

2022 ICORE
RMRRC
ROCKY MTN REGIONAL REVOLVER CHAMPIONSHIP

Presented by **HOGUE**





HUNTERS HD GOLD



Hosted by
Rocky Mountain Revolver Club
WCFW High Plains Shooting Range

Primary Match Staff

Match Director – Patrick Jones
Range Master –Matthew Krause



Directions to the Range

**Weld County Fish & Wildlife
High Plains Shooting Range
38997 County Road 51
Eaton, CO 80615**

From Interstate 25

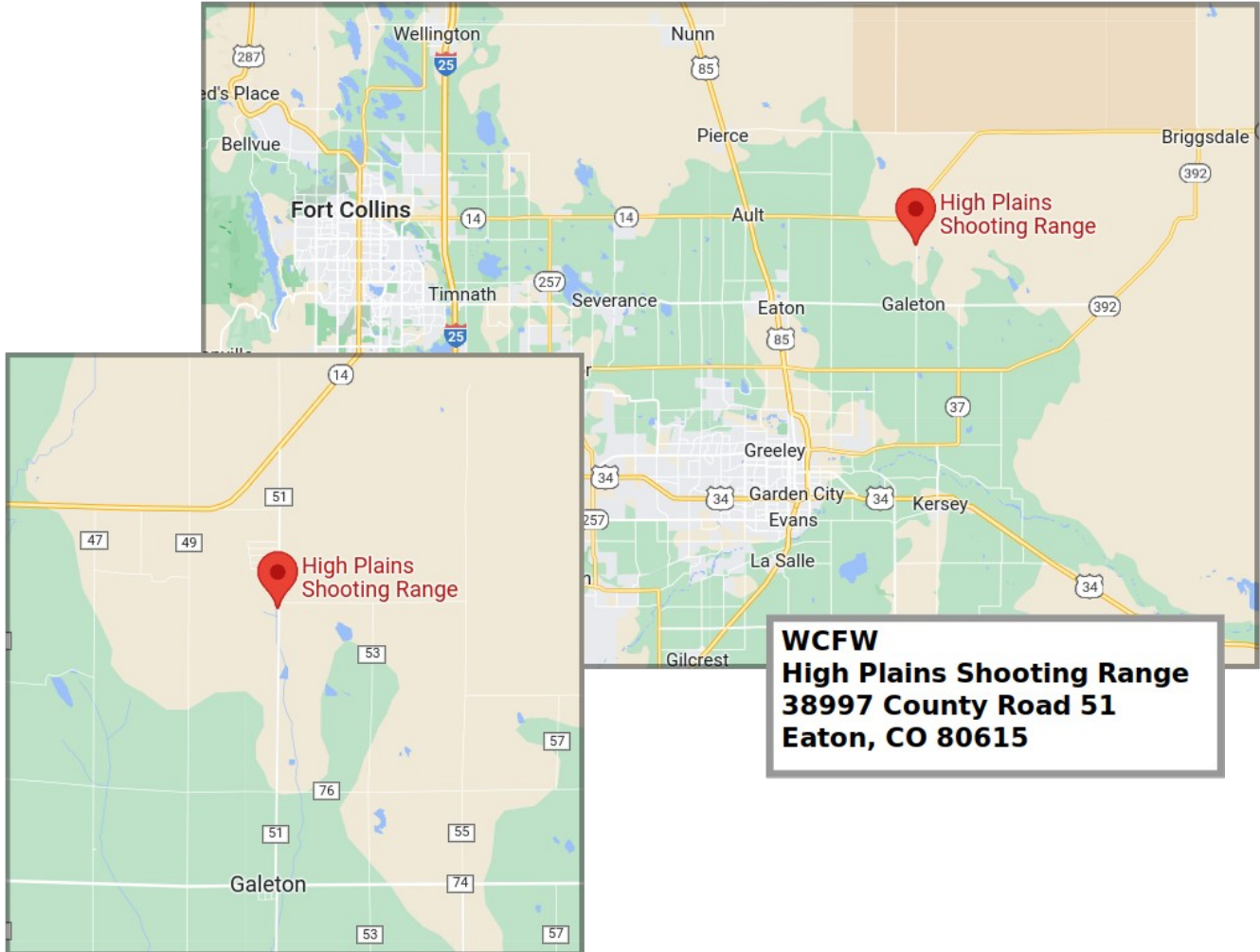
Take exit 269A

Turn East onto CO-14 E, travel through Ault (21.4 miles)

