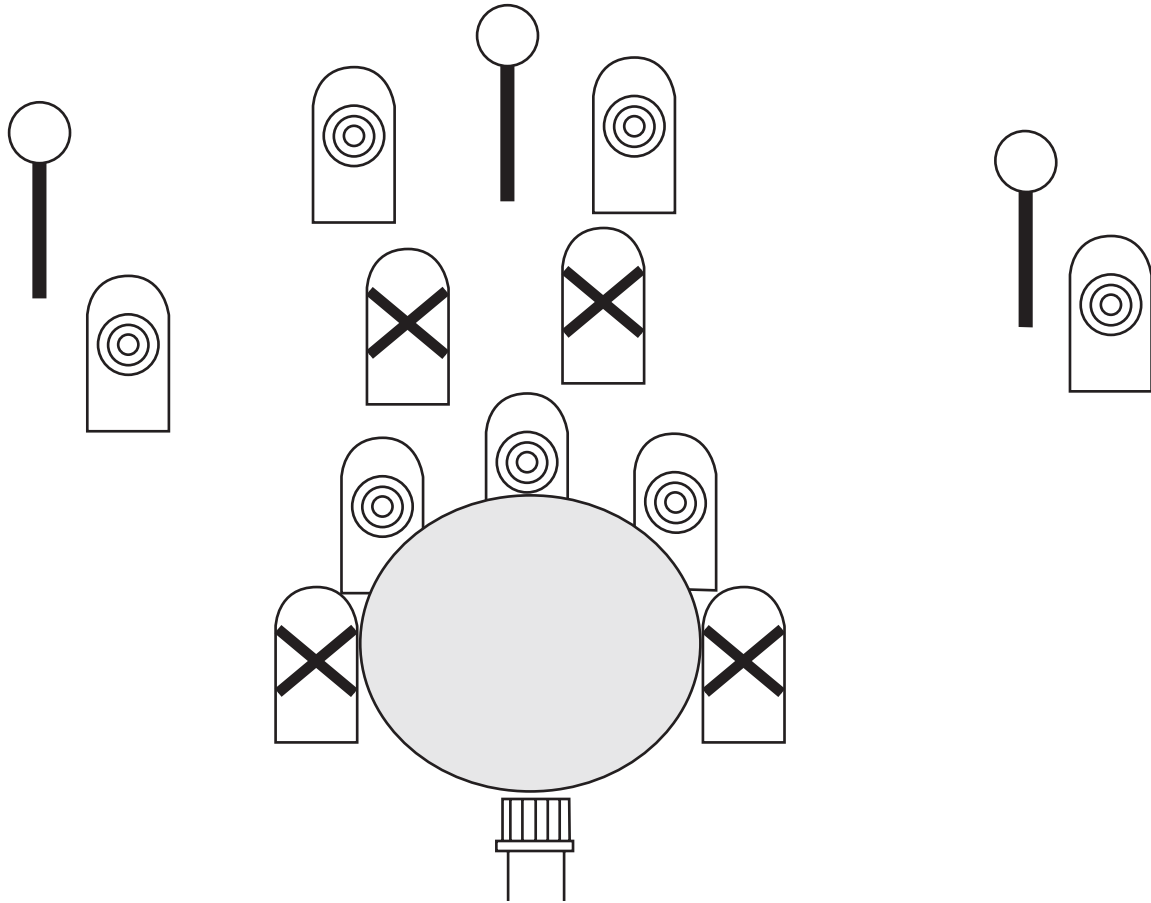


Pokerface



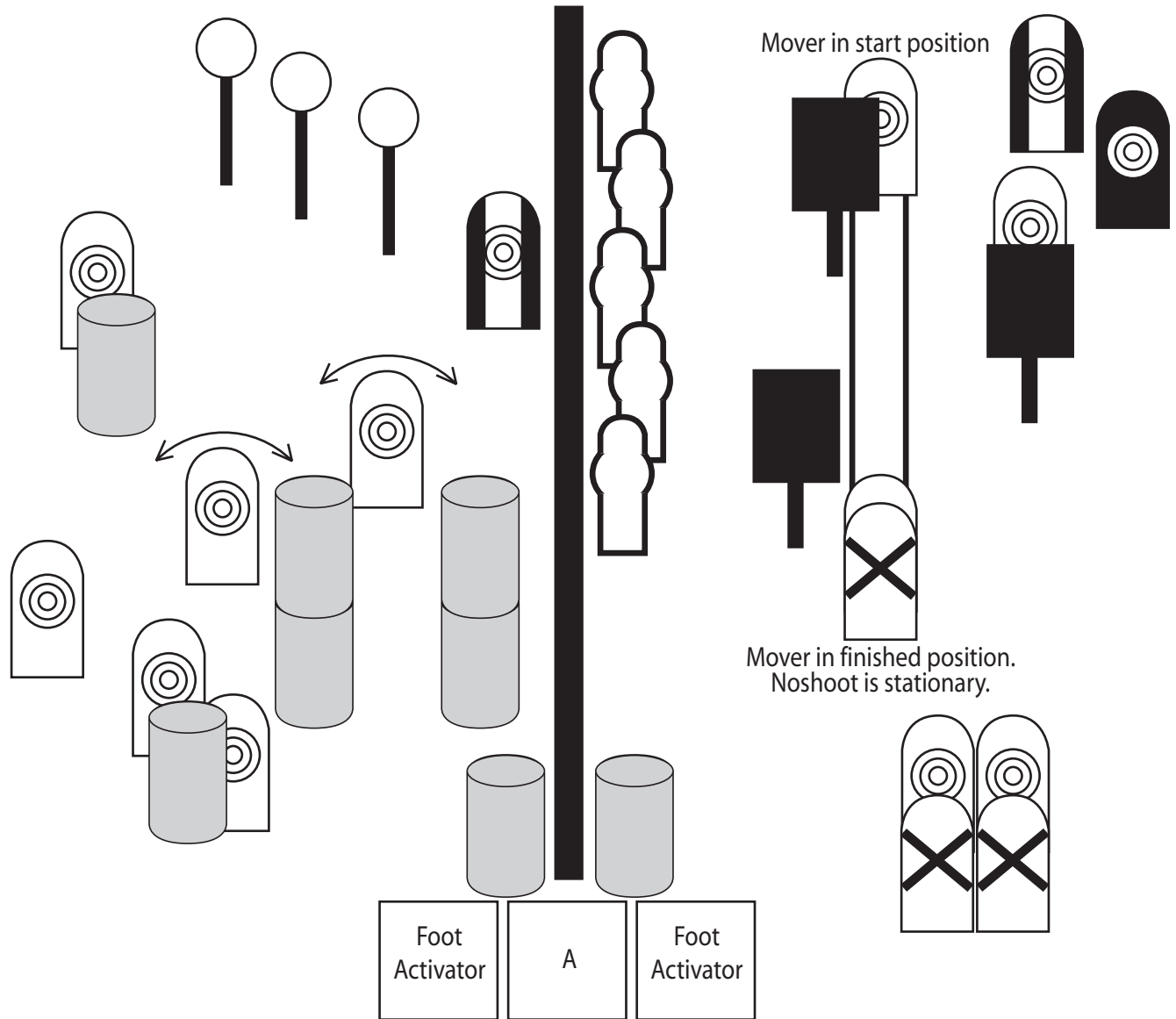
SCORING...Shots unlimited
TARGETS...7 paper & 3 plates
ROUNDS...17

START...Audible
STOP...Last shot

START POSITION...Seated at table holding poker hand.

STAGE PROCEDURE...At signal engage targets while seated.

