

International Confederation Of Revolver Enthusiasts (ICORE) Rule Book

2026 Revisions

Added Preamble

Brevity/Clarity/Grammar: 1.7, 2.0, 2.2, 3.1.9, 4.4, 4.7, 4.8, 5.1.1, 5.1.2, 5.2.2, 5.2.7.2, 5.2.7.3, 7.1, 7.2.1, 7.2.2, 7.5.6, 7.6.1

Deletions: 4.9 (redundant 7.4.9), 5.2.4.1 (already a DQ), 7.2.4 (redundant 7.1.2)

3.1.6 Military SRC to include all those who serve or have honorably served

3.1.7 Law Enforcement (returns SRC to those with arrest powers or retired LE)

5.2.4 – Weighing bullets required for chronograph

5.2.5 – Big 6, 360 Seconds for fail to make chrono (same as all other divisions)

6.9.2, 6.9.3 – Classic Division barrel/weight restrictions deleted

7.4.9 Steel Target Scoring per WSB

7.5.4 – Definition of Foot Fault moved to definition section (12.5)

7.11.4 – Popper set-up does not require live-fire for calibration

12.1 – Big 6 is here to stay (no longer provisional)

12.13 – Hard Cover definition added

12.15 – Substantial Advantage definition added

Illustration pages renamed to Appendix

Appendix 3 – Created for a list of approved ammunition, including Big 6 ammunition

Removed “Note” page

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Welcome to ICORE,

ICORE is dedicated to Wheel Gunners from every walk of life and for every purpose: from collectibles to competition. Your membership is a valuable way to ensure the continued success of the wheel gun, both for sports and other interests. Thank you for your support.

Please read through this entire booklet so that you may become very familiar with the rules and regulations involved in this shooting sport. We have done our best to ensure that the format is easy to follow and to understand.

Since your membership is the key to our organization, we want your input and appreciate your comments regarding the contents of this book. A lot of research has gone into the wording, layout and style; but we anticipate revisions in the future. You will help shape ICORE as we grow.

While learning the various aspects of these rules keep in mind that our basic intent is safety, fairness and fun. If you have a question about a rule, base your decision on these principles.

Thank you again for your membership. We look forward to seeing each and every one of you at an ICORE sponsored event so that we may meet the people that are making ICORE a strong, viable force that will continue to support the revolver in all its glory.

Our Sincere Regards,

Michael and Sharon Higashi
ICORE founders

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1. SAFETY

- 1.1 All persons, competitors, or spectators must wear eye/ear protection while participating or viewing events. Every new shooter must be cleared with the Match Director (MD) or other appointed individual as having a basic knowledge of firearms and firearm safety rules and must be able to use that knowledge to be a safe competitor.
- 1.2 ICORE functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas or under the direction of ROs only. Firearms may only be loaded or unloaded at the direction of Range Officers (ROs). Violators will be disqualified.
- 1.3 Any shooter whose revolver breaks the 180 during the course of fire will be disqualified from the match. The 180 is an imaginary line separating uprange from downrange. This line is perpendicular to the centerline of the shooting bay, goes through the shooter, and moves with the shooter throughout the course of fire. This line extends down to the ground and upwards to infinity. The Range Master (RM) retains the final authority on determining the 180 line.
- 1.4 Accidental discharges impacting within 10 feet (3 meters) of the shooter while reloading, between shooting areas, or in a direction deemed unsafe by the RO, will result in disqualification from the match.
- 1.5 Any shooter who displays disruptive behavior or is abusive (verbally or otherwise) toward any other person at a match will be disqualified.
- 1.6 Any shooter who appears to be under the influence of any drug or alcohol immediately before or during the match may be disqualified after a discussion with the RO and either the RM or MD.
- 1.7 Dropping an unloaded firearm behind the firing line necessitates that an RO pick it up, confirm it is not loaded, and in a safe manner return it to the shooter's bag, holster, or vehicle. Any dropped firearm found to be loaded would result in the shooter's disqualification. During the course of fire, any competitor who loses control of or drops a firearm will be disqualified. Disqualification applies to all remaining stages and uncompleted divisions for the match. Scores from previously completed divisions will stand.
- 1.8 All persons at the match must obey ROs with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified from the match.
- 1.9 Unsafe gun handling by a competitor during a match will result in disqualification from the match. See 12.3 .
- 1.10 Whenever Steel targets or Steel hard cover are used in a course of fire, precautions must be taken so that competitors, Match Officials, and spectators maintain a minimum distance of 23 feet (7 meters) from them while they are being shot. Steel targets must never be presented at an angle greater than 45 degrees.

2. RANGE COMMANDS

The following range commands are to be given to the shooter verbatim by the range officer:

- 2.1 "**Make ready.**" This command signifies the start of course of fire. The shooter may now take a sight picture if desired, prepare the revolver in accordance with the written course of fire, and assume the starting position as defined in the WSB.
- 2.2 "**Are you ready?**" The RO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the RO. If there is no response, the RO will assume the shooter is ready.
- 2.3 "**Stand by.**" This is the verbal signal given by the RO to the shooter that the start signal will follow soon.
- 2.4 **Start Signal.** The start signal will most often be an audible signal from an electronic timing device. Other options include visual, verbal, or other start signals that must remain the same for all shooters in the match.

