



ICORE Course of Fire CoF 0 Bay 0: Chrono

Course Designer: ICORE

CoF PROCEDURE:

The Chrono RO will call the competitor to the table and instruct him to “Make Ready”. The competitor will unholster his/her 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.

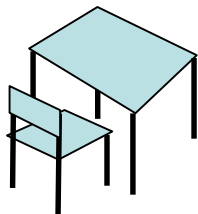
The Chrono RO will inspect the revolver for

- Compliance with the requirements of the declared Division and Special Recognition Category (SRC).
- Safe condition and operation of the revolver.

When after inspection the RO 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:

- 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;
- The RO will issue the “If clear, close cylinder, holster” and “Range is clear” commands;
- Once the competitor has complied and left the table, the Chrono RO will call the next competitor to the table.





ICORE Course of Fire
CoF 1 Bay 1: Import Export

Course Designer: C. Seymour

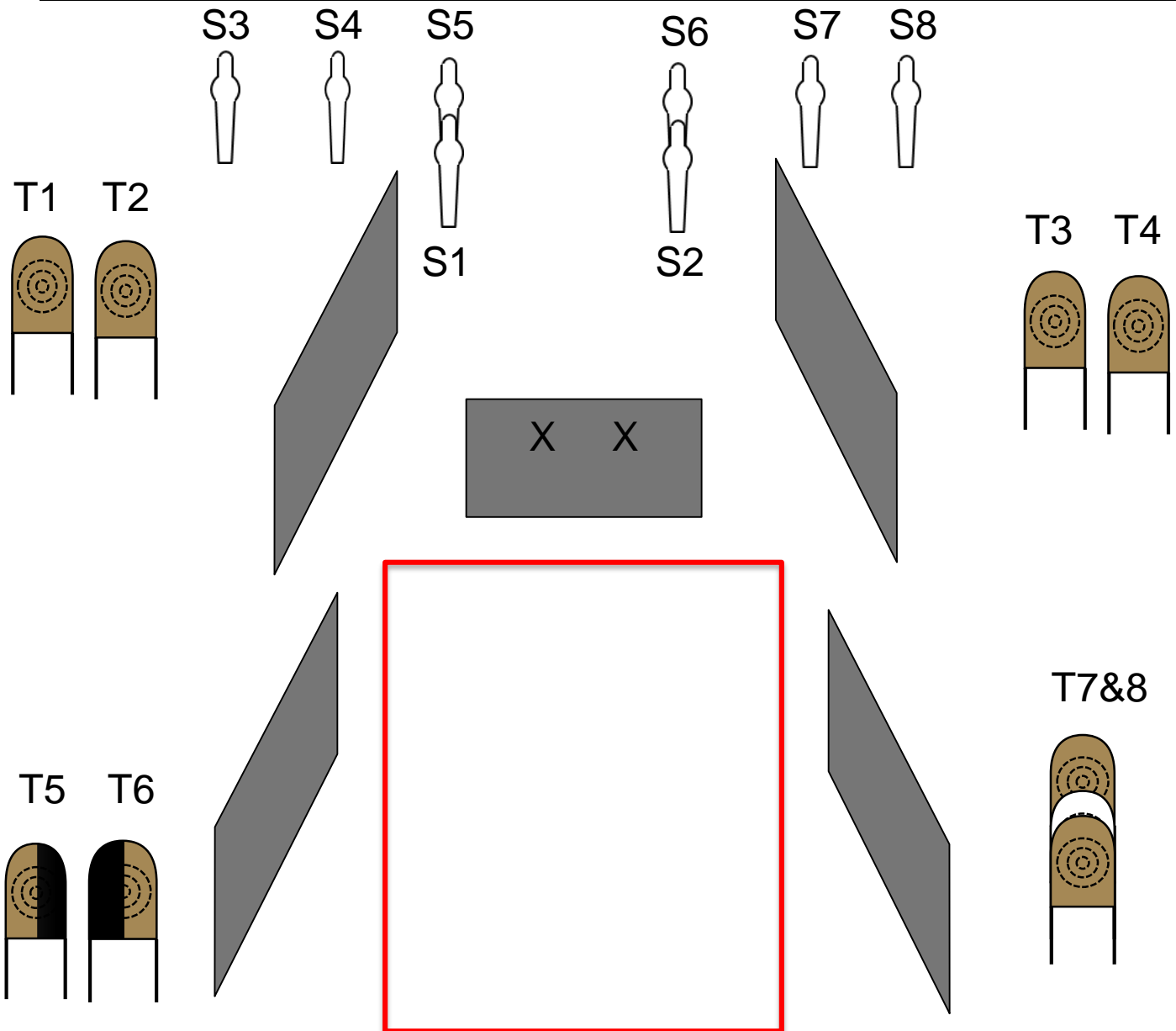
START POSITION:
Standing with palms on X's, gun loaded and holstered.

CoF PROCEDURE: At the buzzer, draw and engage all targets from within the shooting area.

Penalties per ICORE rulebook.