Carnival



SCORING...Shots unlimited

TARGETS...13 paper & 3 plates & 5 poppers

ROUNDS...34

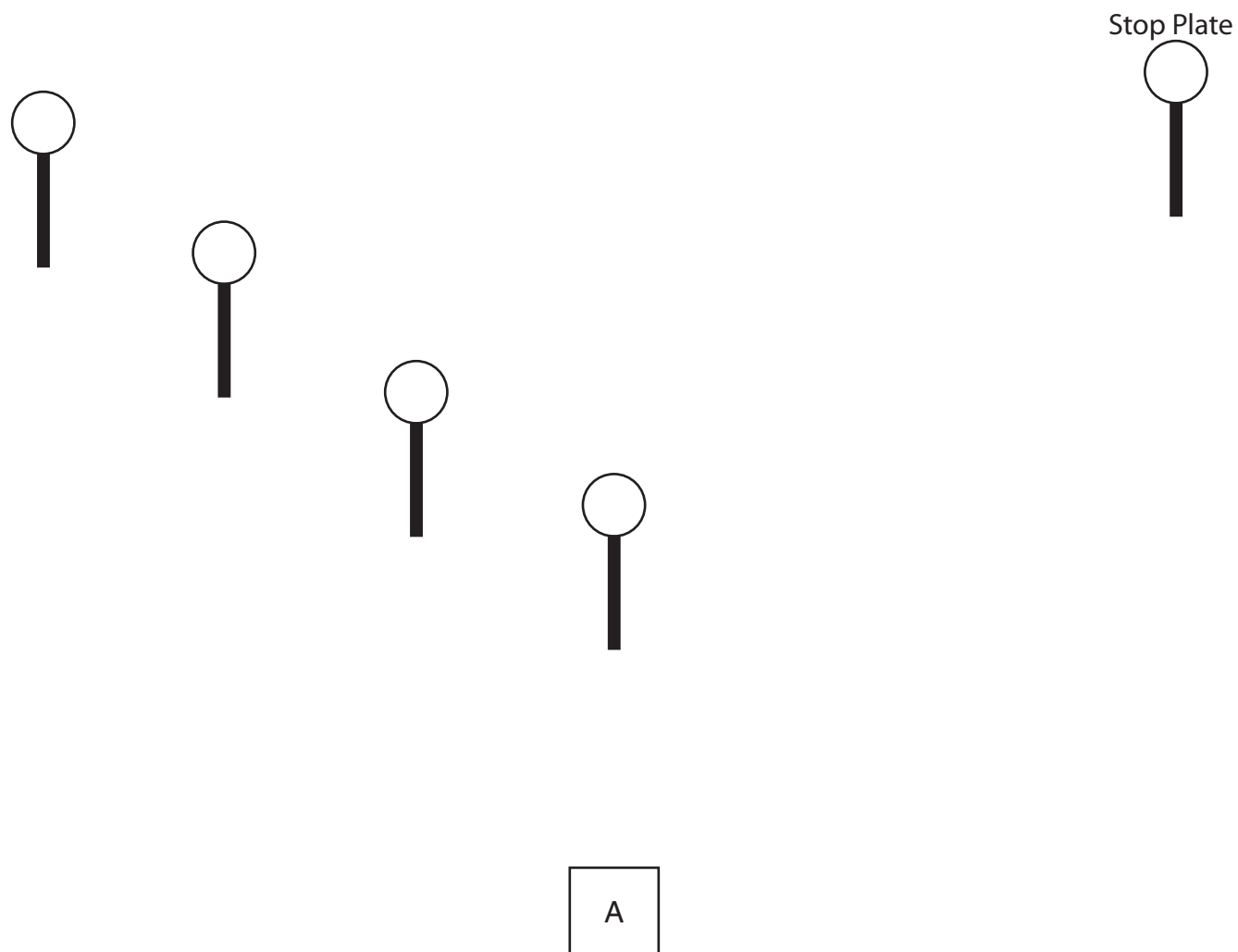
START...Audible

STOP...Last shot

START POSITION...Standing in box A facing uprange with wrists above shoulders.

STAGE PROCEDURE...At signal turn, activate left activator and engage targets on left side of wall from box A only. Perform a mandatory reload, activate right activator and engage targets on right side of wall from box A only. Ammo may be placed on barrels. Note...Once you have started shooting on the right side, you may not return to the left side. A procedural will be assessed for every shot fired.

Zipper



SCORING...Shots Unlimited

TARGETS...5 steel

ROUNDS...25 minimum

START...audible

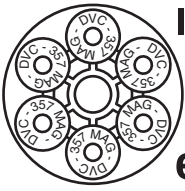
STOP...last shot

START POSITION...Wrists above shoulders

**STAGE PROCEDURE...At signal engage targets engaging Stop Plate last from box A.
5 strings...keep the best 4 strings.**

Penalties...

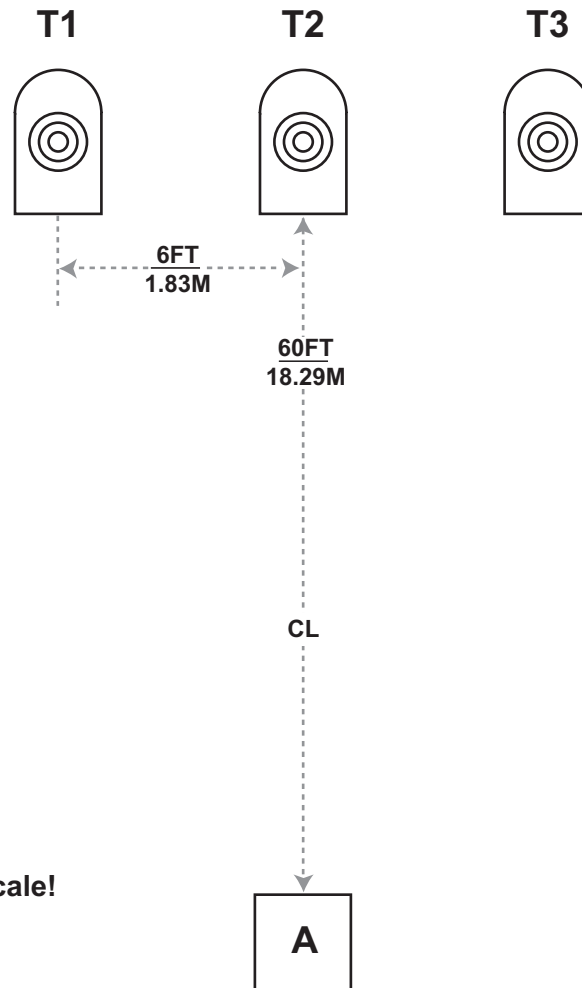
5 seconds per miss, 30 seconds maximum.