Take Slight right onto County Rd 82 (0.7 miles)

Turn right onto Co Rd 51 (1 mile)

The shooting range will be on the right



Welcome to the 2022 Rocky Mountain Revolver Championship

Welcome to the 2022 Rocky Mountain Revolver Championship which is hosted by the Rocky Mountain Revolver Club and the High Plains Shooting Range. We are excited to have the opportunity to host this match and hope that you have a great time attending the event. The items listed below are intended to be a quick reference for common questions, requirements and rules. This list is not intended to be a replacement or amendment to the ICORE Rules. This is an ICORE sanctioned match and we will be strictly adhering to ICORE rules. If you need more specific rule definitions than what is listed below please reference the ICORE rule book for clarification. The match staff listed above, along with a dedicated team of ROs has put in a lot of work to make this match happen. If you have any questions, comments or concerns, please find one of the above match staff and we will do our best to get you taken care of. Please be safe and enjoy the match!!!

Rules – All match rules can be found in the current edition of the ICORE Rule Book.

Cold Range – Be Safe! Firearms are not to be handled anywhere on the range except in designated Safe Areas or under the supervision of a Range Officer. Please do not handle your firearms in the parking lot or in your car while on the range property. Bring them to a Safe Area before handling.

Safe Areas – Safe Areas are located in various places throughout the range for your convenience. Please use them. And remember - No ammunition may be handled in these Safe Areas.

Eye & Ear Protection - All competitors must wear eye and hearing protection while in a bay. Eye protection is required to be worn by everyone at the Range. Violators may be instructed to leave the Range.

Assist the ROs - Range Officers are here to assist you in completing a safe shooting contest. Each squad will have a dedicated CRO and the squad is responsible for assisting the CRO in running shooters through the stage, resetting the stage, and score keeping. Help us help you run smoothly and efficiently through the match.

Brass Recovery – This match is not considered a Lost Brass Match.

Round Count – The minimum round count for the ICORE match on Saturday is 187 rounds. Sunday's USPSA match will run another 166 rounds minimum, for a total of 353 rounds between the two matches.

Shipping Ammo – If you are flying to the match and need to ship ammunition, we can provide this service with advanced notice. Please contact the Match Director at pjones.gunsmith@gmail.com to make arrangements.

Chronograph – A chronograph will be used for Saturday's match. Make sure that your ammunition meets or exceeds the minimum required power factor

Visual Barrier Scoring – All walls, barrels and other props used as visual barriers are declared as hardcover unless stated otherwise on the written stage briefing

Match Scoring – We will be using Kindle Fires running PractiScore to maximize the efficiency and accuracy of the match scoring. We will also be using a hard copy score sheet to record your stage score results. Please review and confirm your score both on the Kindle Fire and the Hard Copy before signing your score sheet.

Stay with your Squad - We ask that you stay with your squad and be on time at your scheduled stages. Do not jump stages or shoot stages in any order other than that indicated in the squading schedule without the express consent of the RM.

Awards – In addition to the special recognition categories listed in the ICORE rule book under rule 3.1, we will award the top 3 finishers in each division and the top shooter in each classification in each division including unclassified.

Alcohol - Alcohol and recreational drugs may not be consumed anywhere on the range. Competitors or spectators violating this policy will be disqualified and required to leave the range.

Dress Code- Practical shooting is a family sport, please dress appropriately. The match director will be the final arbiter of questionable attire.

Stage Setup- The stages will be setup on Friday starting at 7am, please email the Match Director at pjones.gunsmith@gmail.com if you would like to help.

Match Schedule- The ICORE match will be shot in a one day format on Saturday with a revolver-friendly USPSA match to follow on Sunday. Please refer to the match schedule for a detailed listing of the match timeline and squad/stage schedules.