SCORING: Unlimited, best 2 per paper
TARGETS: 8 NRA D1, 8 Poppers

NOTES:
S1 and S2 are forward fallers
24 Rounds





ICORE Course of Fire CoF 2 Bay 2: Shrinkage

Course Designer: C. Seymour

START POSITION:

Standing With Toes touching rear fault line
(outside of shooting area).
Hands relaxed below belt.
Gun loaded and holstered

CoF PROCEDURE: At the buzzer, draw and engage all targets from within shooting area.

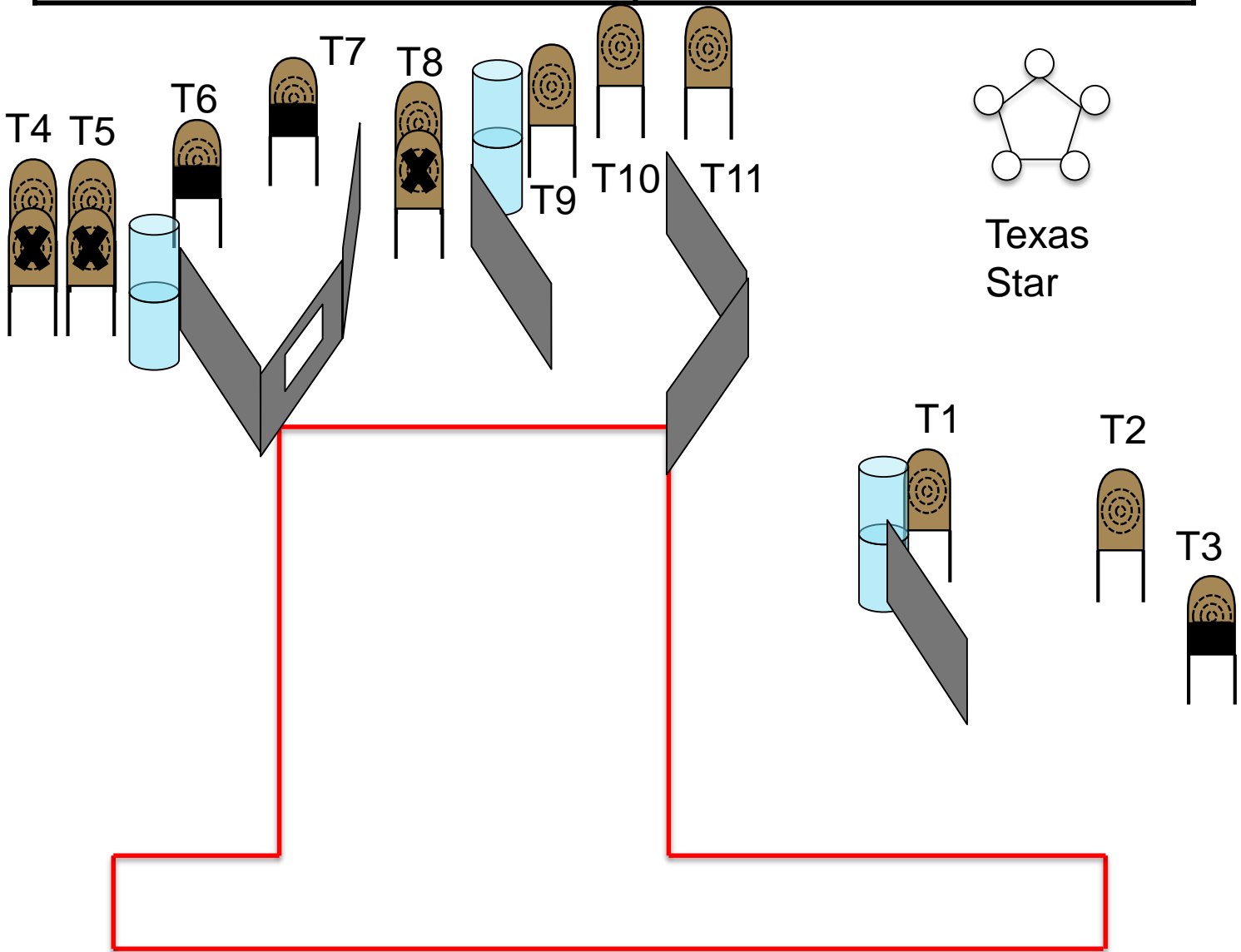
Penalties per ICORE rulebook.

SCORING:

Unlimited, best 2 per paper
11 NRA D1, 1 Texas Star

NOTES:

27 Rounds





ICORE Course of Fire

CoF 3 Bay 3: Annoyed All The Time

Course Designer: C. Seymour

START POSITION:

Standing facing downrange anywhere in the box
Wrists above shoulders
Gun loaded and holstered

CoF PROCEDURE: At the buzzer draw and engage targets from within the shooting area.

Penalties per ICORE rulebook.

