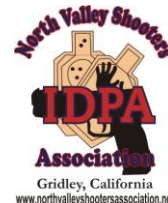




North Valley Shooters Association Wee Haa!

Course Designer: Wendy Hamby, 100% all her, please submit all complaints directly to her. Professionally encoded electronically by her wonderful husband.



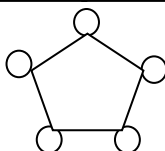
STAGE PROCEDURE: In any order, Engage targets from any box without breaking any 180 or muzzle safe angles as defined by staff during the walkthrough.

START POSITION: Standing in any box. Hands at side with gun loaded and holstered.

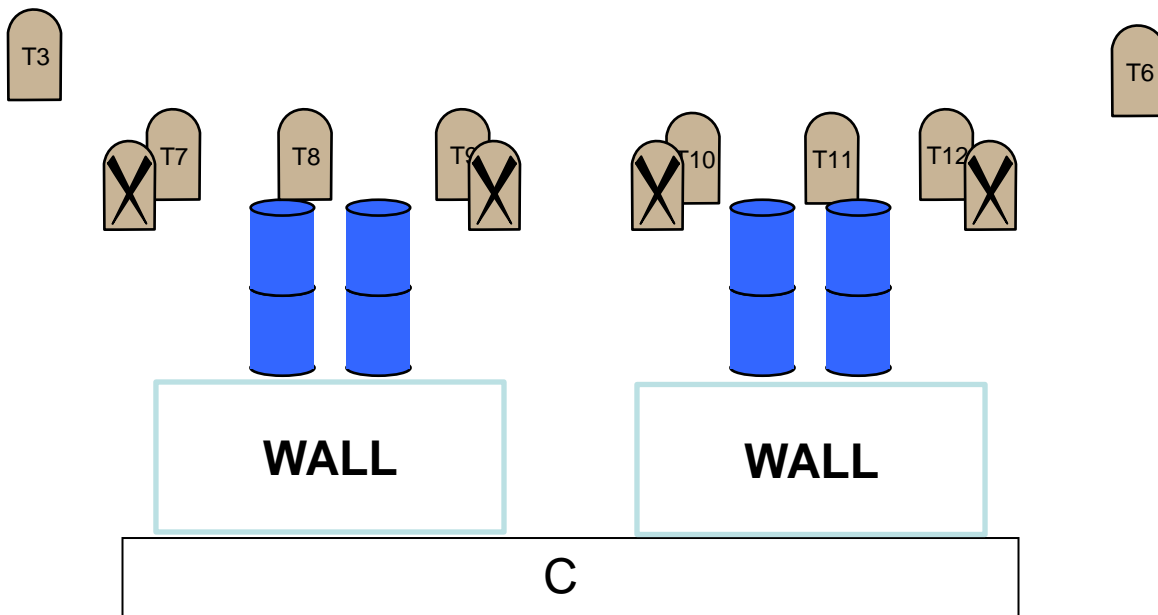
SAFETY: Star in corner, T3 against north berm, T6 against east berm. Shoot-throughs and 180 alignment will be given special attention to ensure a safety. From box A no shots to T4&T5 and from Box B no shots at T1&T2 for safety

STRINGS: 1
SCORING: Shots Unlimited 29 rounds min.
TARGETS: 12 ICORE, 4 NT, 1 STAR
RANGE: 2-25 yards
SCORED HITS: Best 2 on paper steel must fall
START-STOP: Audible - Last shot
RULES: Current ICORE Rulebook

