: Per the ICORE rulebook. Foot faults, procedural and misses +5 seconds per occurrence.

Stage Setup: Place targets per drawing dimensions. Set targets T1 thru T8 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. Barricade is 0.6 m (2 feet) wide, minimum. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).



Phoenix Triangle

CS-022
Designed by
Steven Bressan



Start Position: Standing in Box A, facing downrange, hands relaxed at sides.

Procedure:

At start signal engage, from Box A engage only T1, T4 and T6 with only two (2) rounds each in any order, perform a mandatory reload and then engage only T2, T5 and T7 with only two (2) rounds each in any order. From Box B engage only T3, T4 and T5 with only two (2) rounds each in any order. From Box C engage only T3, T6 and T7 with only two (2) rounds each in any order.

Scoring: Shots Limited

Targets: 7 NRA D-1 paper

Rounds: 24 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 T7 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 1m x 1m (3 feet x 3 feet).

TO REACH OUT QUICKLY

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Dave Williams

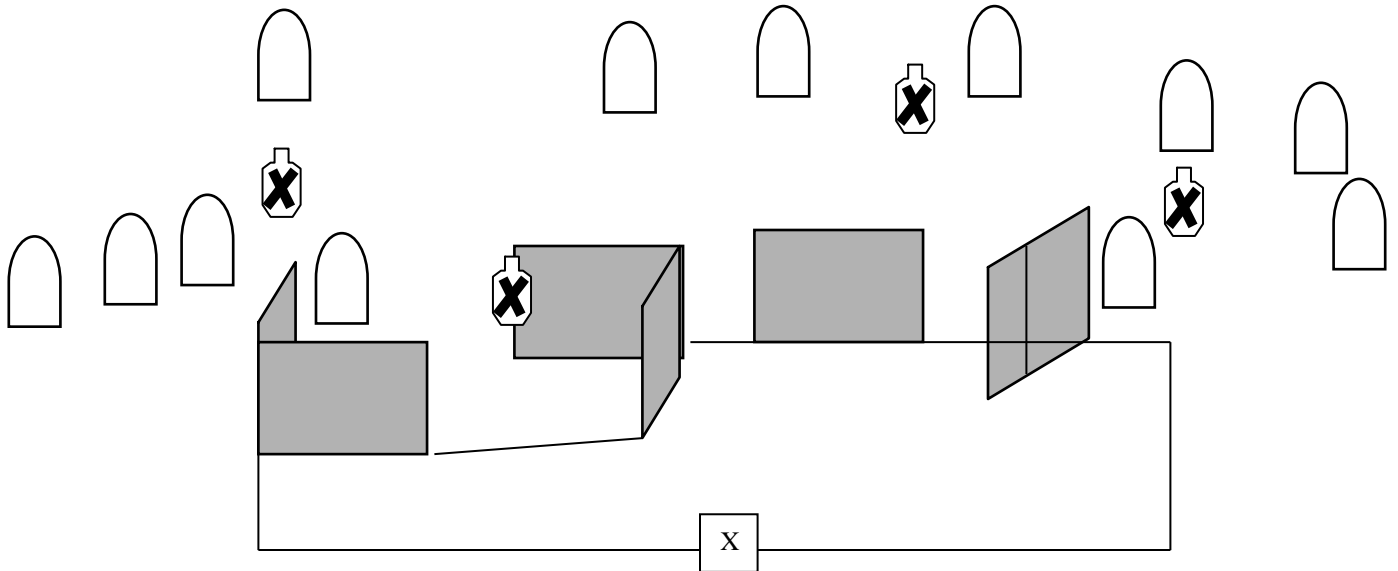
START POSITION: Standing outside of the shooting area facing down range toes touching rear fault line, Revolver loaded and holstered wrists below belt.

STAGE PROCEDURE

On start signal, engage targets as available from within the shooting area.

