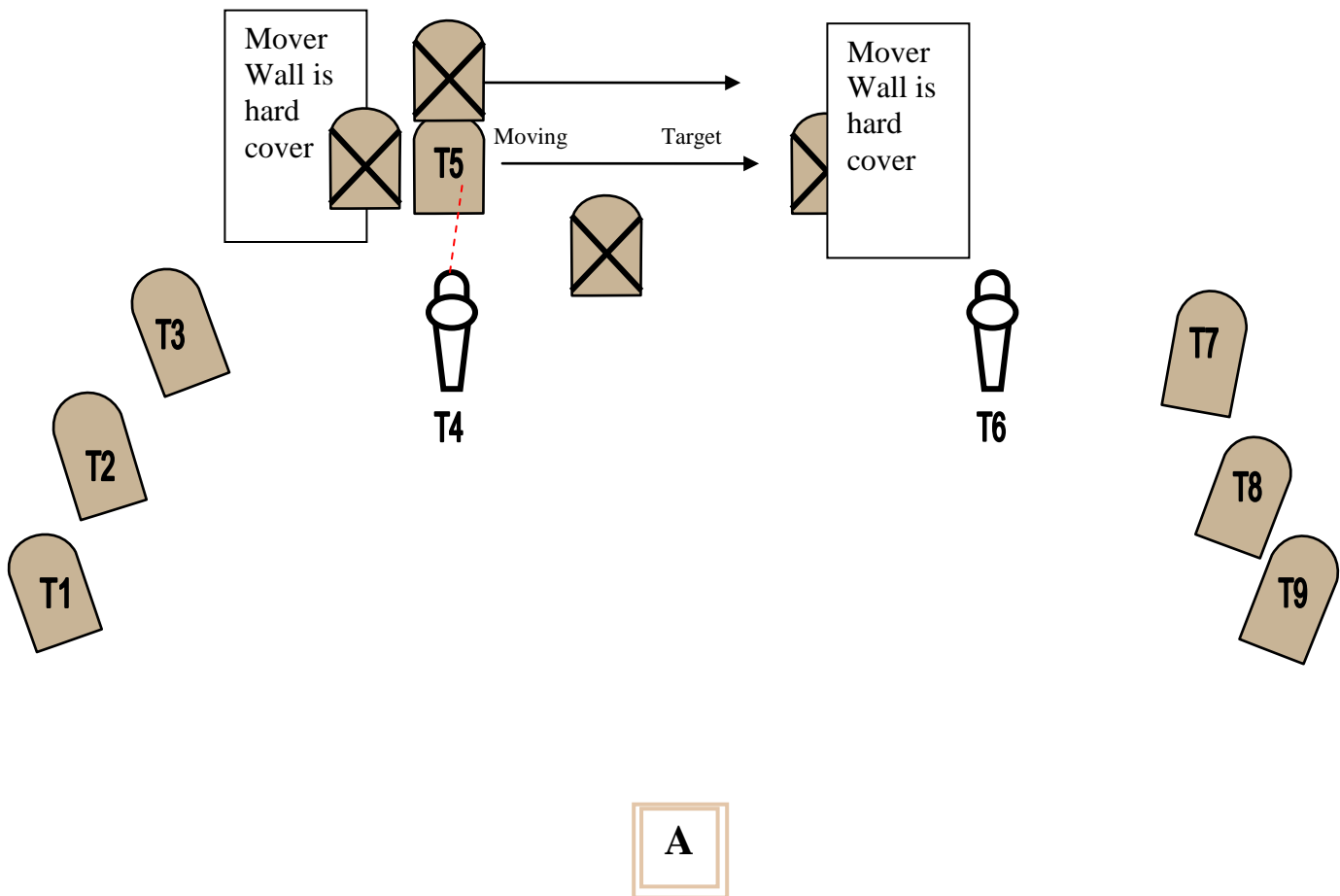


Hit the Mover

Shooter will start standing in Box A facing downrange with hands relaxed at sides. At signal, draw and engage T1 - T3 with 2rds each strong hand only. On T4 - T6 2rds each freestyle. And T7 - T9 2rds weak hand.

