

Odd Man Out

August ICORE Stage 1

Scoring: Shots Unlimited

Targets: 6 NRAD-1, 3 - 8" steel plates,
3- Backwards falling steel poppers

Min Rounds: 30

Start Signal: Audible

Stop Signal: Last Shot

Min. Distance: 8 yards

Max. Distance: 24 yards

Start Position: Standing in Box P1, weapon loaded and holstered, hands relaxed at sides.

Procedure: On the signal, draw and engage all steel **except PP6**. After the first 5 steel targets have fallen, move to Box P2 and engage all remaining paper targets with 4 shots each and PP6 (24 yard steel popper) until it falls. Reload as necessary.

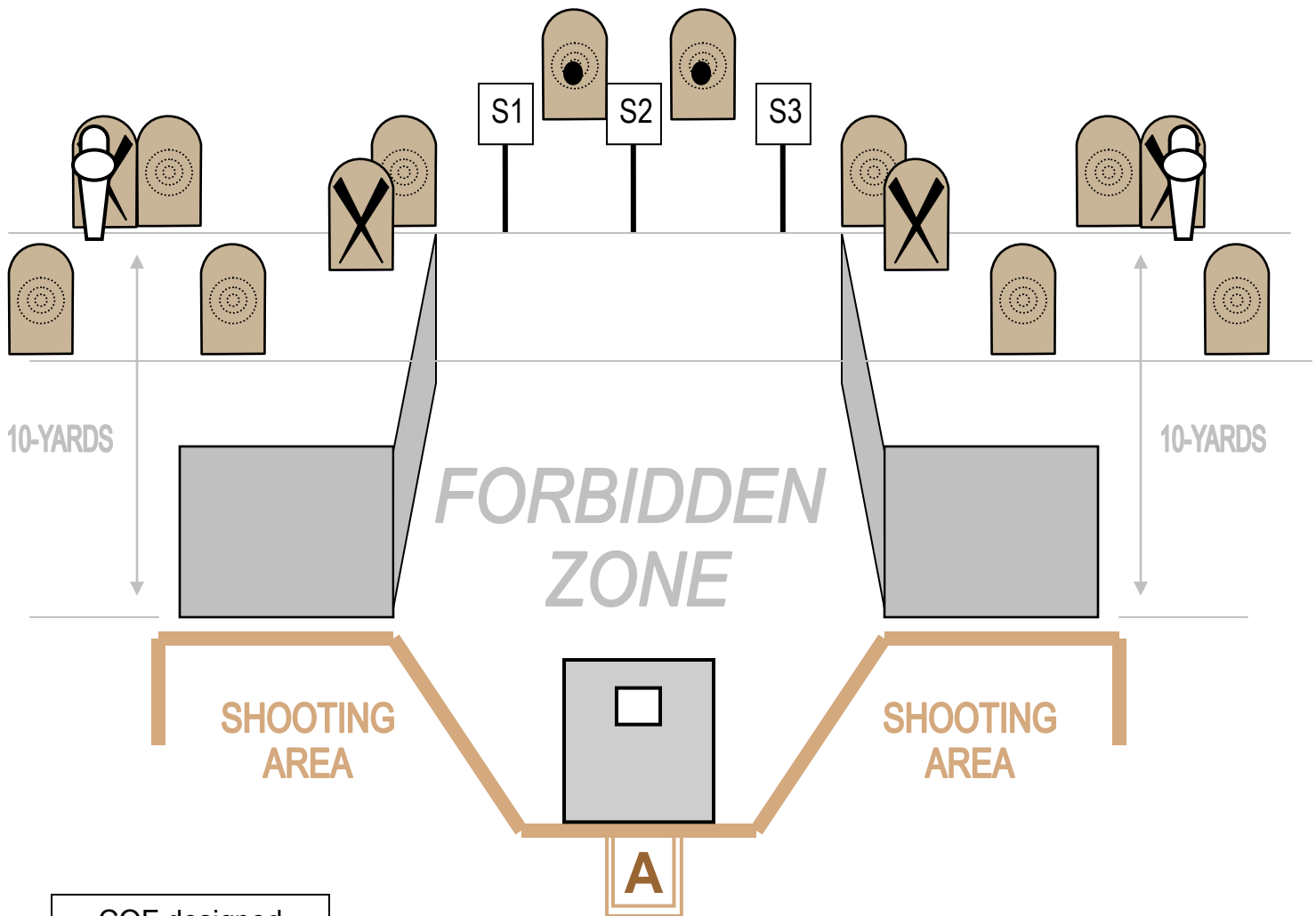
Scoring: Best 4 shots on paper, steel must fall to score

Penalties: Per ICORE rulebook.