International
Confederation
of Revolver
Enthusiasts

Stop the Insanity

CS-023
Designed by
Steven Bressan



Drawing is Not to Scale!

Start Position:

String 1: Standing in Box A, facing downrange, hands relaxed at sides.

String 2: Standing in Box A, facing uprange, hands above respective shoulders.

Procedure:

String 1: At start signal engage T1 thru T3 with only two (2) rounds each in any order, perform a mandatory reload and re-engage T1 thru T3 with only two (2) rounds each in any order.

String 2: At start signal, assume mandatory prone position and engage T1 thru T3 with only two (2) rounds each in any order.

Scoring: Shots Limited

Targets: 3 NRA D-1 paper

Rounds: 18 maximum

Start: Audible

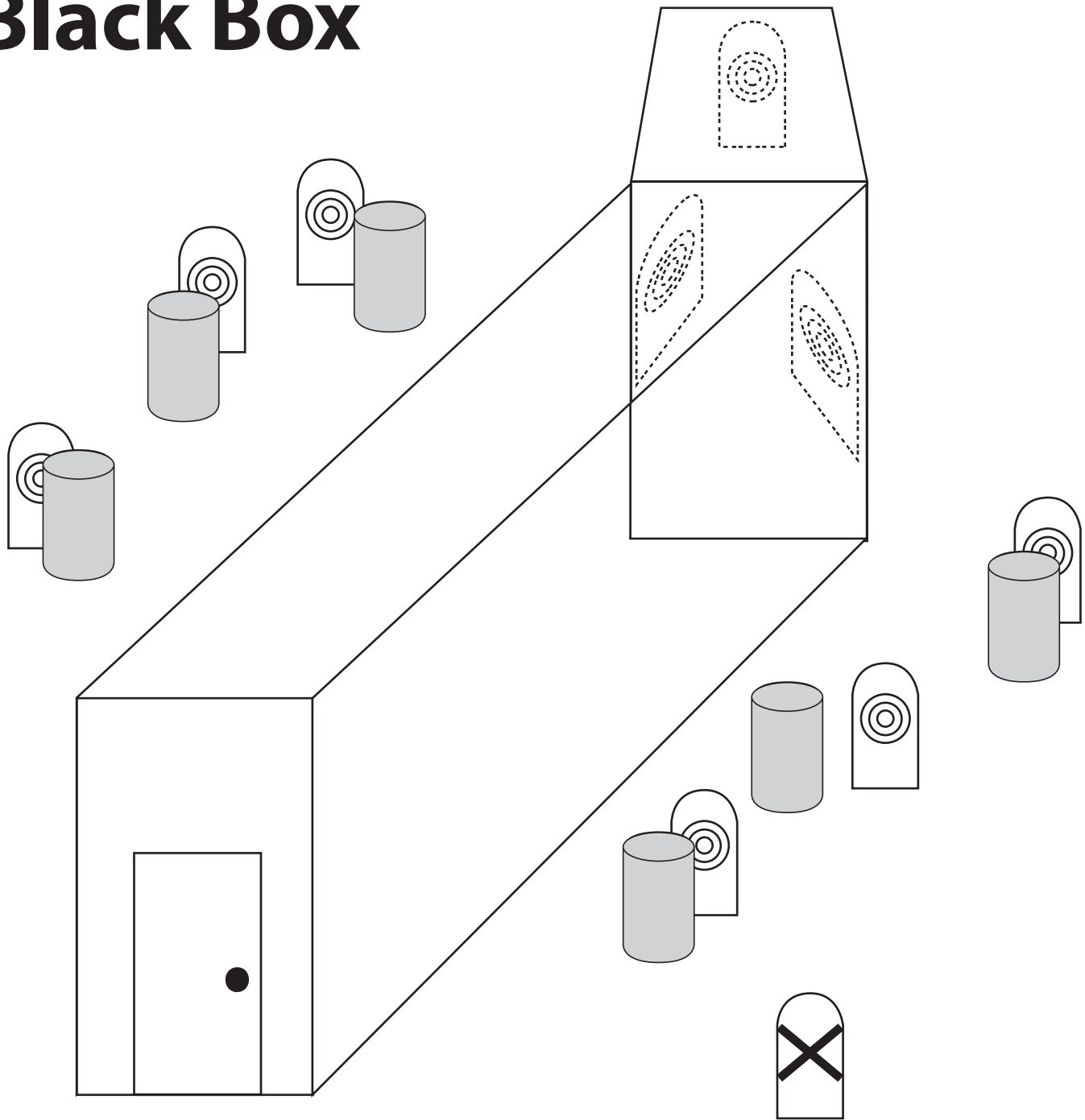
Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural and misses +5 seconds per occurrence. Failure to go prone incurs a single procedural.