SCORING:

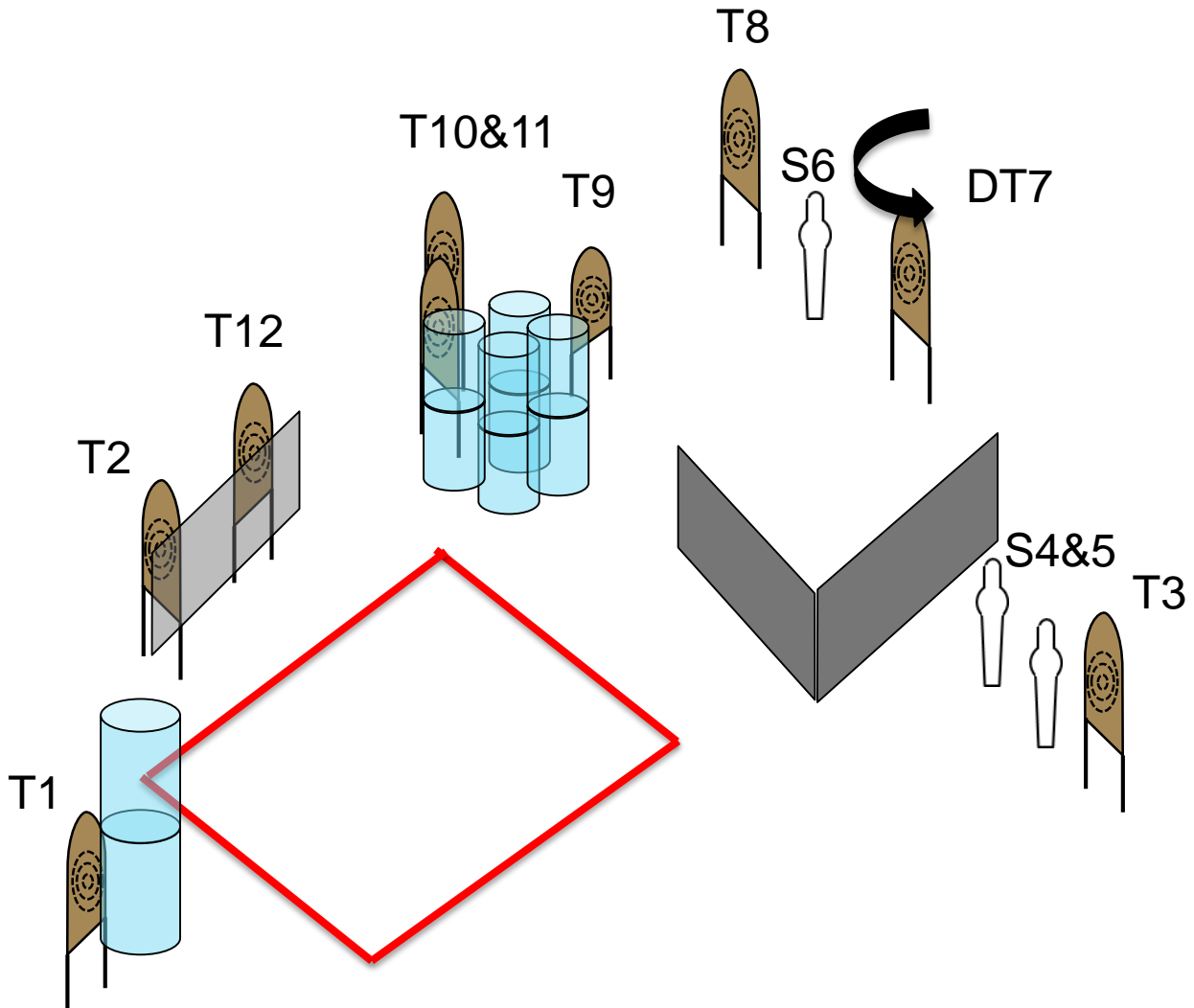
Unlimited, best 2 per paper

TARGETS:

9 NRA D1, 3 poppers

NOTES: Steel 6 activates drop turner.