SCORING

SCORING: Shots Unlimited, 24 rounds
TARGETS: 12 NRA D1
SCORED HITS: Best 2 per Paper
START-STOP: Audible - Last shot
PENALTIES: Per current Icore rule book



SETUP NOTES:

RO NOTES:

TO REACH OUT PRECISELY

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Dave Williams

START POSITION: Standing outside of shooting area facing down range toes touching the 'Xs' on the rear fault line, Revolver loaded and holstered wrists below belt.

STAGE PROCEDURE

On start signal, engage targets as available from within the shooting area.

Each X Ring Hit will deduct 1 second from the time.

SCORING

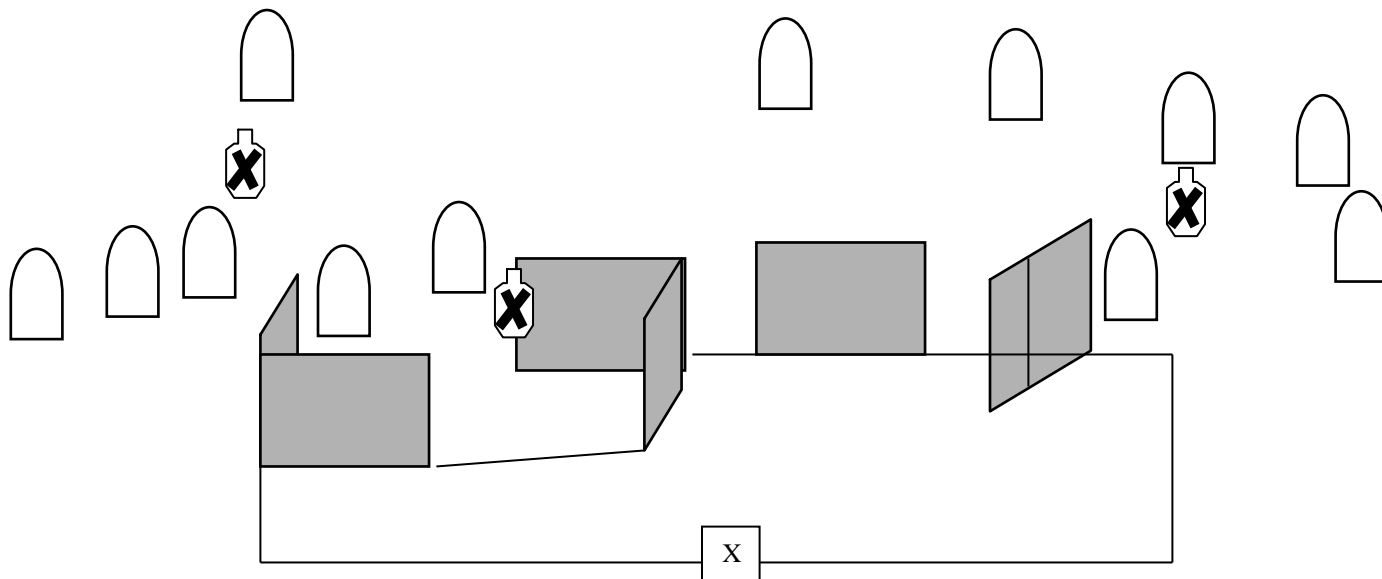
SCORING: Shots Unlimited, 24 rounds

TARGETS: 12 NRA D1

SCORED HITS: Best 2 per Paper, each X Ring hit will deduct 1 second from time.