Stage Setup: Place targets per drawing dimensions. Set targets T1 thru T3 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).

Black Box



SCORING...Shots unlimited

TARGETS...9 paper

ROUNDS...18

START...Audible

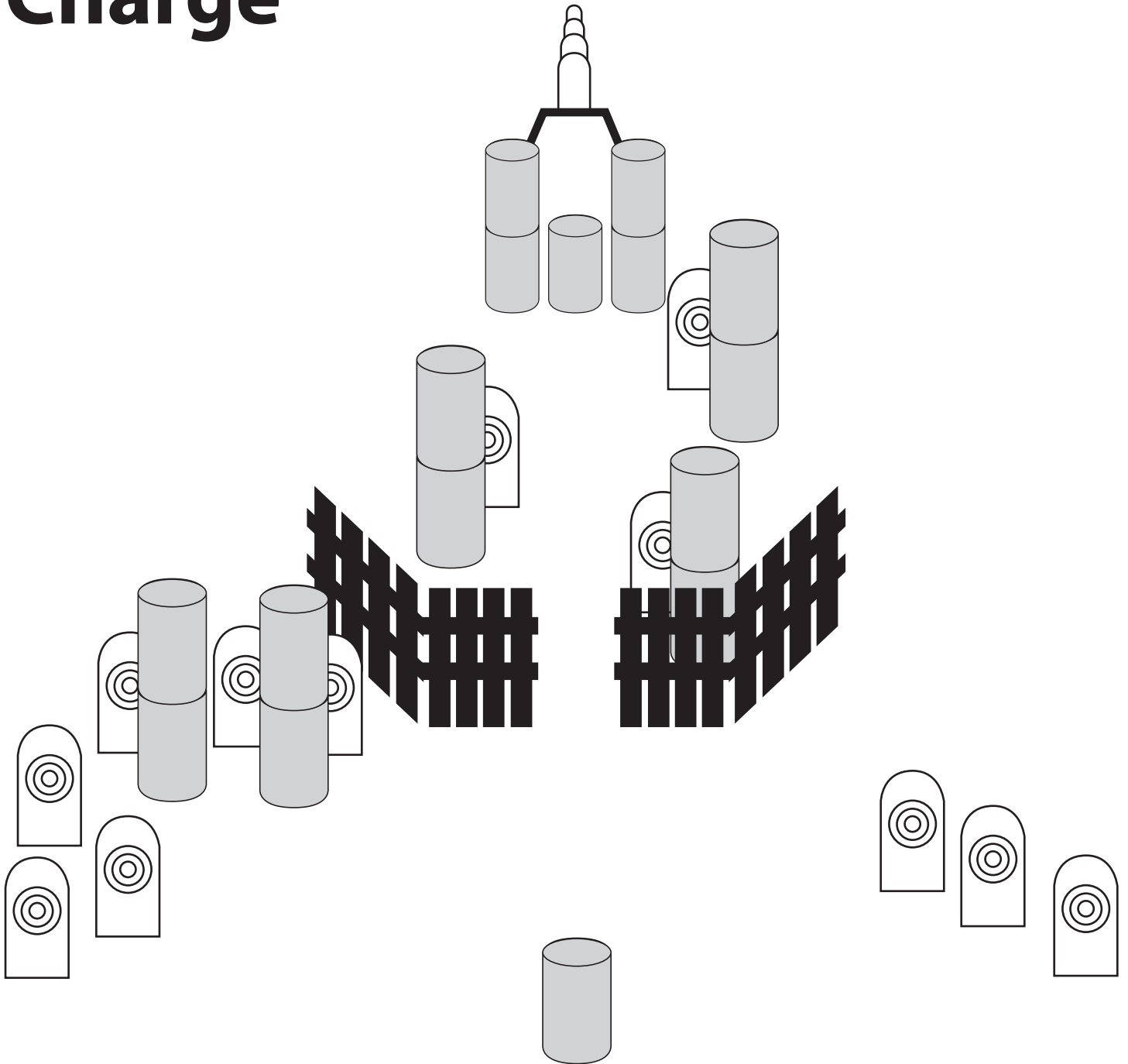
STOP...Last shot

START POSITION...Back flat against door, wrists above shoulders.

STAGE PROCEDURE...At signal open door and engage targets as you see them.

Note: All walls are soft cover. Three targets at end are in a black box.