Stage Inspection – The range will be open for stage inspection from Noon to 4 PM Friday and from 7am to match start on Saturday. You may inspect the stages, but you may not activate, set, or reset any moving targets or activated props.

Squad Rotation – Your squad will shoot all the stages on either the North or South side of the range before lunch on Saturday and finish the other side of match in the afternoon. See the squad matrix for details.

Popper Calibration – Popper calibration will be according to the current provisions of Rule 7.11 of the ICORE Rule Book. Please remember that steel plates can not be calibrated. If a steel plate fails to fall when hit during the course of fire the shooter will be stopped and issued a re-shoot due to a range failure, provided the plate does not overturn before the RO can stop the competitor.

Arbitration - Competitor protests regarding scoring and/or RO decisions must be made verbally, first to the CRO in charge of the squad, then to the RM. If no consensus can be reached, a written protest along with a protest fee of \$100 must be submitted to the MD within one hour of the verbal protest. Appeals will not be accepted after the one-hour filing time has lapsed. Please refer to the current ICORE Rule book for complete arbitration process details.

Drawings & Dimensions - Drawings and dimensions shown on the stage briefing are approximate and may change due to safety issues or range restrictions. There may be additional no-shoots, vision barriers, or other changes. Inspect each stage carefully and listen to the written stage briefing read by the ROs. It is the competitor's responsibility to fully understand the requirements and restrictions of each stage.

Rest Rooms – Multiple restrooms are located throughout the range. Running water is available at the range.

Food Service – Lunch is included in your match fee on Saturday. Lunch will consist of a cold sandwich, a bag of chips, cookies and a drink. If you have special dietary needs, email the Match Director at pjones.gunsmith@gmail.com to see if we can help.

Water – Cold water will be provided in coolers at each of the safety areas on Saturday.

Parking - Competitors and spectators are requested to park only in designated parking areas. You may drive from bay to bay with your squad, but please refrain from parking in the bays. Please lock your car to protect your valuables. The High Plains Shooting Range is not responsible for lost or stolen items.

Camping – RV spots are available at the range for \$15 a night. Electrical service is included, but Amperage is limited. You may not be able to run all of your appliances at the same time. There are two (2) 30 amp hookups and another eight (8) 20 amp hookups. Showers are available by the benchrest area. Email the Match Director at pjones.gunsmith@gmail.com to make arrangements for camping.



Match Schedule

Saturday	Task	Comments
7:00 AM	Range Open	
8:00 AM	Shooter Check in	Shooters check in and confirm their squad location
8:45 AM	Shooters Meeting	
9:00 AM	1st Berm Rotation	
9:45 AM	2nd Berm Rotation	
10:30 AM	3rd Berm Rotation	
11:15 AM	4th Berm Rotation	
12:00 PM	Lunch Break	<u>RO's</u> turn in Kindles and get new ones.
12:45 PM	5th Berm Rotation	
1:30 PM	6th Berm Rotation	
2:15 PM	7th Berm Rotation	
3:00 PM	8th Berm Rotation	
3:45 PM	Finished Shooting	Scores posted followed by the arbitration period
5:00 PM	Awards Ceremony	
Sunday	Task	Comments
7:00 AM	Range Open	Shooters check in and figure out their squad location
8:45 AM	Shooters Meeting	
9:00 AM	1st Berm Rotation	
9:45 AM	2nd Berm Rotation	
10:30 AM	3rd Berm Rotation	
11:15 AM	4th Berm Rotation	
12:00 PM	5th Berm Rotation	
12:45 PM	6th Berm Rotation	
1:30 PM	7th Berm Rotation	
2:15 PM	Stage Tear Down	Make piles of props in Bays. Put props away