START-STOP: Audible - Last shot

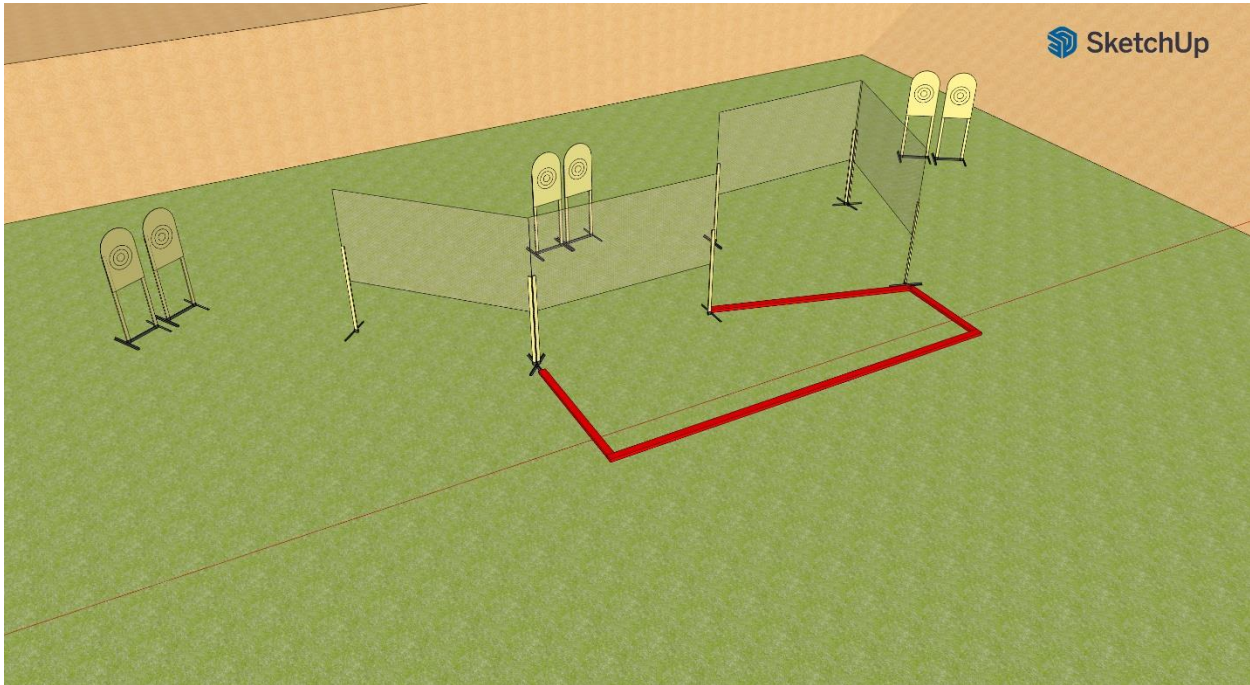
PENALTIES: Per current Icore rule book



SETUP NOTES:

RO NOTES:

SHOOT IT



Start position: Hands touching red spot on the right hand corner of center wall, revolver loaded and holstered.

Procedure: On start signal, engage all targets with at least 2 rounds each from within shooting area.