Charge



SCORING...Shots unlimited
TARGETS...12 paper & 4 plates
ROUNDS...28

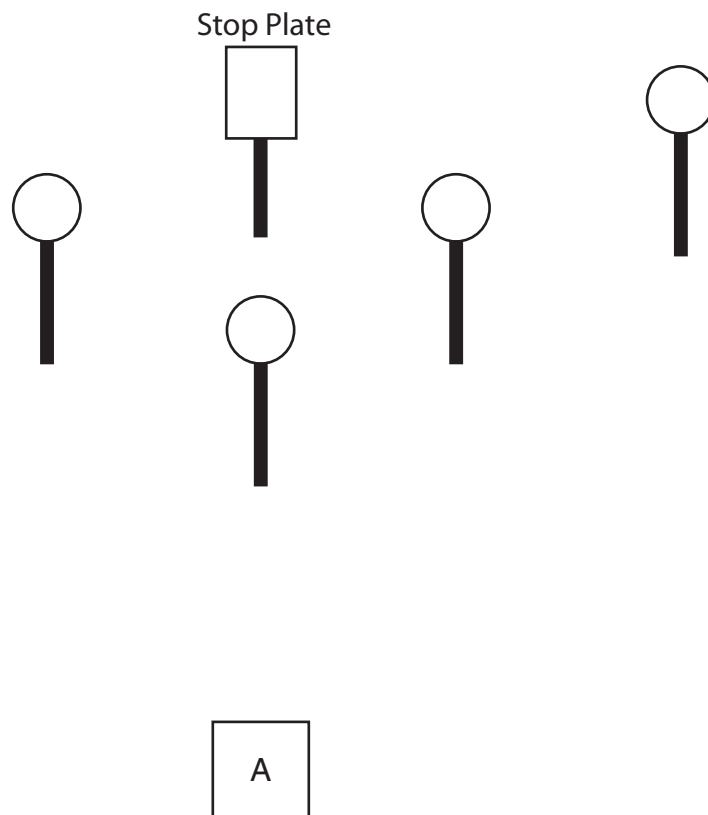
START...Audible
STOP...Last shot

START POSITION...Both hands flat on top of barrel.

STAGE PROCEDURE...At signal engage targets as you see them.

Note: Barrels in front of plate rack are a fault line.

Speed Break



SCORING...Shots Unlimited

TARGETS...5 steel

ROUNDS...25 minimum

START...audible

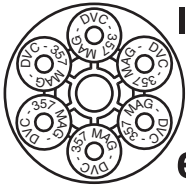
STOP...last shot

START POSITION...Wrists above shoulders

**STAGE PROCEDURE...At signal engage targets engaging Stop Plate last from box A.
5 strings...keep the best 4 strings.**

Penalties...