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- 2.5 **"STOP!"** Any RO assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, ensure the muzzle is pointed in a safe direction, and wait for further instructions from the RO.
- 2.6 **"If you are finished, unload and show clear."** If the shooter has finished the course of fire, the shooter will then remove all ammunition from the revolver cylinder and hold the revolver in a position that allows the RO to confirm it is unloaded.
- 2.7 **"If clear, close cylinder, holster."** After the RO issues this command, the shooter is prohibited from firing. While pointing the revolver safely downrange, the shooter must perform a final safety check of the handgun by closing the empty cylinder, then holstering. Any shooter who fires after this command is given will be disqualified.
- 2.8 **"Range is clear."** This command signifies the end of the course of fire. There will be NO forward movement on the range to perform range duties until the RO issues this command.

3. SPECIAL RECOGNITION CATEGORIES

Special Recognition Categories (SRCs) are approved by ICORE to acknowledge a competitor's special attributes. SRCs must be declared prior to the start of the match and verified by the Match Director, volunteers at registration, or any ICORE board member. Government issued ID or other documentation outlined in 3.6 or 3.7 must be presented as evidence of eligibility. Juveniles who do not yet have government issued IDs are exempt from this requirement. Proof of eligibility, for those with permanent status (retired LEER or retired Military, sex, or age), may be recorded in the member's profile. Recognizing SRCs is mandatory at the International Revolver Championship (IRC) and at ICORE events for which ICORE provides award money as described in the current ICORE Policies and Procedures document at <https://icore.org>.

- 3.1 Junior Competitors: Must be under the age of 18 on the first day of the match.
- 3.2 Senior Competitors (S): Must be 55-64 years on the first day of the match.
- 3.3 Super Senior Competitors (SS): Must be 65-69 years on the first day of the match.
- 3.4 Grand Senior Competitors (GS): Must be 70+ years on the first day of the match.
- 3.5 Lady Competitors: Female at Birth.
- 3.6 Military Competitors: Active-duty military personnel, national guard, reserve, honorably discharged veterans, and retired military personnel as indicated on the applicable government issued ID or qualifying document. Qualifying documentation may be presented to any ICORE Board member or emailed to ICORE Membership Outreach.
- 3.7 Law Enforcement Competitors: Active sworn law enforcement officers with arrest powers and retired law enforcement officers, both as indicated on their credentials. Qualifying documentation may be presented to any ICORE Board member or emailed to the ICORE Membership Outreach.
- 3.8 International Competitors: Residents of a country outside the host country.
- 3.9 Snubby: A revolver fulfilling the following criteria:
 - (a) A barrel of 3 inches or less
 - (b) Having no optics

4. STAGES

- 4.1 Stages must be set up in a safe manner, without presenting a hazard to any shooter. Ricochets, ground hazards, visibility, local shooters' abilities, and any other item that may constitute a problem such as 180s, shoot-throughs, etc., must be taken into consideration. NOTE: The RM of each event is responsible for this.

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- 4.2 Each stage must be presented to every shooter in the same way: shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the stage must be the same for every shooter at the match.
- 4.3 Stages must be easy to understand. Shooting areas are established by the use of fault lines, shooting boxes, and/or the use of walls, barricades, etc. Shooting boxes, shooting areas, and fault lines must be easy to distinguish from the surrounding area. Fault lines and boxes should be tactile so a competitor can sense them. The use of wood or metal tubing is recommended. Unless otherwise specified in the WSB, walls, barricades, ports, door frames, and other props will be considered inside a shooting area if they are on the same plane with fault lines or shooting boxes (this includes touching the outside edge of fault lines). Props are up to the course designers and MDs.
- 4.4 Any prop that is used that requires maneuvering completely over, around, through or under must have an alternative procedure available for those that may be physically unable to follow the directed course procedure. No penalty is to be assessed if the shooter gains no advantage.
- 4.5 The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Shooters who have a disability that prevents them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them. A procedural will be given for taking the alternative.
- 4.6 Written Stage Briefings must designate the type of scoring to be used on a stage. The following types of scoring are commonly used:
 - 4.6.1 Shots Limited: The WSB designates a maximum number of shots to be fired per target during a string or stage. Shots Limited may not be used for stages utilizing steel targets.
 - 4.6.2 Shots Unlimited: The WSB does not limit the number of shots which may be fired in a string or stage.
 - 4.6.3 Par Time: The WSB establishes a maximum time for the stage to be shot. For Par Time stages, the WSB may indicate a penalty for each unhit target or bonuses for each target hit. The WSB shall indicate if actual shoot time is recorded or If the Par Time is recorded. Each shot .31 seconds or greater after the expiration of the par time will be assessed a late-shot penalty.
- 4.7 ICORE Classifier stages must be set up exactly to the specified dimensions. Refer to <https://icore.org> for the latest version of all available classifiers.
- 4.8 Written Stage Briefings (WSBs) are required for all ICORE stages. The stage RO will read the WSB verbatim to the squad, who may ask questions after. WSBs may be modified by the RM for clarity, consistency, or safety. All WSBs will contain the following information: start position, including revolver ready condition and hand position, stage procedure, type of scoring used, type and number of targets, number of rounds, start signal (audible/visual), stop (last shot), penalties, and walk through time.

5. AMMUNITION AND CHRONOGRAPH

- 5.1 Factory Ammunition: Refer to Appendix 3: for a list of ammunition which has been tested and may be used without regard for power factor. At the Chronograph stage, the listed ammunition will be recorded as a pass, 120 Power Factor, or 155 Power Factor depending on the tablet and division. Competitors using approved ammunition are still required to complete the Chronograph stage to have their revolver and gear inspected for compliance and safety. Factory ammunition may be inspected.
- 5.2 Chronograph
 - 5.2.1 A Chronograph stage is mandatory at all regional matches and the International Revolver Championship. Chronograph (Chrono) is an official stage in the match and is subject to all rules of the Rule Book. A Written Stage Briefing (WSB) is required. A sample chronograph WSB is available at <https://icore.org/classifications.php>.