Scoring: Shots unlimited

Targets: 6 NRA D-1

Rounds: 12

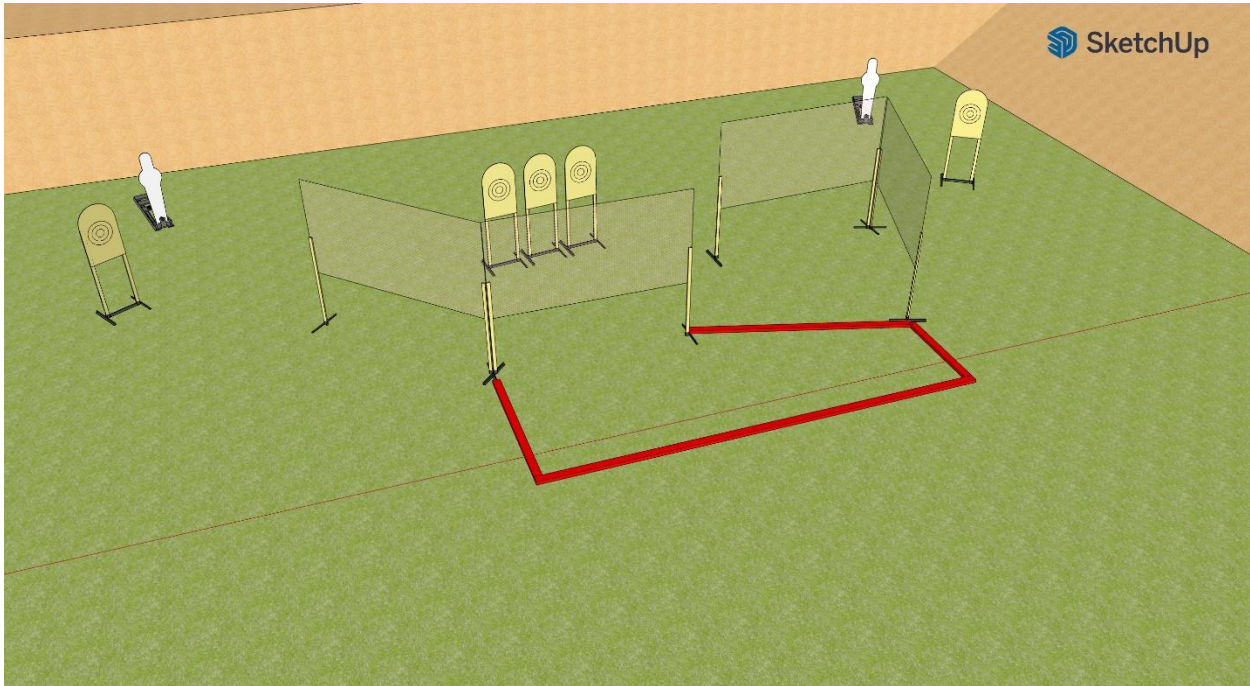
Start: audible

Stop: last shot

Penalties: per Icore rule book

Stage set up: set targets 5' high.

SHOOT IT AGAIN



Start position: Hands touching red spot on the right side of front center wall, revolver loaded and holstered.

Procedure: On start signal engage all targets from within shooting area, 2 hits per paper, steel must fall to score.

Scoring: shot unlimited

Targets: 5 NRA D-1, 2 poppers

Rounds: 12

Start: audible

Stop: last shot

Penalties: per Icore rule book

Stage setup: set NRA targets 5' high, poppers at least 23 ' away.

A STAGE WITH NO NAME

RULES: Other

Created By: Donald Rush

START POSITION:

Revolver loaded with trigger guard centered on X on table. Shooter facing downrange behind table, wrists below belt.

PROCEDURE:

Upon audible start signal retrieve revolver and engage all targets from within the shooting area..
Best 2 per paper