- NOTES:**
- Shots unlimited - 16 minimum, best 2 on paper score and steel must fall.
 - T5 is engaged only while moving, triggered by T4 falling.
 - Penalties per ICORE rulebook. Foot faults, procedural, and misses +5secs.
 - Range of engagement: approximately 7-11 yards.
 - All targets must be engaged from Box A.



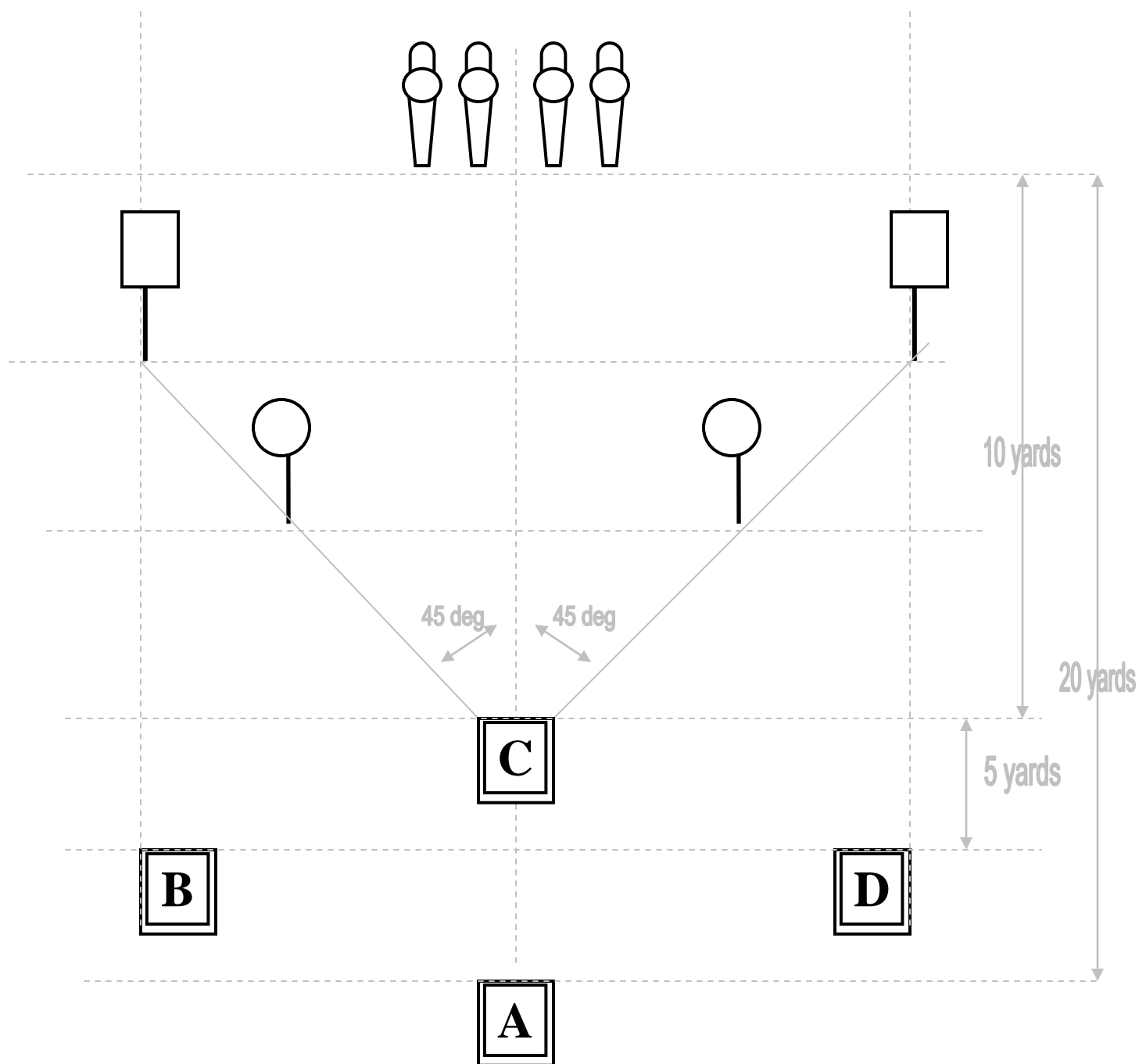
Course of Fire
by
Tony Reis

Stage #1 – July 2014

Heavy Steel

Shooter will start in any Box facing downrange with hands at sides. At the signal, draw and engage S1 - S4 with 1 rd each in any order and then Popper, which must