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- 5.2.2 Chrono will be run by an ICORE RO who is the CRO for the stage and is responsible for issuing all appropriate range commands.
- 5.2.3 The Chrono RO will inspect every competitor's revolver for the following and report failures of these to the RM:
 - 5.2.3.1 Compliance with the requirements of the declared Division and Special Recognition Categories (SRC).
 - 5.2.3.2 Safe condition and operation of the revolver and equipment as described in Section 6 of this Rule Book.
- 5.2.4 A CRO or RO will collect seven (7) rounds at random from each competitor (per division). The bullet will be pulled from the first round and weighed to determine the actual weight. Up to the next five rounds may be fired through the competitor's revolver. At least one (1) of the five rounds must equal or exceed a power factor (PF) of 120 (155 for Big 6). If none of the five rounds makes 120 PF (155 for Big 6), the seventh round may be weighed or fired over the chronograph at the competitor's discretion. The heaviest weight will be used to calculate PF.
- 5.2.5 If none of the rounds fired over the chronograph meet 120 PF (155 for Big 6), then the competitor will be penalized. The competitor will be allowed to finish shooting the match but will have 360 seconds added to the score (FAILURE TO MAKE CHRONO).
- 5.2.6 Chrono Stage Procedure
 - 5.2.6.1 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.
 - 5.2.6.2 The Chrono RO will inspect the revolver and will fire the competitor's ammunition 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 the 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.
 - 5.2.6.3 Chrono results must be documented. A PASS/FAIL designation with supporting notes is required. This is where the 360-second penalty for FAILURE TO MAKE CHRONO is recorded.

6. EQUIPMENT

- 6.1 All revolvers used in ICORE matches must be .32 caliber or greater. (Exception: Section 11 ICORE RIMFIRE.)
- 6.2 All revolvers and related equipment must be in a safe condition. All revolvers are subject to inspection and approval by the RM or RO.
- 6.3 ICORE requires a holster that will securely hold the revolver. The holster must cover the trigger guard area and prevent access to the trigger of a holstered revolver. Holsters must be attached to the gun belt. The heel of the butt of the revolver is not allowed below the bottom of the belt. (An exception shall be duty rigs and single action rigs.) Tie-downs are allowed on single action rigs only.
- 6.4 ICORE requires a belt sufficiently strong enough to hold the holster and loaders in a safe manner. The belt is to be worn about the waist. Women may wear theirs at hipbone level.

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- 6.5 ICORE requires sufficient loaders and loader holders as necessary to complete the stage at hand. The holders must be attached to the gun belt. The shooter may do their initial loading from pockets for the “Make Ready” command. All reloads must come from the belt, unless otherwise directed by the WSB. During the course of fire, the shooter may safely retrieve any ammunition that has been dropped.
- 6.6 A revolver must compete in the Open Division if it has one or more of the following modifications:
 - 6.6.1 Compensating, venting, or metering ports of any kind.
 - 6.6.2 An optical sight including telescopic and red dot sights.
- 6.7 A revolver may compete in the Limited Division if it does NOT have any of the modifications listed in 6.6 .
- 6.8 A revolver may compete in the Limited 6 Division if it meets the provisions of 6.7 and has the following additional requirement:
 - 6.8.1 A cylinder with only six (6) chambers.
- 6.9 A Classic Division revolver is a Limited Division revolver that has the following additional requirements:
 - 6.9.1 A cylinder with only six (6) chambers.
 - 6.9.2 Must only use speed loaders to reload. Moon clips are prohibited.
- 6.10 A revolver may compete in the Big 6 Division if it meets the provisions 6.7 and it has the following additional requirements:
 - 6.10.1 A cylinder with only six (6) chambers
 - 6.10.2 Must be .40 caliber or greater
 - 6.10.3 Minimum power factor of 155
- 6.11 A Match Director may allow multiple entries per competitor in a match. Each Division may only have one entry per competitor. Each Division must be shot and scored separately and must be declared prior to the start of the match.

7. TARGETS AND SCORING

- 7.1 The official targets of the ICORE organization are the ICORE or NRA D-1 and the ICORE or NRA AP-1. Refer to Appendix 1: for target dimensions and diagram.
 - 7.1.1 Portions of the target may be painted black to represent impenetrable hard cover.
 - 7.1.2 Portions of the scoring area may be painted or covered with an overlay to represent penetrable soft cover or a bonus scoring zone. Scoring area paint or overlays may be any clearly contrasting color except white.
 - 7.1.3 Neither hard cover nor soft cover may be used on a target that has a bonus scoring zone.
 - 7.1.4 Scoring zone perforations on the D-1 and the scoring zone lines on the AP-1 shall always be used to determine the bullet score regardless of paint or soft cover boundaries.
 - 7.1.5 A target may also be painted white or taped with a large black X of 1 inch (2.5 cm) minimum width over the entire target to indicate a no-shoot target.
 - 7.1.6 Whichever types of targets are used in a course of fire must remain the same throughout the entire match for every competitor.
 - 7.1.7 The NRA D-1 and NRA AP-1 are NOT interchangeable. The NRA AP-1 target may NOT be used for classifiers.