Squad Rotation

Saturday

	South 1	South 2	South 3	South 4	North 1	North 2	North 3	North 4
9:00 AM	Squad 1		Squad 2		Squad 3		Squad 4	
9:45 AM		Squad 1		Squad 2		Squad 3		Squad 4
10:30 AM	Squad 2		Squad 1		Squad 4		Squad 3	
11:15 AM		Squad 2		Squad 1		Squad 4		Squad 3
12:00 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
12:45 PM	Squad 3		Squad 4		Squad 1		Squad 2	
1:30 PM		Squad 3		Squad 4		Squad 1		Squad 2
2:15 PM	Squad 4		Squad 3		Squad 2		Squad 1	
3:00 PM		Squad 4		Squad 3		Squad 2		Squad 1

Sunday

	South 1	South 2	South 3	South 4	North 1	North 3	North 4
8:00 AM	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
9:00 AM	Squad 7	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6
10:00 AM	Squad 6	Squad 7	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5
11:00 AM	Squad 5	Squad 6	Squad 7	Squad 1	Squad 2	Squad 3	Squad 4
12:00 PM	Squad 4	Squad 5	Squad 6	Squad 7	Squad 1	Squad 2	Squad 3
1:00 PM	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 1	Squad 2
2:00 PM	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 1

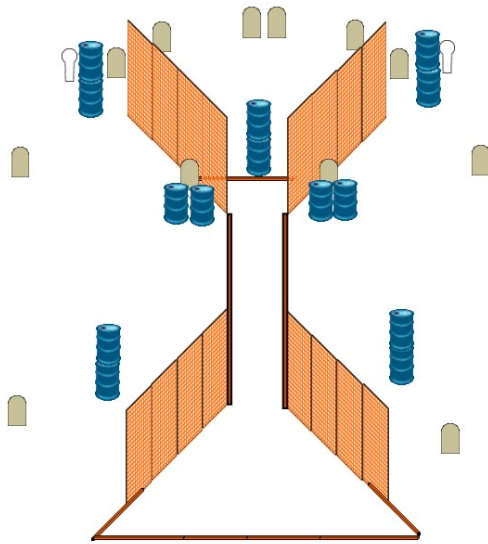
REDDING
USA

TK CUSTOM 

HOGUE
GRIPS | STOCKS | KNIVES | HOLSTERS | GEAR | TACTICAL



Tom's Hourglass



Start Position: The start position is facing directly downrange anywhere inside of the shooting area with your wrists below your belt. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage targets from within the fault lines as they become available.

Scoring: Shots are unlimited.

Targets: There are 12 D1 targets and 2 colt speed steel. The best 2 hits per paper target will score, steel must fall to score.

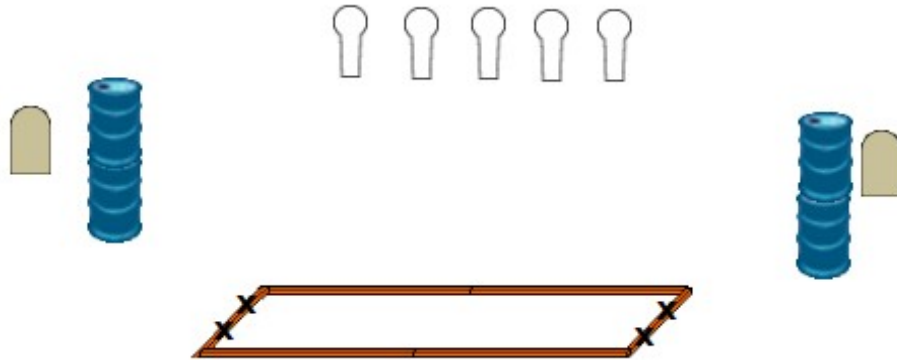
Rounds: 26 rounds minimum.

Start: The start signal is audible.

Stop: Time will end with the last shot.

Penalties: Penalties are per the ICORE rule book.

Move?



Start Position: The start position is standing completely outside of the shooting area, heels touching either set of marks with your wrists below your belt. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage the targets from within the fault lines as they become available.

Scoring: Shots are unlimited.

Targets: There are two D1 targets and five Colt Speed Steel. The best 2 shots per paper will score, steel must fall to score.

Rounds: 9 rounds minimum.

Start: The start signal is audible.

Stop: Time will stop with the last shot.

Penalties: Penalties are per the ICORE rule book.