25



15



10

2

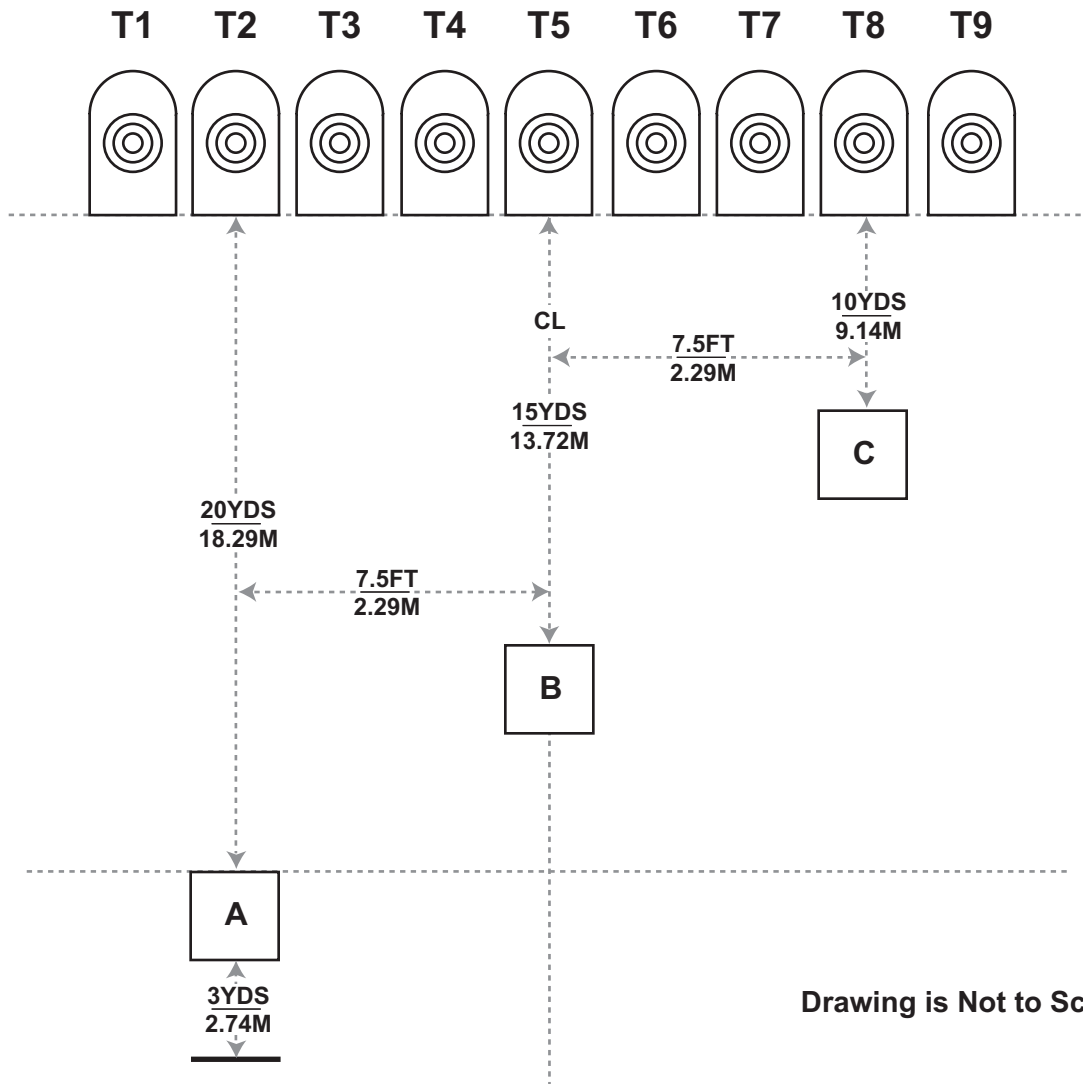
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Field Standards

CS-026



Drawing is Not to Scale!

Start Position: Standing with toes touching start line, facing downrange, hands relaxed at sides.

Procedure:

At start signal, move to Box A and engage only T1 thru T3 with only two (2) rounds each in any order freestyle.

Move to Box B and engage only T4 thru T6 with only two (2) rounds each in any order stronghand.

Move to Box C and engage only T7 thru T9 with only two (2) rounds each in any order weakhand.

One continuous string.

Scoring: Shots Limited

Targets: 9 NRA D-1 paper

Rounds: 18

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 T9 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. Place Targets with a distance of 1 (0.3m) foot between them.

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

North Valley Shooters Association
Stage 3 So Much Steel, So Little Time
 Course Designer: Brian