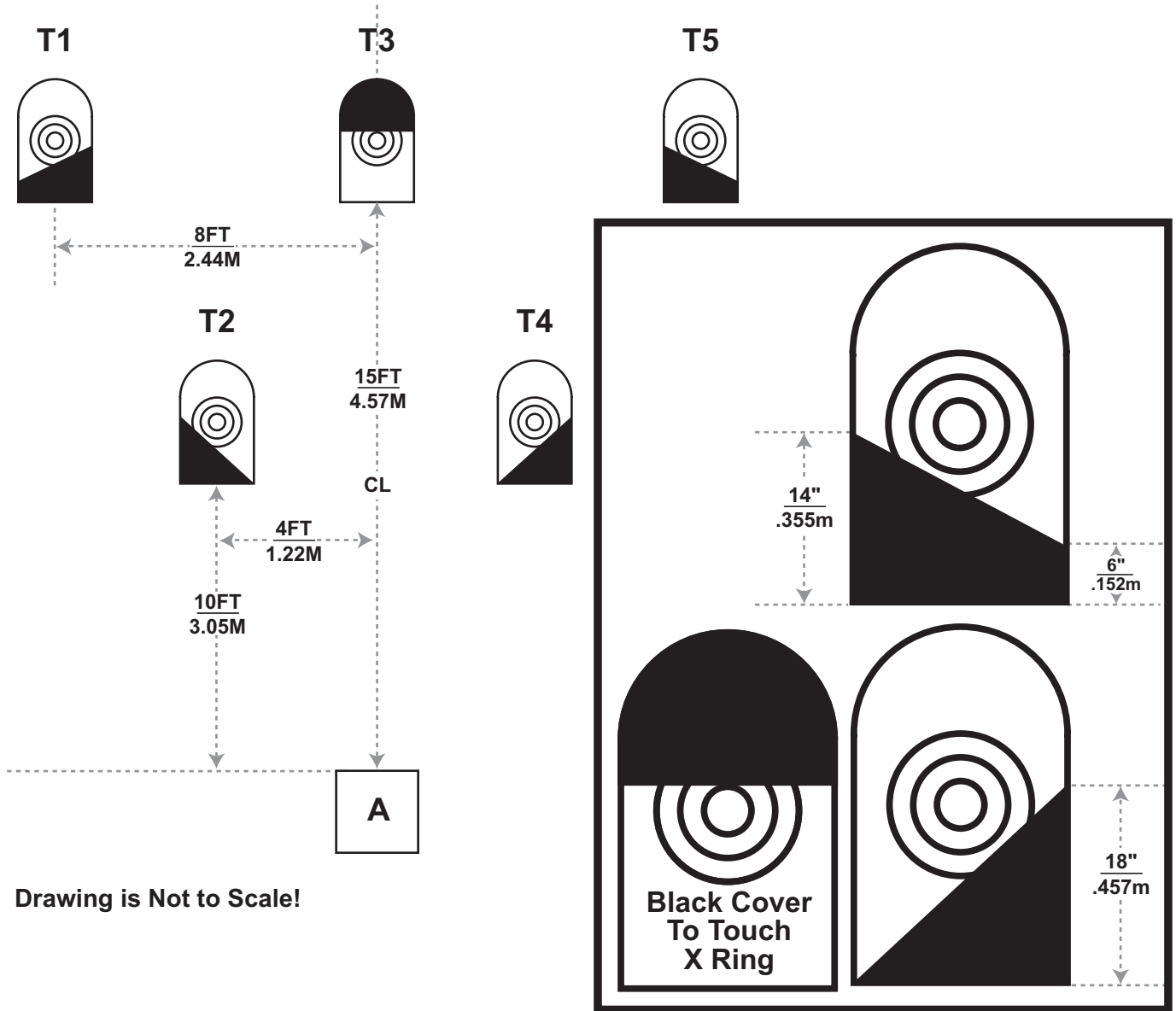
5 seconds per miss, 30 seconds maximum.



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of Revolver
Enthusiasts

Peek-a-Boo

CS-018
Designed by
Tim Norris



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

Procedure:

At start signal engage T1 thru T5 with two (2) rounds each in any order. Perform a mandatory reload and re-engage T1 thru T5 with two (2) rounds each in any order.

Scoring: Shots Unlimited

Targets: 5 NRA D-1 paper

Rounds: 20 minimum

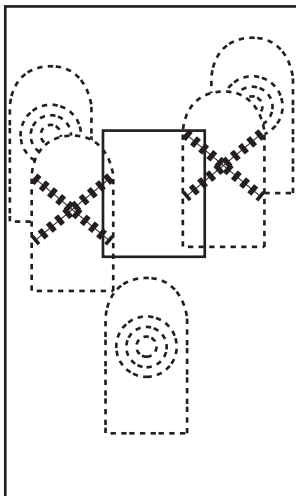
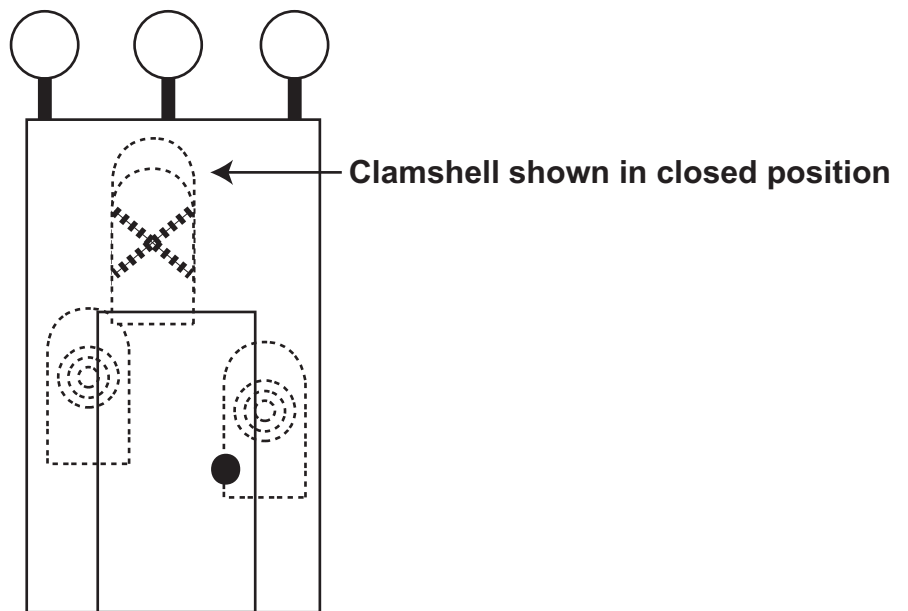
Start: Audible