21 Rounds





ICORE Course of Fire
CoF 4 Bay 4: Complete Opposite
Course Designer: C. Seymour

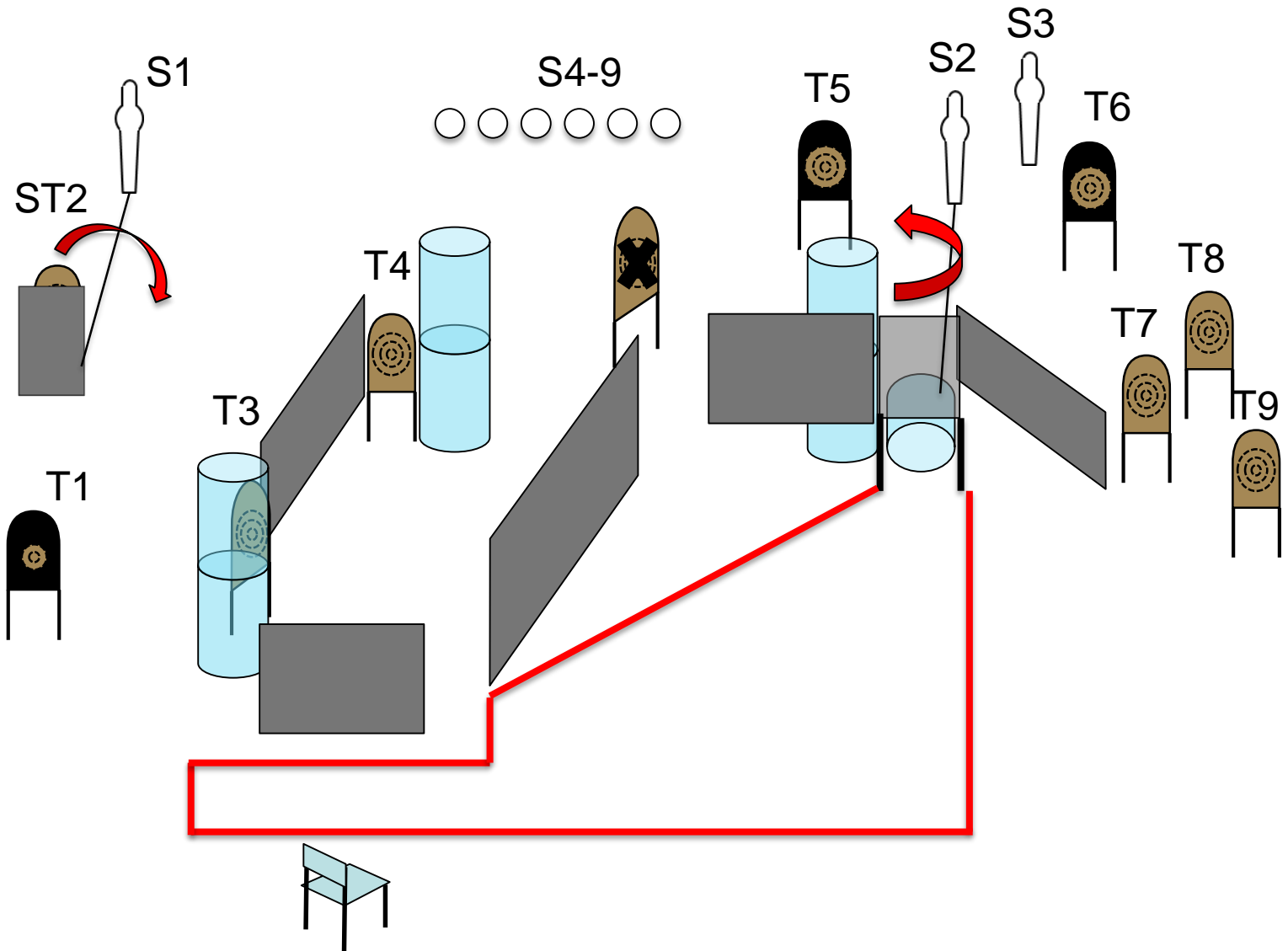
START POSITION:
Seated with palms on knee caps, back touching chair back, gun unloaded and holstered.

SCORING: Unlimited, best 2 per paper
TARGETS: 9 NRA D1, 3 popper, 6 plates

CoF PROCEDURE: At the buzzer draw, load and engage all targets from within the shooting area. Swinger (ST2) remains visible at rest.

Penalties per ICORE rulebook.

NOTES:
S1 activates swinger 1, S2 opens port for targets T5 & T6.
27 Rounds





ICORE Course of Fire

CoF 5 Bay 5: Lord Of The Idiots

Course Designer: C. Seymour

START POSITION:

Standing with feet on X's facing uprange
Wrists above Shoulders
Gun loaded and holstered

CoF PROCEDURE: At the buzzer draw and engage all targets from within the shooting area. Swinger remains visible at rest.

Penalties per ICORE rulebook.

SCORING:

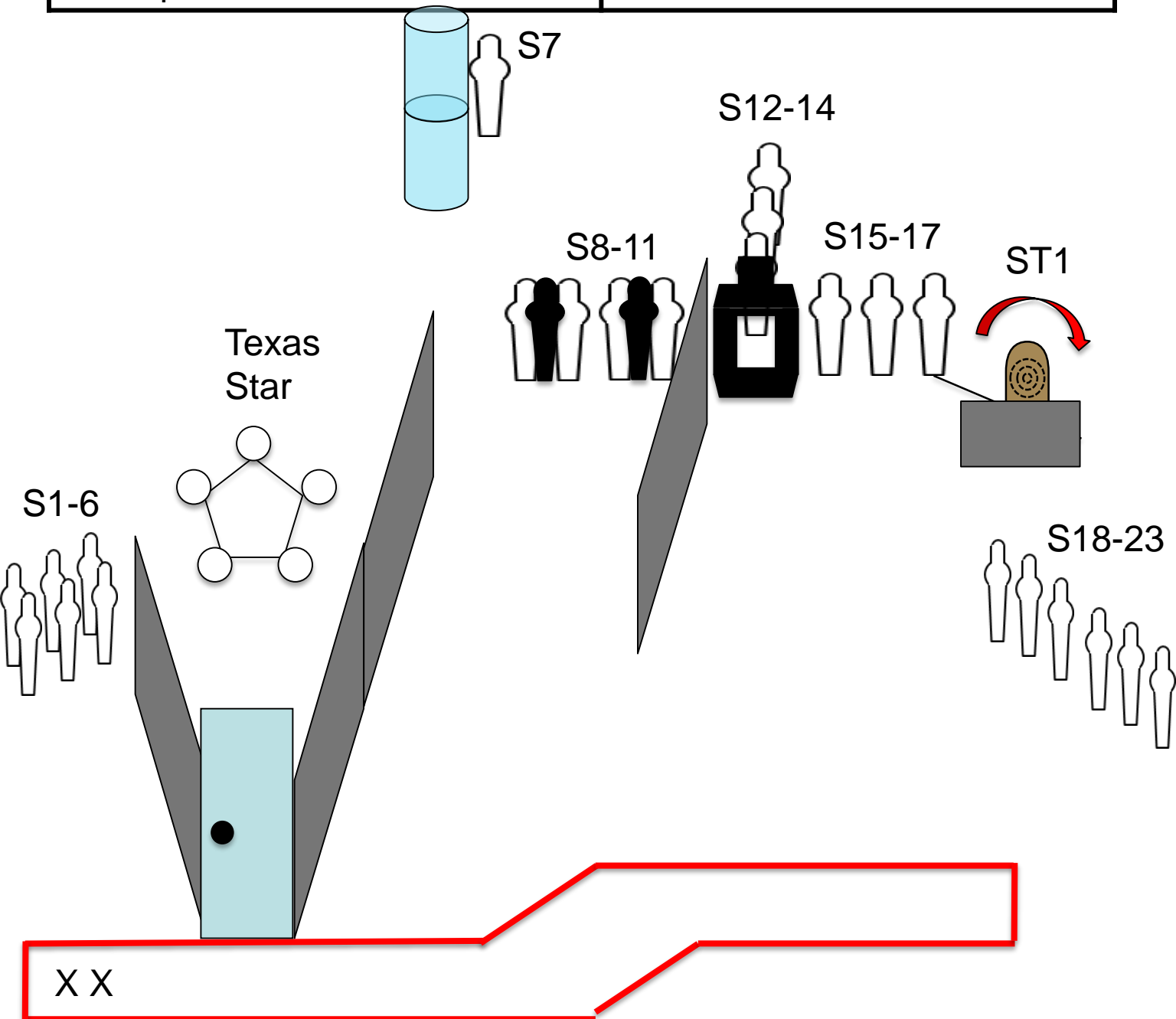
Unlimited, best 2 per paper

TARGETS: 1 NRA D1, 1 TX Star, 23 poppers

NOTES:

Steel 17 Activate Swinger

30 Rounds





ICORE Course of Fire
CoF 6 Bay 6: Leave On A High Note
 Course Designer: C. Seymour

START POSITION:
 Standing with feet touching X's facing downrange
 Hands relaxed at sides
 Gun loaded and holstered