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- 7.1.8 The RM or MD should place targets/plates as they prefer and in keeping with the safety requirements described in Rule 4.1 .
- 7.2 Hard cover on targets is defined for scoring purposes as an impenetrable barrier placed closely to and partially in front of a shoot target, or a target with impenetrable portions painted black.
- 7.2.1 Any rounds passing through hard cover into a scoring target will be scored as a miss.
- 7.2.2 Any round passing only partially through the hard cover and through a scoring target will be considered as a hit.
- 7.2.3 Both shoot targets and no-shoot targets are considered impenetrable. A full diameter hole in either, made by a shot subsequently striking a shoot or no-shoot target downrange will be scored as a miss on the down range target. If the down range target is a no-shoot target, no penalty is incurred.(Note: If the RO cannot determine which hits on the down range target are the results of a shoot-through, more hits on the down range target than what were shot through a target or hard cover, the shooter is given the better score.)
- 7.3 A no-shoot is a target that is indicated as a non-engageable target. Only full bullet diameter hits will count as a penalty.
- 7.4 Scoring is done on a "total time" basis. The accumulated time of all runs, plus target scoring, penalties and/or bonuses equals total time. That total will be the competitor's final time for the stage.
- 7.4.1 On the D-1 and AP-1 targets, A zone hits add zero (0) seconds.
- 7.4.2 For all divisions except Big 6, B zone hits add 1 second.
- 7.4.3 For Big 6 division, B zone hits add zero (0) seconds.
- 7.4.4 C zone hits add 2 seconds.
- 7.4.5 If a hit touches the perforation on the D-1 or the scoring zone line on the AP-1, the shooter is given the better score.
- 7.4.6 Targets that disappear completely during the course of fire may be assessed miss penalties, but will not incur penalties for failure to engage.
- 7.4.7 Moving targets that have some portion of the scoring area visible at rest, may be assessed both miss and failure to engage penalties.
- 7.4.8 No Penalty Miss (NPM) targets are permitted. NPM targets may only be used as bonus targets which have an incentive to engage. If a competitor chooses not to engage an NPM target, no miss or failure to engage penalties will be assessed.
- 7.4.9 Steel targets are to be scored as outlined in the WSB.
- 7.4.10 Knockdown targets must be knocked down to score as a hit, as outlined in 7.11.6 .
- 7.5 The following penalties may be assessed during scoring:
- 7.5.1 Miss -- 5 seconds.
- 7.5.2 Hitting No Shoot -- 5 seconds per hit if the hole is a full bullet diameter inside the edge of No-Shoot.
- 7.5.3 Premature Start -- 5 seconds.
- 7.5.4 Foot Fault -- 5 Seconds. If the foot fault results in a substantial advantage, the penalty is per shot (refer to 12.5 , 12.15).
- 7.5.5 Failure to Engage (FTE) -- 5 seconds per required target engagement that was omitted.

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- (A) FTE shall not apply for any steel target not engaged due to hitting Stop Plate out of order on a standing steel-only stage.
- (B) FTE shall not apply for any target not engaged due to Par Time expiration.
- 7.5.6 Procedural -- 5 seconds. If the procedural results in a substantial advantage, the penalty is per shot (refer to 12.15).
- 7.5.7 Extra Hit -- 5 seconds (Shots Limited).
- 7.5.8 Extra Shot -- 5 seconds (Shots Limited).
- 7.5.9 Overtime Shot -- 5 seconds for each shot that is 0.31 second or greater than the fixed time will be scored as an overtime penalty. If Bonus scoring is used, then one Bonus point will be lost in addition to the overtime penalty for each overtime shot.
- 7.5.10 Failure to Hit a Stop Plate -- 30 Seconds.
- 7.6 It is the RO's responsibility to ensure scoring for the stage is done properly. After the RO has declared "Range Is Clear", the competitor (or delegate) will be allowed to verify the scoring by accompanying the RO responsible for scoring. A competitor (or delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target. Any challenge to a score or penalty must be appealed to the scoring RO by the competitor (or delegate) prior to the subject target being painted, patched, or reset. Otherwise, such challenges will not be accepted.
 - 7.6.1 Each shooter is responsible for approving his scoring after reviewing it for accuracy. This may include a signature or initials on paper, selection of an electronic equivalent, or another method.
 - 7.6.2 Once a shooter's score has left the control of the original scorekeeper and RO, only the RM can approve changes to the score. Other ROs or staff may not make any changes without first receiving RM approval.
 - 7.6.3 If electronic scoring is used, a backup record must be kept. The backup record will be the official stage score of the shooter and must be available to the shooter as his personal copy of the original.
 - 7.6.4 If an original score is lost or missing, the shooter's copy, if acceptable by the RM, will be used. If the competitor's copy is unavailable, the competitor will be required to reshoot the stage. If the RM finds that a reshoot is not possible, the shooter will be awarded all penalties for misses, failure to engage, and any other procedural penalties appropriate for the stage.
 - 7.6.5 Scores for all matches above local level (including State, Regional, IRC) should be published as soon as possible after the match. Once the scores are published, a protest period of one (1) hour minimum will begin (unless waived by shooters present).
- 7.7 No shooter or spectator may touch any target until it is scored. Any competitor doing so may be disqualified from the match.
- 7.8 If at any time a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e., barrel blockage, revolver breakage, etc.), the competitor will be scored time and hits for the course of fire until the breakage. The competitor will be awarded all penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string.
 - 7.8.1 If a competitor discovers that a revolver is incapable of firing after the "Make ready" command but before the "Start Signal", the competitor will be allowed 30 minutes to repair or replace the revolver (Reference Rule 7.10). When the RO is made aware of the equipment failure, the RO will issue the "Unload and show clear", "If clear, close cylinder, holster", and "Range is clear" commands. The RO will note the time and advise the competitor of the 30-minute rule. If the competitor is unable to repair or replace the revolver within the allotted time, the competitor will be awarded zero (0) time

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and all penalties for the stage as described in Rule 7.8 . NOTE: Some scoring devices may require 0.01 second to be used as opposed to zero (0) time.