3-2-1



Start Position: The start position is standing inside the shooting box with wrists above shoulders. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage target A with 3 rounds, target B with 2 rounds and target C with 1 round. Perform a mandatory reload then engage target A with 1 round, target B with 2 rounds and target C with 3 rounds. Targets must be engaged in the order specified.

Scoring: Shots are limited.

Targets: There are 3 D1 targets. The best 4 hits per paper target will score.

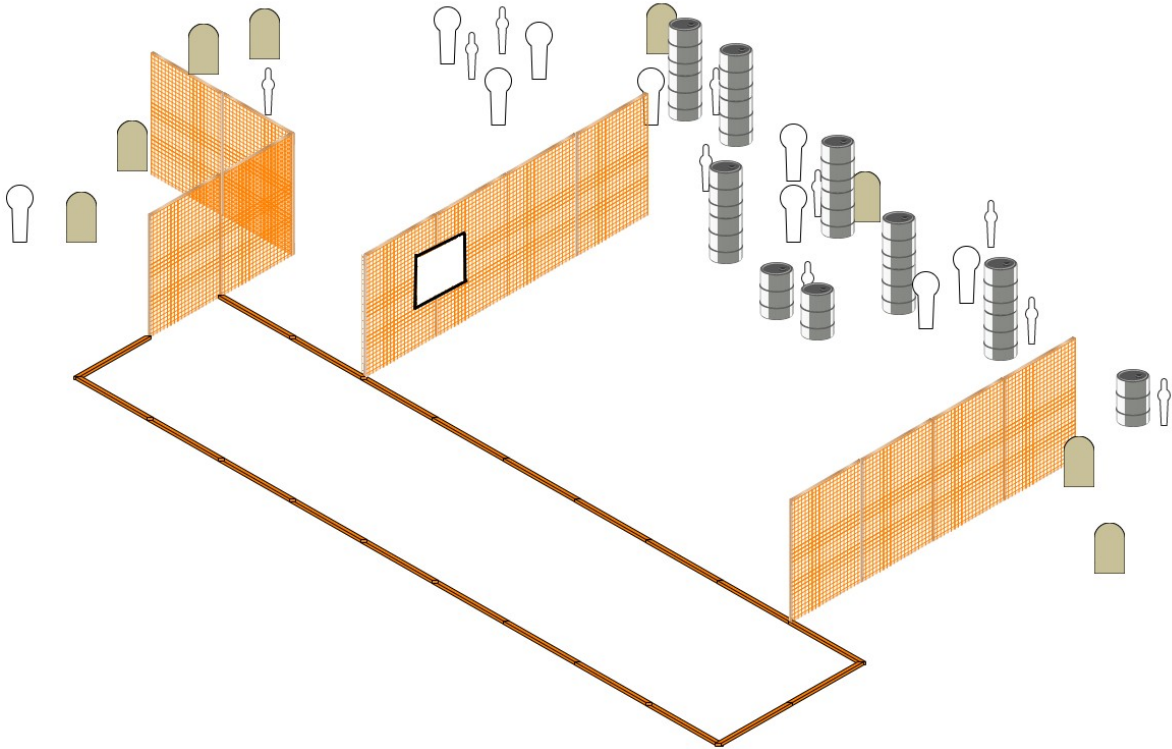
Rounds: 12 rounds minimum.

Start: The start signal is audible.

Stop: Time stops with the last shot.

Penalties: Penalties are per the ICORE rule book. Extra shots, extra hits and procedural errors are an +5 seconds per occurrence.

Bunnies



Start Position: The start position is standing anywhere inside the shooting area with your wrists below your belt. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage targets from within the fault lines as they become available.

Scoring: Shots are unlimited.

Targets: There are 8 D1 targets, 10 mini poppers and 9 colt speed steel. The best 2 hits per paper target will score, steel must fall to score.