Peek, Shoot and Scoot

Shooter will start standing in Box A facing porthole; weapon loaded and holstered with hands above respective shoulders. At the signal, draw and, through the porthole, engage S1 – S3 with 2rds each in any order. Then engage all other targets from within the shooting area; paper with at least 2rds each and poppers must fall.

- NOTES:** - **Shots UNLIMITED** – Best 28 hits scored (2 ea-paper/rectangles; poppers must fall
- (8) NRA D-1 paper / (2) X-dot paper / 3 rectangles / 2 small popper
 - Steel rectangles must be engaged ONLY through porthole from Box A
 - Porthole will be closed at start
 - X-ring hits deduct 1-sec from overall time.
 - Reload as necessary
 - Shooter may not cross through Forbidden Zone
 - Penalties per ICORE rulebook.
 - Range of engagement: approx. 5 to 20 yards

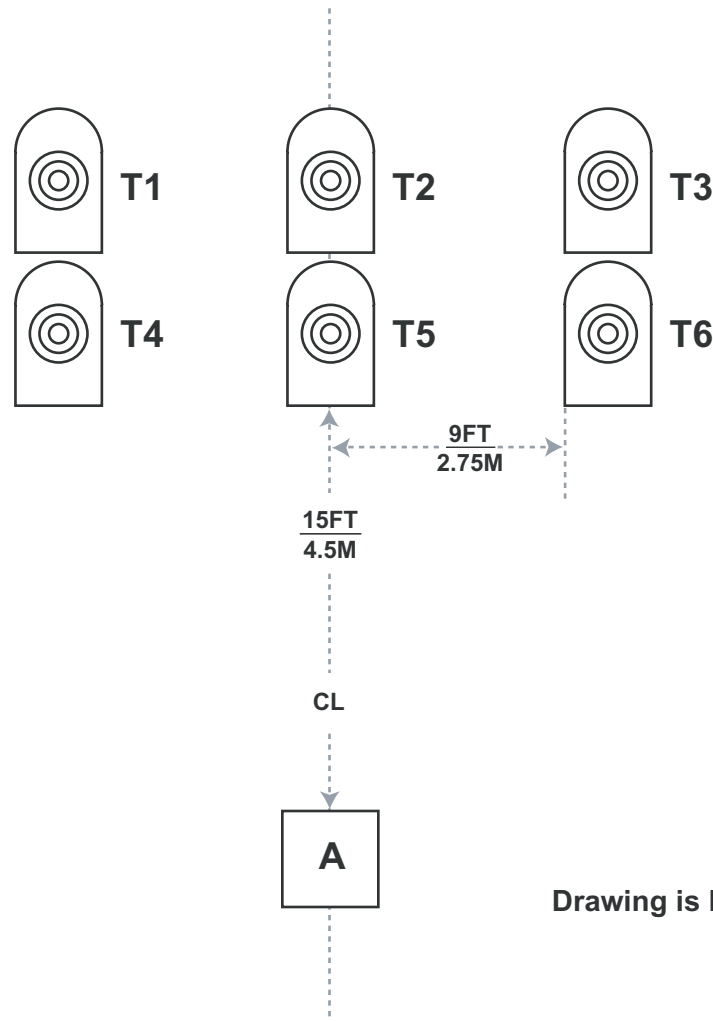


COF designed
by
Charlie Severance



Not Jeff's Prez II

CS-001
Designed by
Paul A. Wetzel



Start Position: Standing in Box A, facing uprange, hands above respective shoulders, toes touching back of box.

Procedure:

At start signal, turn and engage T1 thru T6 with only one (1) round each in any order.

Make a mandatory reload and then re-engage T1 thru T6 with only one (1) round each in any order.