- 7.9 If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (e.g., barrel blockage, revolver breakage, etc.), the competitor will be awarded penalties as described in Rule 7.8 for that string. If additional strings are required to complete the course of fire, the competitor may finish the required strings if repairs or replacement can be made within 30 minutes. If the competitor cannot make repairs or replacement within 30 minutes, penalties are awarded as described in Rule 7.8 for each remaining uncompleted string.
- 7.10 In the event of breakage at any time, a competitor may complete the match with an "equivalent" revolver after receiving express permission from the RM to make the substitution. If a competitor uses an equivalent revolver without RM permission, it is a match DQ.
- 7.10.1 Any change in revolver and/or ammunition during a regional match or the IRC must be checked at chronograph to assure it meets minimum power factor. Failure to do so will result in a 360 second penalty for failing to pass chronograph (5.3.4).
- 7.11 Calibration of Poppers
- 7.11.1 Prior to the start of the match, the RM must designate a specific supply of ammunition and a specific handgun to be used as official calibration tools.
- 7.11.2 It is the responsibility of the RM to ensure the designated calibration firearm and ammunition do not exceed a power factor (PF) of 120. Calibration bullets must be weighed and a chronograph used to determine velocity/PF in the designated calibration firearm. An average of approximately 115 PF is recommended.
- 7.11.3 Once the designated handgun and ammunition have been approved by the RM for use by the RM or ROs, they are not subject to challenge by competitors.
- 7.11.4 Prior to commencement of a match, all steel poppers should be calibrated to fall when hit within the calibration zone. Refer to Appendix 2:, Popper Calibration Zones.
- 7.11.5 Calibration Challenges
- If a popper does not fall when hit within the calibration zone or above, a competitor has three (3) alternatives as described in 7.11.5 .1, 7.11.5.2, and 7.11.5.3 below.
- 7.11.5.1 The popper is shot again until it falls. No further action is required and the stage is scored as shot.
- 7.11.5.2 The popper is left standing but the competitor does not challenge the calibration. No further action is required and the stage is scored as shot, with the subject popper scored as a miss.
- 7.11.5.3 The popper is left standing and the competitor challenges the calibration.
- 7.11.5.3.1 The popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the stage. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the stage will be scored as shot. If the popper falls for any non-interference reason (e.g., wind action), before it can be calibrated, a reshoot must be ordered and is mandatory.
- 7.11.5.4 In the absence of any interference or problem with a target mechanism, the calibration test of the subject popper should be done from as near as possible to the point from where the competitor shot the popper.

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7.11.5.5 The following four (4) situations will apply:

7.11.5.5.1 If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is to be reset and a second calibration shot taken. If the popper is again hit on or below the calibration zone and the popper falls, it is deemed to be properly calibrated and it will be scored as a miss.

7.11.5.5.2 If either hit fired by the calibration officer impacts the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.

7.11.5.5.3 If either hit fired by the calibration officer impacts above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the stage once the popper has been recalibrated.

7.11.5.5.4 If any shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of the above occurs.

7.11.6 Unlike poppers, metal plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit but fails to fall or overturn, the RO shall declare range equipment failure and order the competitor to reshoot the stage after the faulty plate has been rectified.

7.11.6.1 A plate that has been hit multiple times and falls or overturns before an RO can stop the competitor, will be scored as hit and there will be no reshoot issued.

7.11.6.1.1 Metal scoring targets must be painted after each competitor. An inadvertent failure to paint one or more targets prior to a competitor's attempt at the stage shall not be grounds for a reshoot.

8. PROTESTS

8.1 Competitor protests regarding scoring and/or RO decisions must be made verbally, first to the RO in charge of the stage, then to the RM (or the MD if there is no RM).

8.1.1 If no consensus can be reached, a written protest along with a protest fee of double the normal match fee or \$100, whichever is less, must be submitted to the MD within one hour of the verbal protest.

8.1.2 The MD will choose an Arbitration Committee. It will consist of one (1) Match Official and two (2) competitors. The competitors chosen for the Arbitration Committee must be of the same or less class than the protester.

8.1.2.1 The MD, RM, and the involved RO must not be on the Arbitration Committee.

8.1.2.2 The Committee's decision must be made before final match scores are posted.

8.1.2.3 The Committee's decision must be in writing and is final.

8.1.2.4 If the protester prevails, the fee is refunded; if not, the MD keeps the fee.

8.1.2.4.1 All written protests and written decisions, whether won or lost, should be sent to the Rules Director within 60 (sixty) days.

8.2 If a shooter has a protest, then the shooter should not sign the score sheet.

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9. RESHOOTS

- 9.1 Reshoots are mandatory under the following circumstances:
 - 9.1.1 Range equipment malfunction.
 - 9.1.2 If the RO mistakenly stops a shooter for a suspected safety problem and the problem was not real. Safety concerns that are not of the shooter's doing will also be grounds for a reshoot.
 - 9.1.3 When the Stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored.
 - 9.1.4 When the RO and the RM concur on special circumstances for granting a reshoot, if the reason is not otherwise covered elsewhere in the rules.
 - 9.1.5 When a competitor is ordered to reshoot a stage based on the decision of a popper calibration challenge (Rule 7.1.5).
 - 9.1.6 When all targets are not taped, restored, and reset prior to the competitor starting the stage. However, if one or more targets have not been taped, or if previously applied pasters have fallen off the target for the competitor being scored, the RO must judge if an accurate score can be determined. If it can, then a reshoot will not be ordered.
 - 9.1.7 If an original score is lost or missing and the shooter's copy is unavailable, then the shooter will be required to reshoot the stage (Rule 7.6.4).