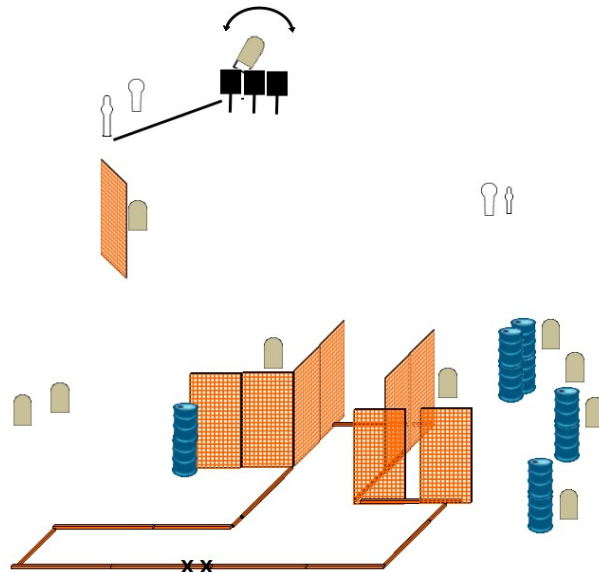
Rounds: 35 rounds minimum.

Start: The start signal is audible.

Stop: Time stops with the last shot.

Penalties: Penalties are per the ICORE rule book.

Talladega



Start Position: The start position is standing completely outside of the shooting area with your toes touching the marks on the rear fault line. Your wrists must start below your belt. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage targets from within the fault lines as they become available. The pepper popper activates the swinger which remains visible at rest.

Scoring: Shots are unlimited.

Targets: There are 10 D1 targets, 1 pepper popper, 1 mini popper and 2 colt speed steel. The best 2 hits per paper target will score, steel must fall to score.

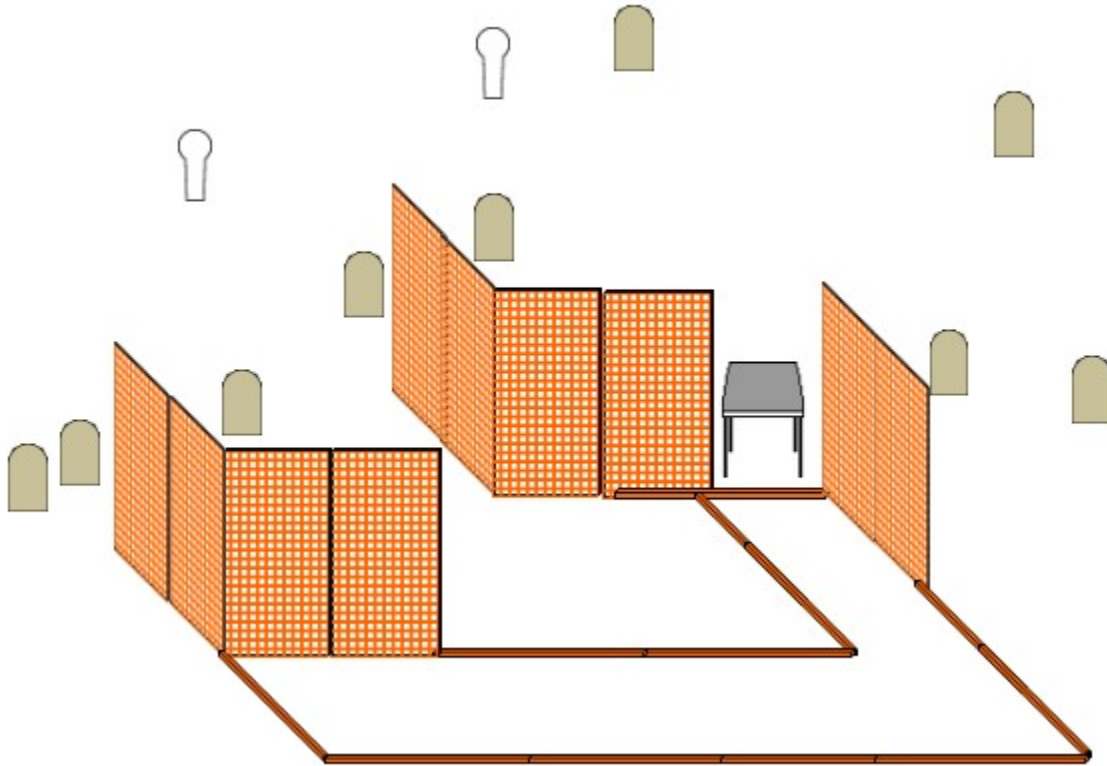
Rounds: 24 Rounds minimum.