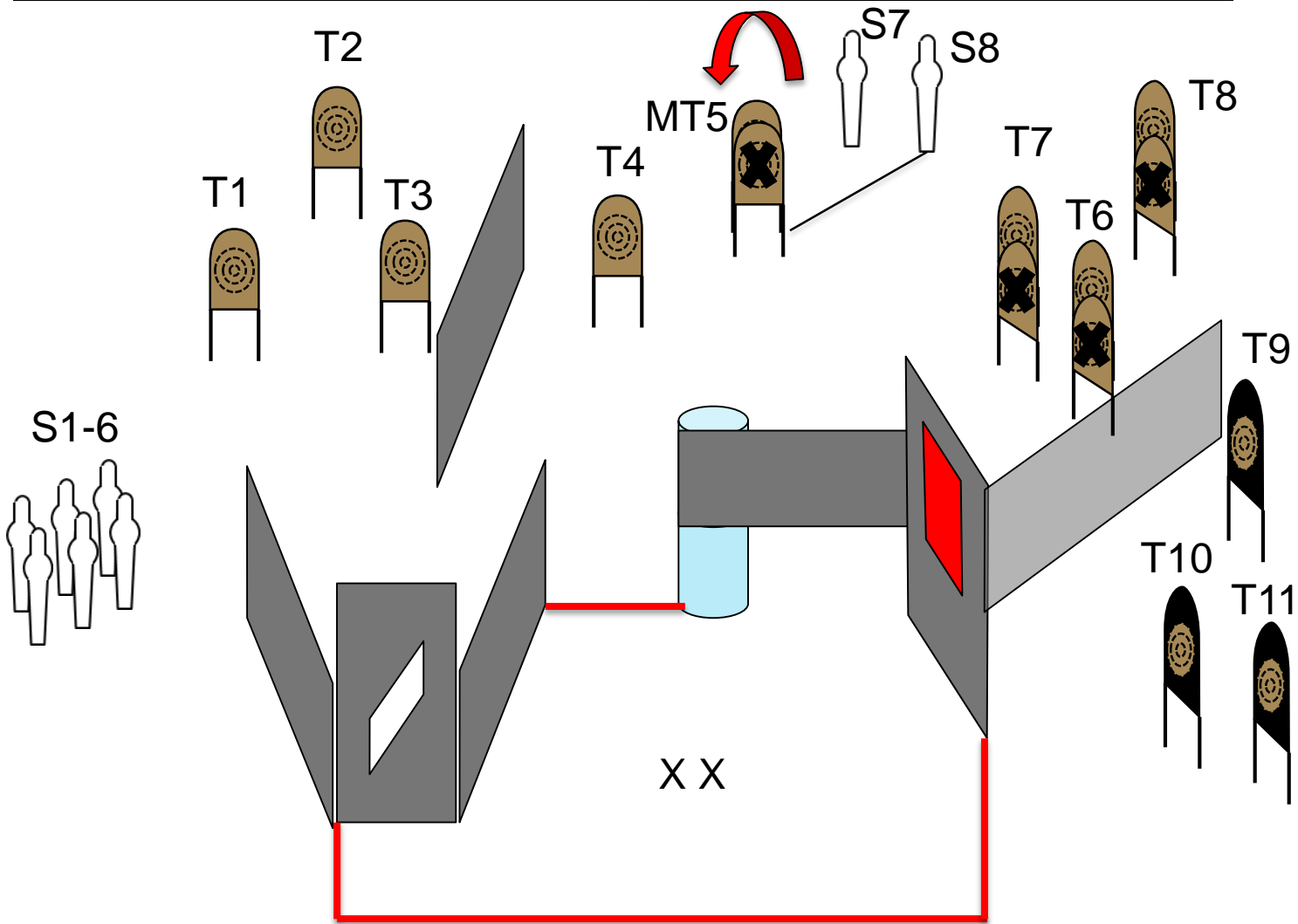
CoF PROCEDURE: At the buzzer, draw and engage targets from within the shooting area.

 Penalties per ICORE rulebook.

SCORING: Unlimited, best 2 per paper
TARGETS: 11 NRA D1, 8 Poppers

NOTES:
 Red ports is closed at start S8 activates max trap.

