

HEAL KICK

Designed by Mark Hicks



Start Position: Standing heels on X's, facing downrange, hands relaxed at side. Handgun loaded and holstered.

Stage Procedure: On signal, engage targets as they become visible from within the shooting area.

Scoring: Shots Unlimited, 3 rounds per paper, steel must fall.

Targets: 12) NRA D-1 Paper

Rounds: 36 Minimum

Start: Audible

Stop: Last Shot

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