Start: The start is audible.

Stop: Time stops with the last shot.

Penalties: Penalties are per the ICORE rule book.

Alabama



Start Position: The start position is standing completely inside of the shooting area with your palms flat on the marks on the table. Revolvers will start unloaded and placed flat anywhere on the table pointing directly downrange with the cylinder closed. All ammunition will start on the belt.

Procedure: Upon the audible start signal, engage targets from within the fault lines as they become available.

Scoring: Shots are unlimited.

Targets: There are 9 D1 targets and 2 colt speed steel. The best 2 hits per paper target will score, steel must fall to score.

Rounds: 20 rounds minimum.

Start: The start signal is audible.

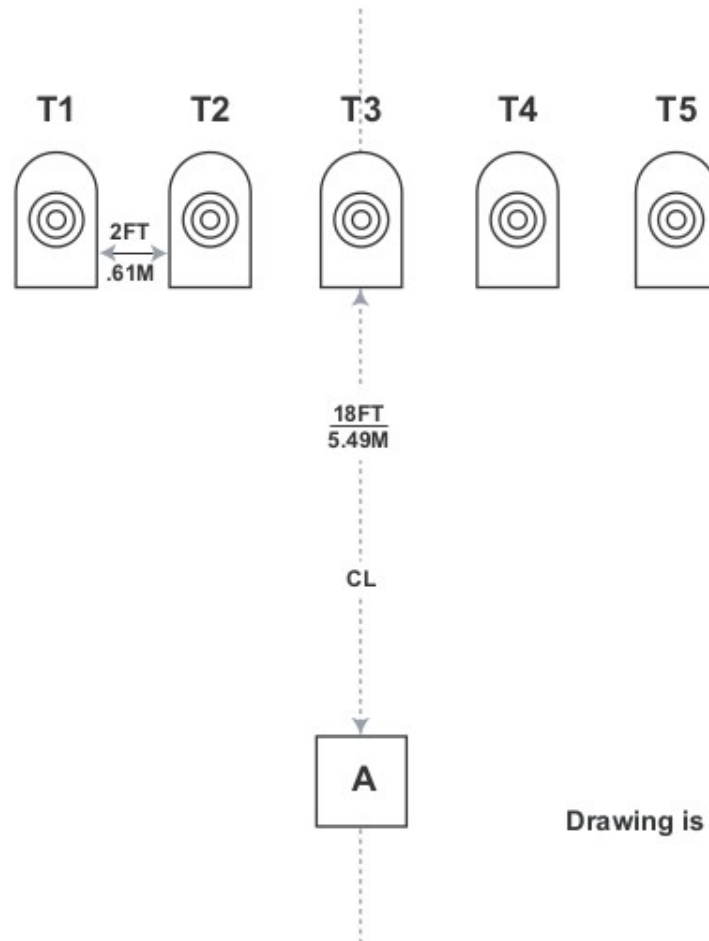
Stop: Time will stop with the last shot.

Penalties: Penalties are per the ICORE rule book.



Speed Only

CS-007
Designed by
Roger Davis



Drawing is Not to Scale!

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

Procedure:

At start signal, engage T1 thru T5 with only one (1) round each in any order, FREESTYLE, then perform a mandatory reload and re-engage T1 thru T5 with only one (1) round each in any order, STRONG HAND ONLY, then perform a mandatory reload and re-engage T1 thru T5 with only one (1) round each in any order, WEAK HAND ONLY.