SCORING: Unlimited

ROUND COUNT: 18

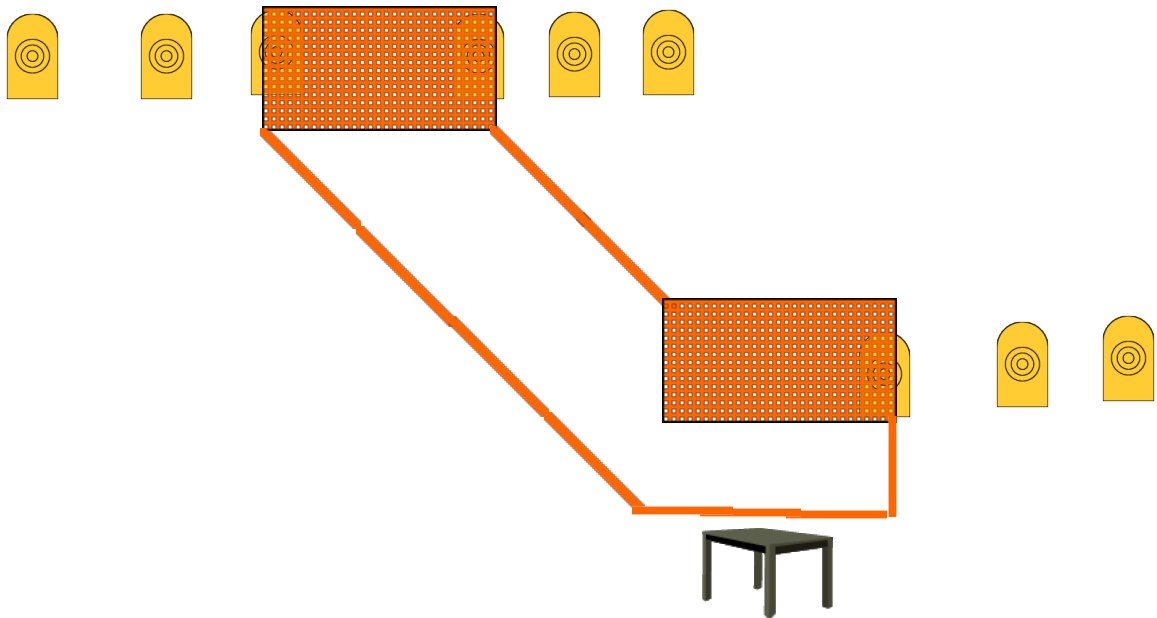
TARGETS: 9

DISTANCE: 9 NRA D1

SCORED HITS: Best 2 per paper

PENALTIES: Per current Icore rule book

NOTES:



A STAGE WITH NO NAME RIDES AGAIN

RULES: Other

Created By: Donald Rush

START POSITION:

Revolver loaded on table, trigger centered on X. Shooter standing directly behind table, facing downrange, wrists below belt.

PROCEDURE:

Upon audible start signal, retrieve revolver and engage all targets from within shooting area