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Scoring: Shots Limited

Targets: 6 NRA D-1 paper

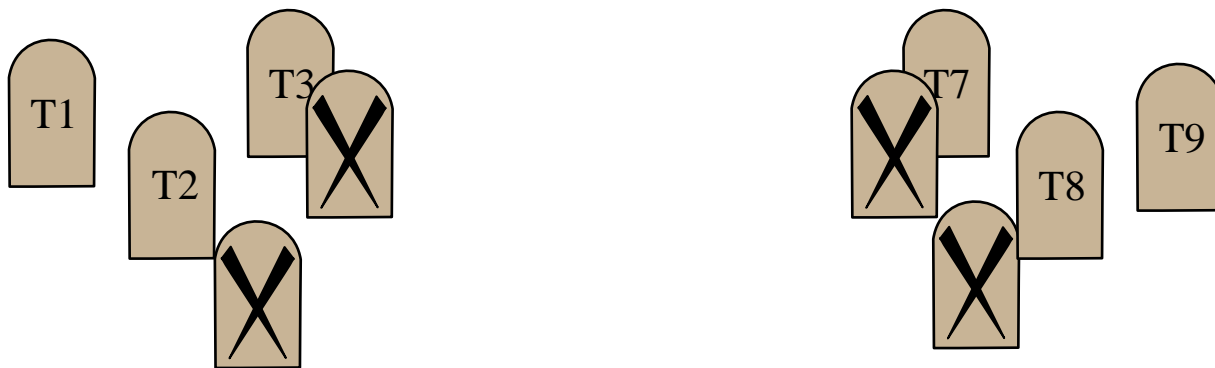
Rounds: 24 maximum

Start: Audible

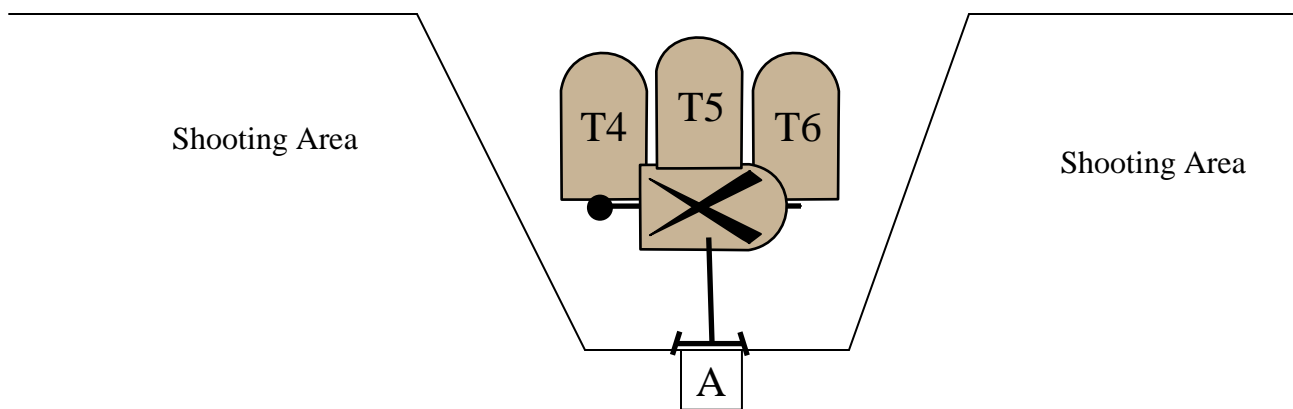
Stop: Last shot

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 T4 thru T6 with bottom of target 30 cm (12 inch) +/- 3cm (1 inch) from ground. Place targets T1 thru T3 directly above as shown with 3 cm (1 inch) +/- 1 cm (0.5 inch) gap between targets. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet) .



Forbidden Area
Do Not Cross



Stand or Run?

18 shots minimum – Shots Unlimited

Starting Position: in Box A with weapon loaded and holstered, holding swinger down 90 degrees in either direction with the strong hand.

Procedure: At the audible tone, release the swinger, draw and engage all paper targets with at least 2 shots each from within the shooting area.

Scoring: Best two hits on paper

Penalties: Per ICORE rulebook, Stepping outside the shooting area at any time during the course of fire will earn one 5 second procedural penalty.