10. THE CLASSIFICATION SYSTEM

A description of the ICORE classification system can be found in Policy 1.0 of the ICORE Policies and Procedures Manual on the ICORE website at <https://icore.org>.

11. ICORE RIMFIRE

- 11.1 ICORE Rimfire matches can be run separately or in concurrence with standard ICORE matches.
- 11.2 ICORE Rimfire matches conducted in concurrence with a standard ICORE match will have scores easily distinguishable from the standard ICORE match scores.
- 11.3 ICORE Rimfire matches conducted in concurrence with a standard ICORE match can have unique start positions and stage descriptions. These unique stage descriptions will specify any special scoring considerations for the stage, e.g., falling steel and movers.
- 11.4 All existing ICORE Rules will apply with the following exceptions:
 - 11.4.1 Rule 6.1 does not apply to Rimfire Division. Holsters and loader holders are not required.
 - 11.4.2 If a shooter uses a holster and/or loader holder, then Rule 6.3 applies.
 - 11.4.3 If a shooter does not use a holster and/or loader holder, then Rule 6.3 does not apply. In this situation, revolvers may be brought to/from the course of fire in bags, and unbagging/bagging must be done under an RO's supervision.
 - 11.4.4 Rule 10 regarding shooter classifications. Shooters in ICORE Rimfire matches are to be placed in one class, or "heads up".
 - 11.4.5 Rimfire shooters will not be classified per Rule 10, and no classification scores are to be submitted.

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12. DEFINITIONS

- 12.1 ICORE Divisions - The five official Divisions are Classic, Limited, Limited 6, Open, and Big 6 Division requires a unique classification.
- 12.2 Cold Range - All revolvers must be unloaded. Firearms must only be handled in designated safe areas. Absolutely no ammunition or dummy rounds may be handled in a safe area.
- 12.3 Unsafe Gun Handling - Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, finger on trigger when reloading or moving (unless engaging available targets), and any other actions deemed unsafe by the match staff.
- 12.4 Course of Fire - The period of time between “Make ready” command and “Range is clear” command.
- 12.5 Foot Fault - A procedural violation in which the shooter or revolver touches outside a designated shooting area while firing a shot. A competitor standing on a fault line is considered within the shooting area. A foot fault penalty is assessed only once per occurrence unless the violation results in a substantial advantage (see 12.15).
- 12.6 Freestyle - Being the shooter's choice, generally standing supported, kneeling, or prone, etc., firing position.
- 12.7 Strong Hand - In the case of a right-handed person this means the shooter's right hand only, unsupported by the left hand/arm. The holster position determines the strong hand side. Drawing, reloading, or clearing malfunctions may be done with the assistance of the weak hand. Unless specifically addressed in the WSB, support other than the opposite hand/arm is permitted. This includes bracing a revolver, shooting hand, or arm on props within the shooting area.
- 12.8 Weak Hand - In the case of a right-handed person this means the shooter's left hand only, unsupported by the right hand/arm. Draws must be done using the strong hand, then the revolver will then be transferred to the weak hand. Drawing, reloading, clearing malfunctions, and re-holstering may be done with the assistance of the strong hand. Unless specifically addressed in the WSB, support other than the opposite hand/arm is permitted. This includes bracing a revolver, shooting hand, or arm on props within the shooting area.
- 12.9 Kneeling - Having a minimum of one knee on the ground.
- 12.10 Prone - Body horizontal on the ground.
- 12.11 Power Factor (PF) - Equals bullet weight in grains multiplied by velocity in feet per second (as measured by a chronograph) divided by 1000.
- 12.12 Soft Cover - A penetrable vision barrier through which shots may pass and be scored on a shoot target.
- 12.13 Hard Cover - Hard cover includes walls, barrels, window frames, doors, targets, and other items which may be identified in a WSB. Any bullet traveling completely through hard cover is scored as a miss downrange. If steel is knocked-down by a bullet which passed through hard cover, a reshoot must be ordered. Target sticks are not considered hard cover.
- 12.14 No-Shoot - A target that is indicated as a non-engageable target.
- 12.15 Substantial Advantage - A procedural violation in which a single penalty does not account for the time and/or accuracy advantage gained by the violation. If a substantial advantage results, the penalty is assessed per shot at the discretion of the RO or as specified in the WSB.
- 12.16 Range Master (RM) - Has authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire, and the application of these rules. All match disqualifications and appeals to arbitration must be brought to the RM's attention.

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- 12.17 Match Director (MD) - Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff, and the provision of services. The MD's authority and decisions will prevail with regard to all matters except in respect of matters in these rules that are the domain of the RM. For matches without a RM, the MD will also assume the duties of a RM.
- 12.18 Chief Range Officer (CRO) - The primary authority over all persons and activities in the stages under the CRO's control. CROs oversee the fair, correct, and consistent application of these rules. Works under the authority of the RM.

13. ICORE RULE CHANGE SYSTEM

Any member may enter a rule change proposal electronically via the ICORE website at <https://icore.org>. The Rules Director will review it, report the proposal to the Board, and return an initial response to the member as to whether the proposal will be submitted to the Board for review/vote. If the Rules Director determines that the proposal warrants submitting to the Board, the Rules Director will make a recommendation to the Board regarding the proposed rule change. Upon action by the Board, the Rules Director will inform the initiator of the decision and will ensure that the membership is notified of any revision to the Rule Book. The website <https://icore.org> contains what is referred to as the "current" version of the ICORE Rule Book.