SCORING: Unlimited

ROUND COUNT: 18

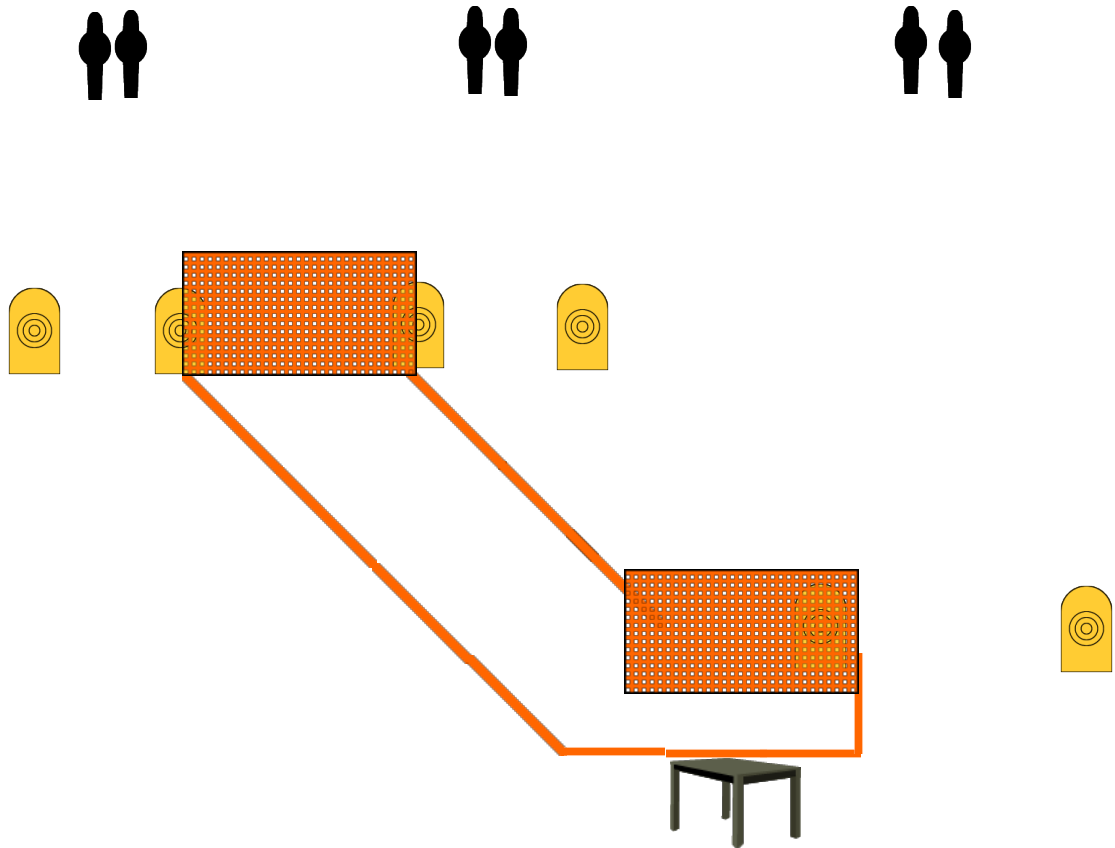
TARGETS: 12

DISTANCE: 6 NRA D1, 6 Poppers

SCORED HITS: Best 2 per paper, steel must fall to score

PENALTIES: Per current Icore Rule book

NOTES:



MOVE ON IN

RULES: Other

Created By: Donald Rush

START POSITION:

Standing in box A. Revolver loaded, holstered, wrists below belt.

PROCEDURE:

String 1:

From box A engage each target with 1 round only, perform a mandatory reload and move to box B and engage each target with 1 round each.

String 2:

From box B engage each target with 1 round only, perform a mandatory reload and move to box C and engage each target with 1 round each.