 30 Rounds



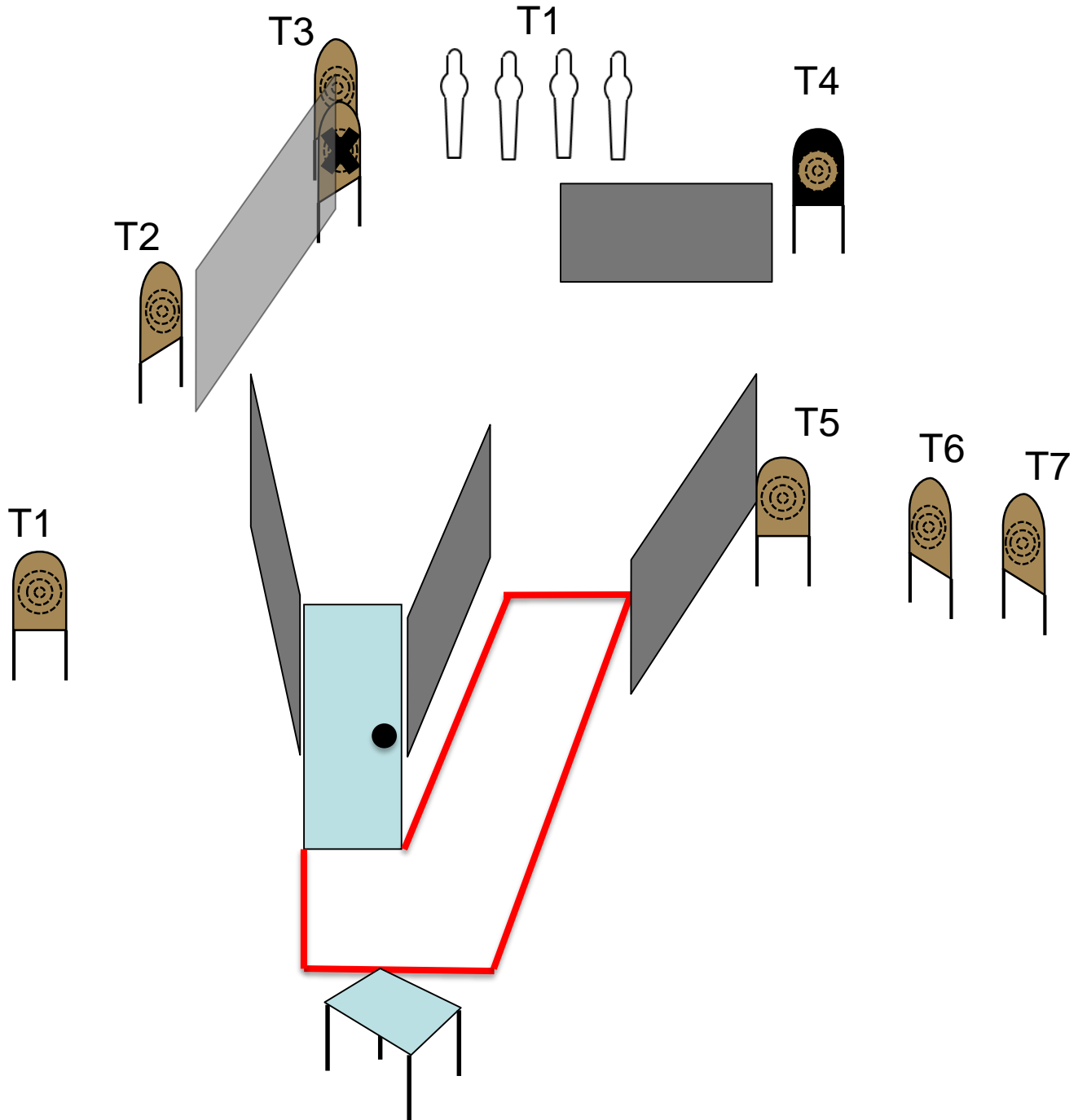


ICORE Course of Fire

CoF 7 Bay 7: Jerk Store

Course Designer: S. Tri

START POSITION: Standing centered behind table. Hands touching marks on side, gun unloaded and unpropped with trigger guard over X. First loading device on table.	SCORING: Unlimited, best 2 per paper
CoF PROCEDURE: At the buzzer, retrieve gun, load, and engage targets from within the shooting area. Penalties per ICORE rulebook.	TARGETS: 7 NRA D1, 4 Poppers
	NOTES: 18 Rounds





ICORE Course of Fire

CoF 8 Lower Bay 1: Draped In Velvet

Course Designer: C. Seymour

START POSITION:

Standing in P1 shooting box facing down range
Wrists above respective shoulders
Gun loaded and holsters

CoF PROCEDURE: At the buzzer draw and engage all targets as they become available from within shooting areas

Penalties per ICORE rulebook.

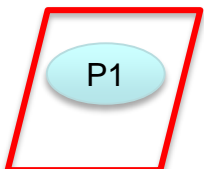
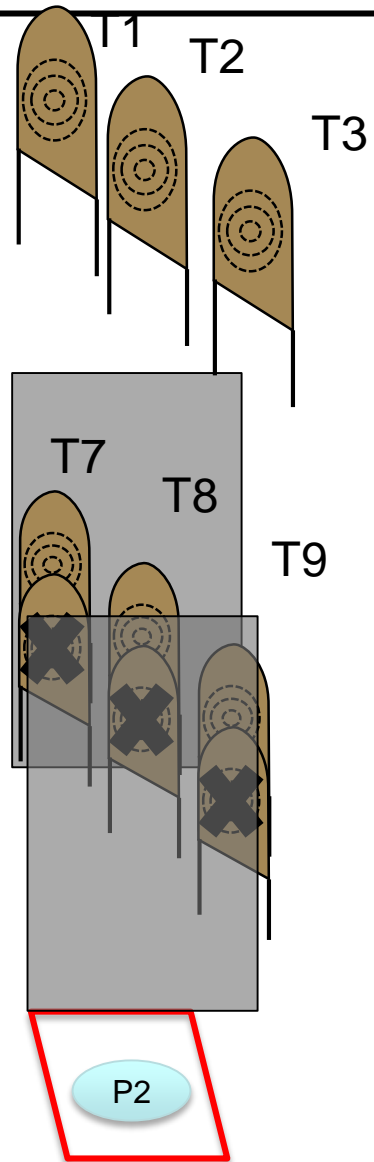
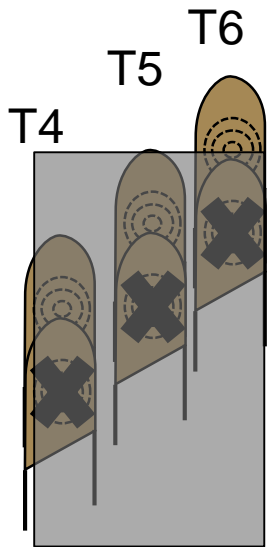
SCORING:

Unlimited, best 2 per paper
9 NRA D-1

NOTES:

T1-3 only visible from P1, T4-9 visible from P2 only.