fall. Perform a mandatory reload while moving to another Box and repeat engagement pattern. Perform a mandatory reload while moving to another Box and repeat engagement pattern. Perform a mandatory reload while moving to the last Box and repeat engagement pattern. One continuous string

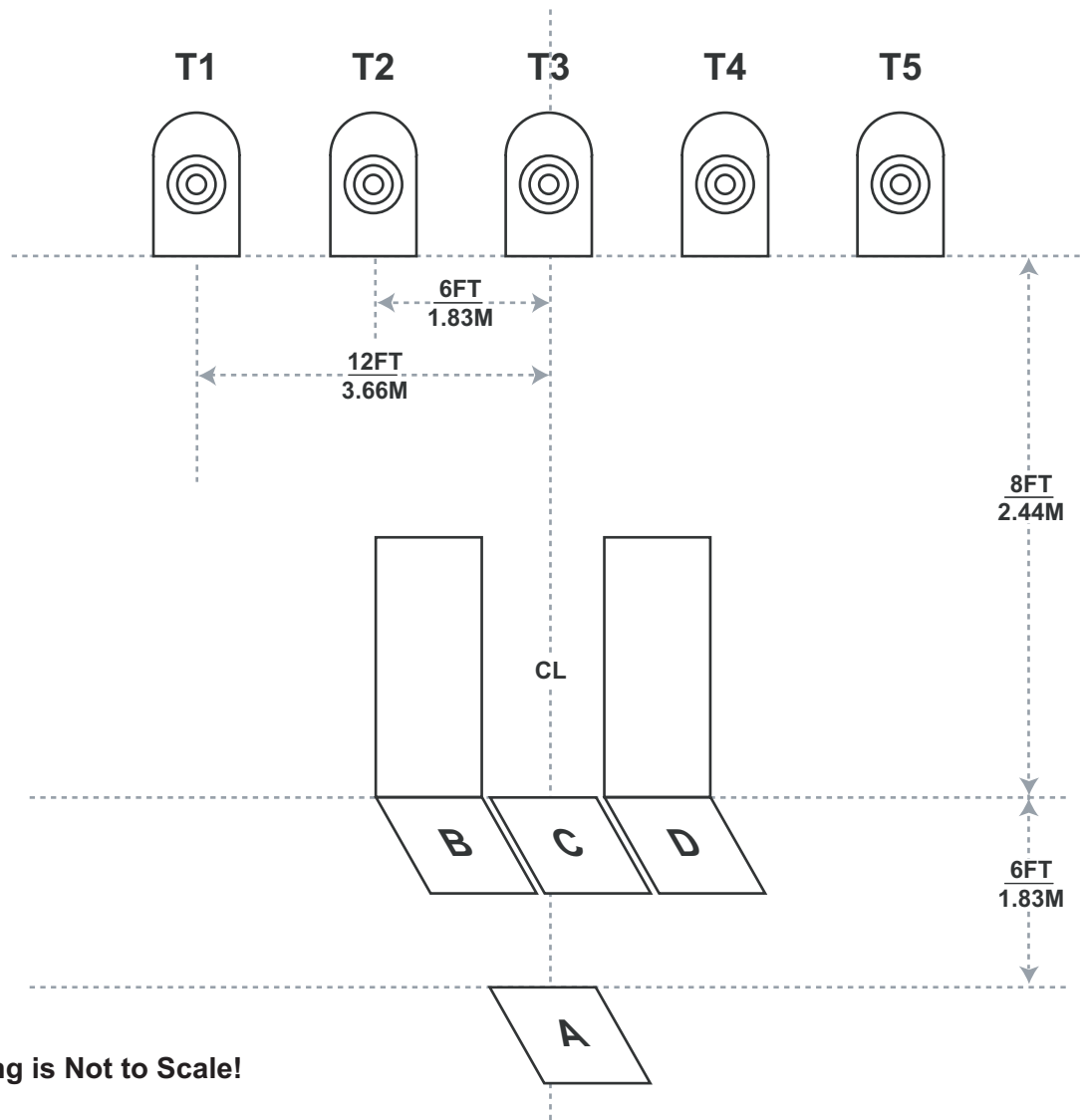
- NOTES:**
- Shots **UNLIMITED** - 20 minimum, four hits on each static steel and Poppers must fall
 - 2-12" round steel plates / 2-18"x24" steel / 4 large Pepper Poppers
 - Penalties per ICORE rulebook
 - Range of engagement: approx. 10 to 20 yards