SCORING: Limited

ROUND COUNT: 24

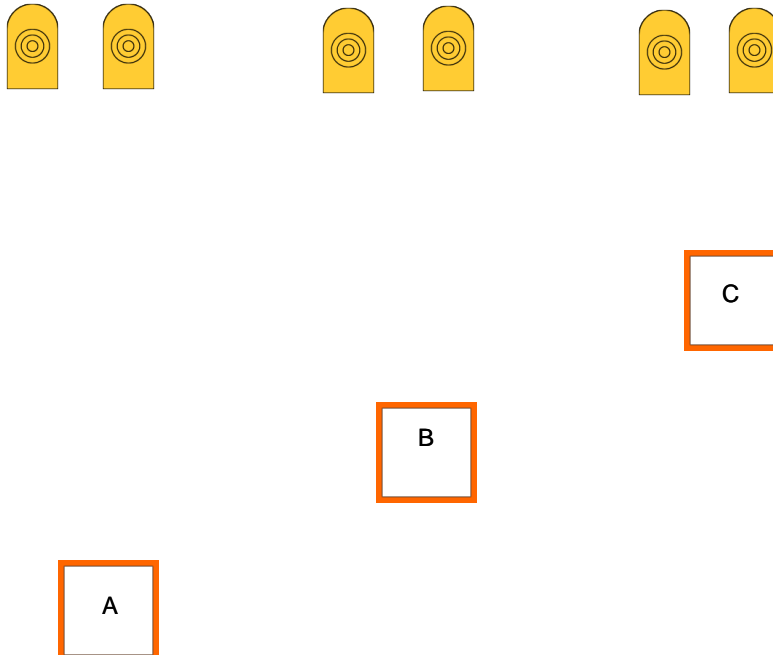
TARGETS: 6

DISTANCE: 6 NRA D1

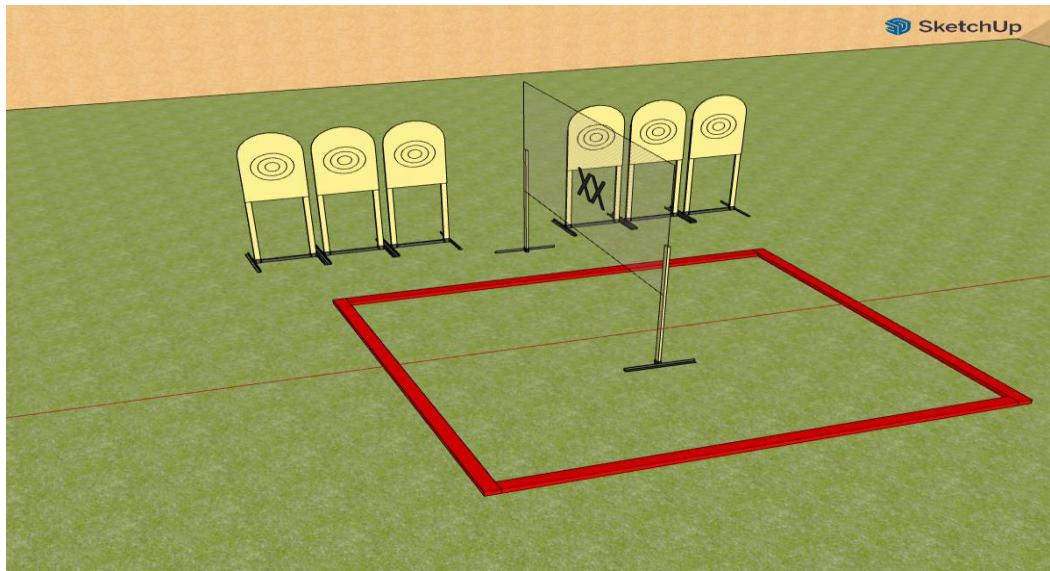
SCORED HITS: Best 4 per paper

PENALTIES: Per current Icore rule book

NOTES:



WHICH SIDE?



Start position: Strong hand touching center wall post, one foot touching front fault line. Shooters can start on either side of the wall. Revolver is loaded and holstered.

Procedure:

String 1: Upon audible start signal engage all targets with 2 rounds each.

String 2: Same start position, shot from other side of the wall. 2 rounds per target.

Scoring: Shots unlimited, best 4 per paper score.

All X ring hits count as a bonus, 1 second off your time

Targets: 6 NRA D-1 paper.

Rounds: 24 minimum.

Start: Audible.

Stop: Last shot

Penalties: Per the ICORE rulebook.

V POPPERS

RULES: Other

Created By: Donald Rush

START POSITION:

Standing in shooting box, facing uprange. Revolver loaded, holstered, wrists below waist.

PROCEDURE:

Upon audible start signal, turn, draw and engage all targets from the shooting area.

SCORING: Unlimited

ROUND COUNT: 10

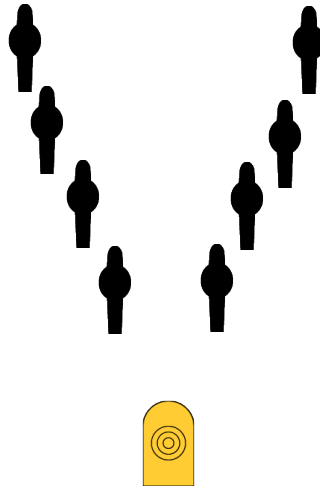
TARGETS: 9

DISTANCE: 1 NRA D1, 8 poppers

SCORED HITS: 2 per paper, steel must fall to score.

PENALTIES: Per current Icore rulebook

NOTES:



GUNSMOKE AND GRIT

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Dave Williams

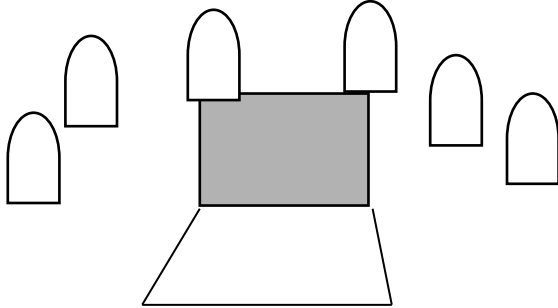
START POSITION: Standing inside of shooting area facing down range, Revolver loaded and holstered wrists above respective shoulders.

STAGE PROCEDURE

On start signal engage targets as available with 3 rounds each from within the shooting area.

SCORING

SCORING: Shots Unlimited, 18 rounds
TARGETS: 6 NRA D1
SCORED HITS: Best 3 per Paper
START-STOP: Audible - Last shot
PENALTIES: Per current Icore rulebook



SETUP NOTES:

RO NOTES