Stop: Last shot

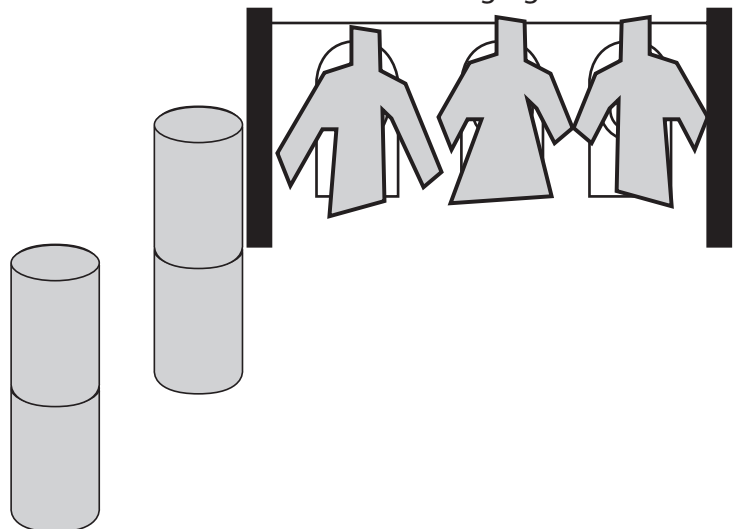
Penalties: Per the ICORE rulebook. Foot faults, procedural and misses +5 seconds per occurrence.

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. Paint target as hard cover per detail sheet 2. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

For Real



Clothesline-shoot through or around
T shirts hanging on line.



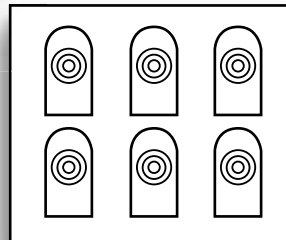
SCORING...Shots unlimited
TARGETS...9 paper & 3 plates
ROUNDS...21

START...Audible
STOP...Last shot

START POSITION...Both hands flat on ledge.

STAGE PROCEDURE...At signal knock out window and engage targets as you see them.

Far & Near



SCORING...Fixed Time - Shots Limited

TARGETS...6

ROUNDS...36

START...Audible

STOP...Last Shot

START POSITION...Standing in box facing downrange with hands at sides.

ALTERNATE POSITION for 50 yards is wrists above shoulders facing uprange...Turn, draw and engage each target with 1 round each while standing.

X hits will subtract 1 second per occurrence.

Add 10 seconds per each overtime shot.

D

C

B

A

STAGE PROCEDURE...

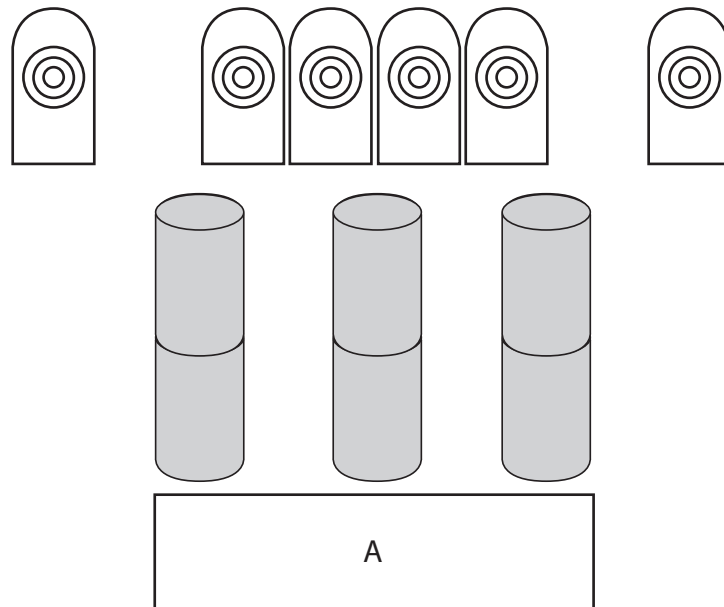
String 1...(9 seconds) At signal draw and engage each target with 1 round each from the prone position from box A.

String 2...(7 seconds) At signal draw and engage each target with 1 round each from box B.

String 3...(10 seconds) At signal draw and engage targets with 2 rounds each with a mandatory reload from box C.

String 4...(10 seconds) At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand.

X Count



SCORING...Shots limited
TARGETS...6 paper
ROUNDS...18

START...Audible
STOP...Last shot

START POSITION...Hands relaxed at sides.

STAGE PROCEDURE...At signal engage targets from box A with 1 round each. Reload and reengage targets with one round each. Reload and reengage targets with one round each.

Note: Each X hit deducts 1 second from score.