14. MEMBERSHIP REQUIREMENT AND AWARD MONEY

Current ICORE membership is required to participate in the Regional Championships and the International Revolver Championship (IRC), for which the ICORE treasury provides award money.

Current ICORE membership may or may not be required to participate in any other type of ICORE matches at the discretion of the Board. For any level of ICORE match, only current members are permitted to receive award money that comes from the ICORE Board/treasury.

15. CLOSING REMARKS

The sport of revolver competition is a challenging arena in which different skills may be acquired and honed. Each member is responsible for his own behavior and should contribute to the general safety and enjoyment of other shooters. The intent of this rule book, as stated at the beginning, is to provide a basis for safety, fairness, and fun in competition. As a member of ICORE, your intent should be the same. We want to encourage people to remain in the sport. We want to interest others in joining the game.

As always, DVC to you and yours.

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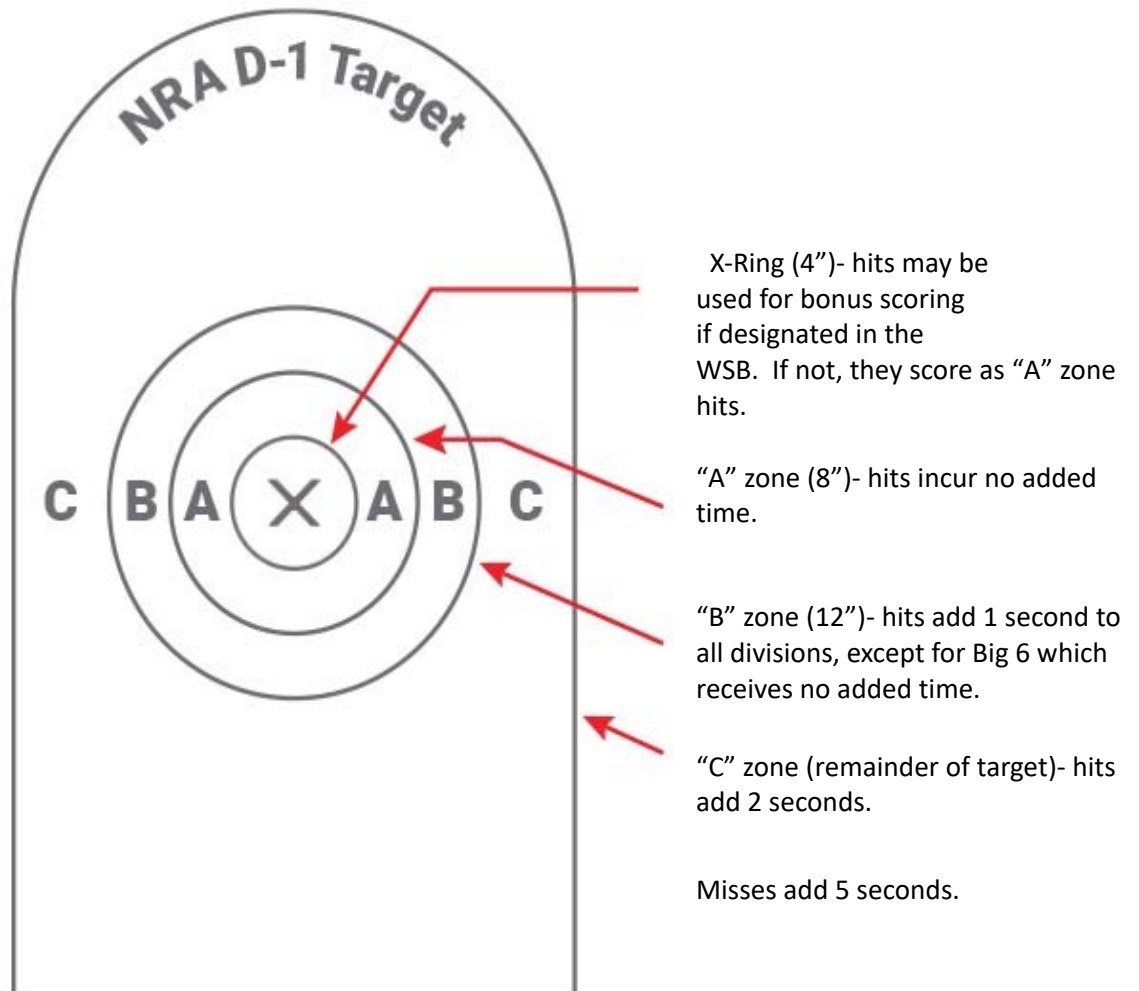
Appendix 1: Dimensions and Scoring for ICORE or NRA D-1/AP-1 Target

ICORE or NRA AP-1 target has a black X-Ring and printed scoring rings. All other dimensions are the same as the D-1 target.

Bullet holes touching a perforation/printed scoring ring receive the higher score.