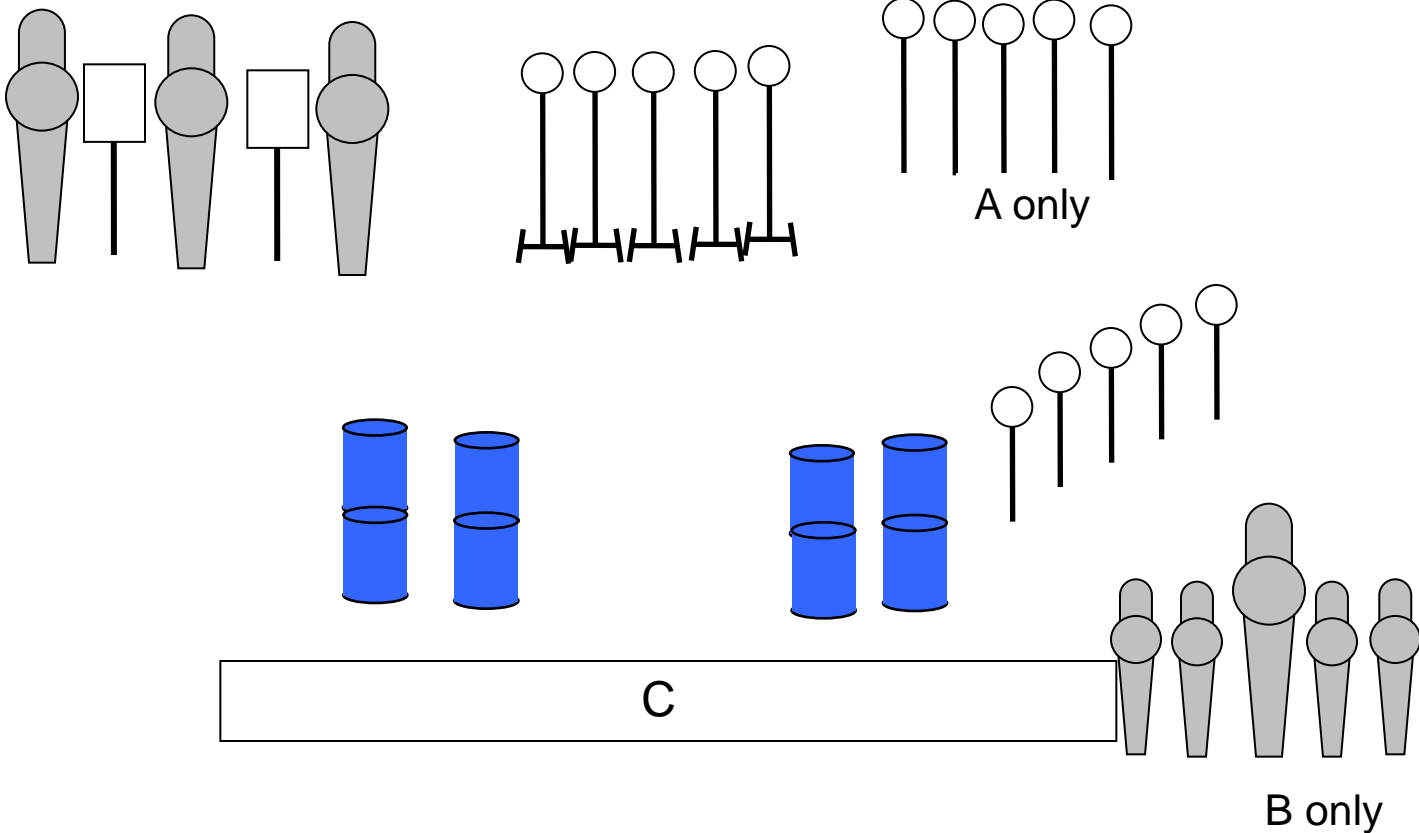
Start Position: Standing in Box A or B, facing downrange, wrists above shoulders.

Procedure: At Signal engage plates from within the shooting area. Red Plates **MUST** be engaged from Box A **ONLY**, Blue Plates **MUST** be engaged from Box B **ONLY**. Other Plates may be engaged from any box. **MANDATORY RELOAD** between colors.

STRINGS: 1
SCORING: Shots Unlimited
TARGETS: 25 Steel targets
RANGE: 10 -40 yards
START: Audible
STOP: Par Time of 25 seconds
RULES: Current ICORE Rulebook
NOTE: Plates not engaged or missed do not incur a penalty. Any shots overtime do not incur penalties, nor do they count.

Red 'Bonus' Plates subtract 2 seconds from the par time, all other plates subtract 1 second.

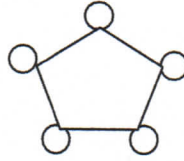
Knock-down plates must fall. Poppers and Static plates must show a hit and be painted between shooters.



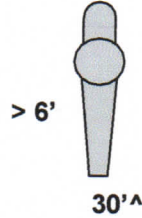
A

B

DON'T GET ME STARTED



18'>
36'^^



> 6'

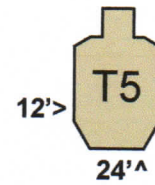
30'^^



18'>
36'^^



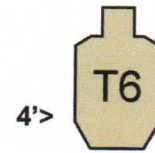
12'>
24'^^



12'>
24'^^

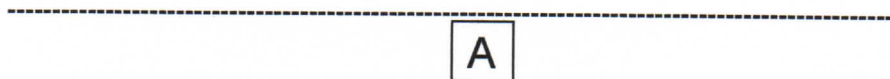


4'>
12'^^



4'>
12'^^

36'^^



A

Scoring: Shots Unlimited
Min Rounds: 18
Start Signal: Audible
Stop Signal: Last Shot/Stop plate

Targets: 6 paper, 1 Star, 1 trip plate
Min. Distance: 12 feet
Max. Distance: 36 feet

Start Position: Standing in Box A with gun loaded and hands above shoulders.

Procedure: On the signal engage T1,T2,T3, T4,T5,T6 IN ORDER with 2 rounds each. After all paper targets are shot engage Star. At any time after engaging Star you may hit the stop plate to stop the clock.

Penalties: ICORE rules for paper targets
 Star +5 seconds for all remaining plates on the Star.