Scoring: Shots Limited

Targets: 5 NRA D-1 paper

Rounds: 15 maximum

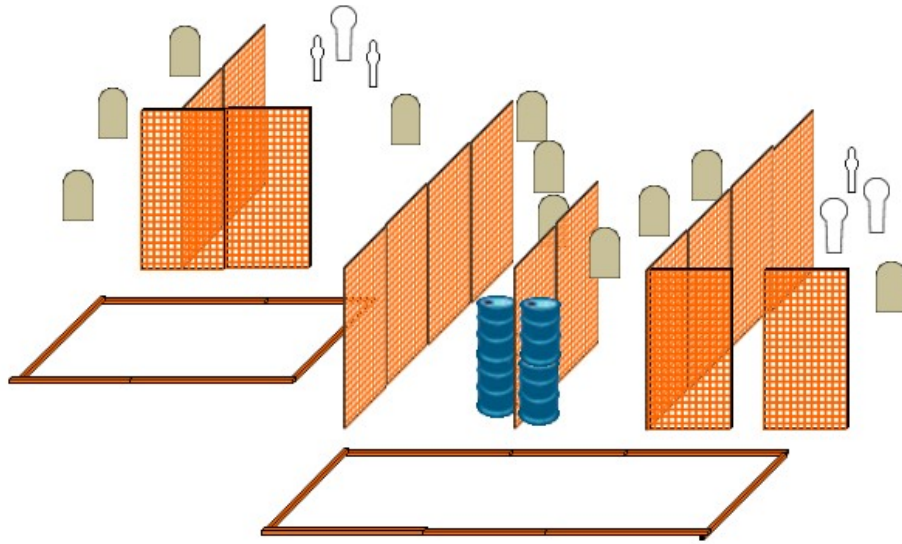
Start: Audible

Stop: Last shot

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

Stage Setup: Place targets per drawing dimensions. Set targets T1 thru T5 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.

Kriss-Krause



Start Position: The start position is both hands touching a blue barrel. Revolvers will be loaded and holstered.

Procedure: Upon the audible start signal, engage targets from within the fault lines as they become available.

Scoring: Shots are unlimited.

Targets: There are 11 D1 targets, 3 mini poppers and 3 colt speed steel. The best 2 hits per paper target will score, steel must fall to score.

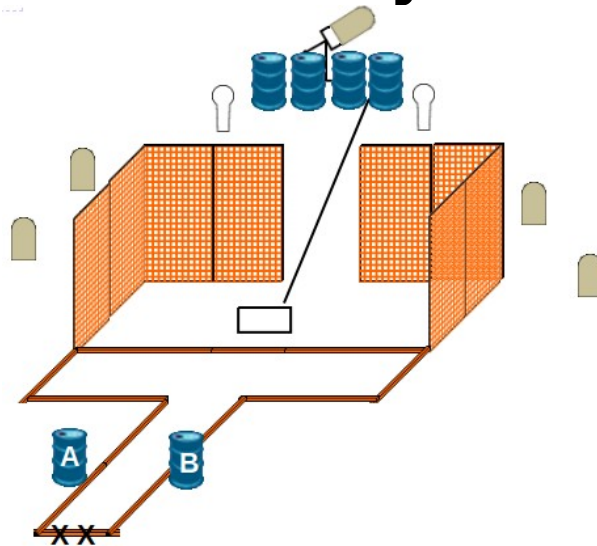
Rounds: 28 rounds minimum.

Start: The start signal is audible.

Stop: Time will stop at the last shot.

Penalties: Penalties are per the ICORE rule book.

Norway



Start Position: The start position is standing completely outside of the shooting area, toes touching the marks on the rearmost fault line, hands below belt. Revolvers will be loaded lying on either barrel A or B and pointed directly downrange. The ammo can will start on barrel A or B, whichever barrel is opposite of the firearm.

Procedure: Upon the audible start signal, retrieve your firearm and the ammo can, then engage targets from within the fault lines as they become available. The stomp pad activates the swinger which remains visible at rest.

The ammo can must be picked up prior to the first shot and either be held while shooting or set down on the stomp pad while shooting. One 5 second procedural will be assessed for each shot taken while the ammo can is resting on a surface other than the stomp pad.

Scoring: Shots are unlimited.

Targets: There are 5 D1 targets and 2 poppers. The best 2 hits per paper target will score, steel must fall to score.

Rounds: 12 rounds minimum.

Start: The start signal is audible.

Stop: Time ends with the last shot.

Penalties: Penalties are per the ICORE rule book.