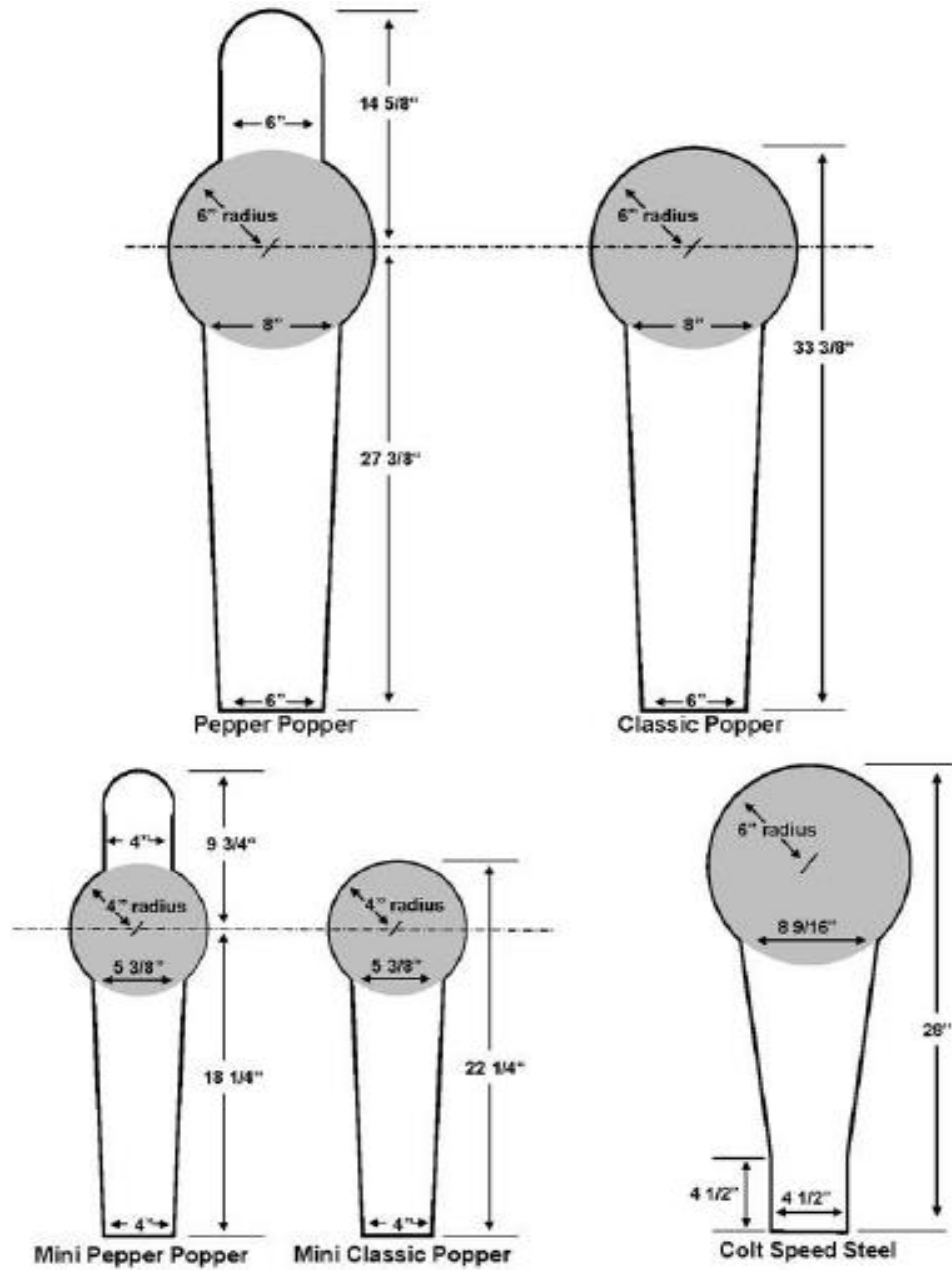
Hits on No-Shoot targets must be FULL BULLET DIAMETER to incur a penalty.

Hits on non-scoring areas must be FULL BULLET DIAMETER to incur a miss.



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Appendix 2: Popper Calibration Zones



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Appendix 3: ICORE Approved Factory Ammunition

The following 38 Special and 9mm ammunition have been tested and determined to be in compliance with power factor requirements for 120 Power Factor. The listed ammunition may be used without regard for Power Factor and are exempt from chronograph:

38 Special

- 1) Blazer 38 Special +P 158 FMJ (Part 3519, cci-ammunition.com)
- 2) American Eagle 38 Special 158 LRN (Part #AE38B, federalpremium.com)
- 3) Fiocchi Range Dynamics 38 Special 158 LRN (Stock #38C, fiocchiusa.com)
- 4) Geco 38 Special 158 LRN (Item #271840050, geco-munitiion.de)
- 5) Speer Lawman 38 Special +P 158 TMJ (Part #53750, speer.com)

9MM

- 1) Blazer 9mm Luger 147 FMJ (Part #3582, cci-ammunition.com)
- 2) Federal Syntech Action Pistol 9mm Luger 150 TSJ (Part #AE9SJAP1, federalpremium.com)
- 3) Federal Syntech PCC 9mm Luger 130 FN (Part #AE9SJPC1, federalpremium.com)
- 4) American Eagle Handgun 9mm Luger 147 FMJ (Part #AE9FP, federalpremium.com)
- 5) Speer Lawman Clean-Fire 9mm Luger 147 TMJ (Part #53826, speer.com)

The following 40S&W and 45ACP ammunition have been tested and determined to be in compliance with power factor requirements for Big 6 (155 Power Factor). The listed ammunition may be used without regard for Power Factor and are exempt from chronograph:

40 S&W

- 1) Federal American Eagle 180 Grain FMJ (MFR# AE40R1, federalpremium.com)
- 2) Federal Syntech 205 Grain Syntech Jacket (Part #AE40SJAP1, federalpremium.com)
- 3) CCI Blazer 180 Grain FMJ (Part #5220, cci-ammunition.com)

45 ACP

- 1) Federal American Eagle 230 Grain FMJ (Part # AE45A, federalpremium.com)
- 2) Federal Syntech 220 Grain Syntech Jacket (Part# AE45SJAP1, federalpremium.com)
- 3) CCI Blazer 230 Grain FMJ (Part #5230, cci-ammunition.com)



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