Boxes and Barricades

CS-024
Designed by
Roger Davis



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

Procedure:

At start signal, from Box A engage only T1, T3 and T5 with only two (2) rounds each in any order. From Box B engage only T1 and T2 with only two (2) rounds each in any order. From Box C engage only T2, T3 and T4 with only two (2) rounds each in any order. From Box D engage only T4 and T5 with only two (2) rounds each in any order. Order of Boxes B, C and D is shooter's choice. One continuous string.

Scoring: Shots Limited

Targets: 5 NRA D-1 paper

Rounds: 20

Start: Audible

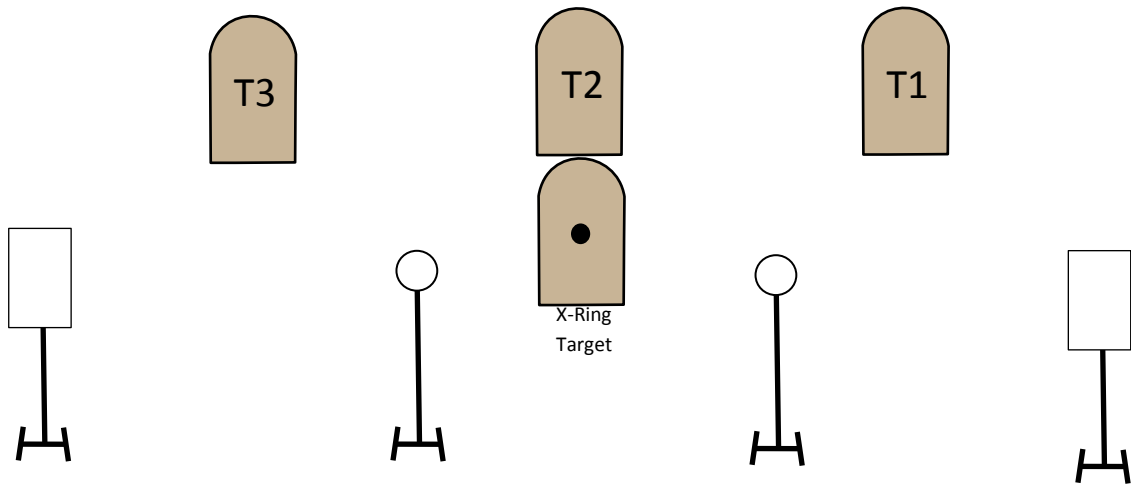
Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, 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. Alignment is shown to centerlines of boxes and targets, unless otherwise noted. Barricades are 0.6 m (2 feet) wide, minimum. Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

Box Hop

Stage Design: Don and Mark Barr



Box Hop

Shots unlimited – 24 minimum

Starting position: Standing in any box, facing down range, gun loaded and holstered, hands relaxed at sides.

Procedure: At the audible signal, engage each steel with one round from any box strong-hand only, engage X-ring target with 5 rounds from an unused box weak-hand only, engage each steel once from another unused box, engage T1 – T3 with at least 2 rounds from another unused box and engage each steel from another unused box.

- No Stacking
- No mandatory reloads
- Up to 5 hits on X-ring target subtract 1 second each from shooter's time.
- best 2 hits on T1 – T3 are scored