18 Rounds





ICORE Course of Fire

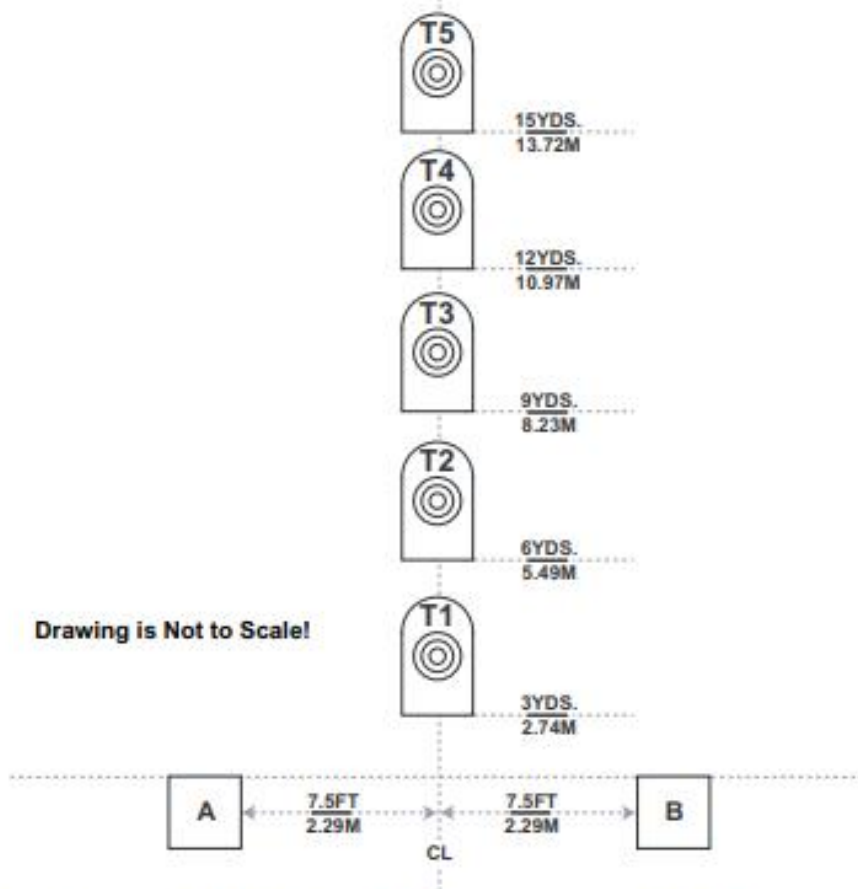
CoF 9 Low Bay 2: CS-031, Line Up and Take Sides

Course Designer: ICORE



Line Up and Take Sides

CS-031



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

Procedure:

At the signal, from the start Box engage T1 thru T5 with only two (2) rounds each in any order. While moving to the opposite box, make a mandatory reload. From the opposite Box engage T1 thru T5 with only two (2) rounds each in any order. One Continuous string.

Scoring: Shots Limited

Targets: 5 NRA D-1 paper

Rounds: 20

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 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.

Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).



ICORE Course of Fire
CoF 10 Lower Bay 3: The Moops
 Course Designer: C. Seymour

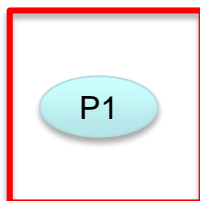
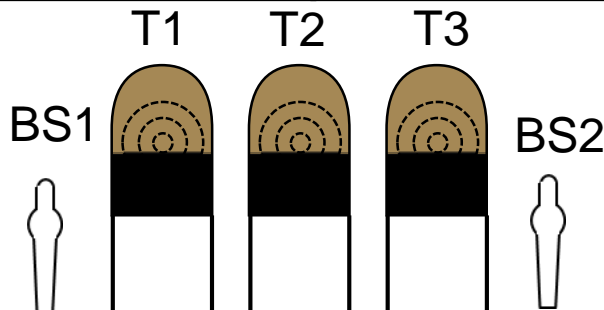
START POSITION:
 P1 shooting box facing down range
 Wrists below belt
 Gun loaded and holstered

CoF PROCEDURE: At the buzzer draw and engage the far array (T1-3) with two rounds **FREESTYLE**. Perform a mandatory reload and engage either left array or right array with respective hand **ONLY**. Perform a mandatory reload and engage the final array with respective hand (left with left hand, right with right hand). If desired perform a mandatory reload and engage bonus steel **FREESTYLE**. Each steel that falls takes 4 seconds off time. All targets to be engaged from shooting area.

Penalties per ICORE rulebook.

SCORING: Limited, 20 rounds
TARGETS: 9 NRA D1, 2 mini poppers

NOTES:
 While shots are limited, if the two available shots are taken at **ONE** bonus steel a extra shot penalty will not be assessed provided there are no shots taken at the second bonus steel.
 While the bonus steel are optional the two rounds designated for them cannot be shot at the paper. If those shots are used to make up a missed paper target the extra shot/extra hit penalty may be assessed.
 20 Rounds



ICORE Course of Fire

Round Counts

Course Designer: C. Seymour

NOTES:

Round Counts:

0 - 7

1 - 24

2 - 27

3 - 27

4 - 21

5 - 30

6 - 30

7 - 18

8 - 20

9 - 18

10 - 20

Total - 235