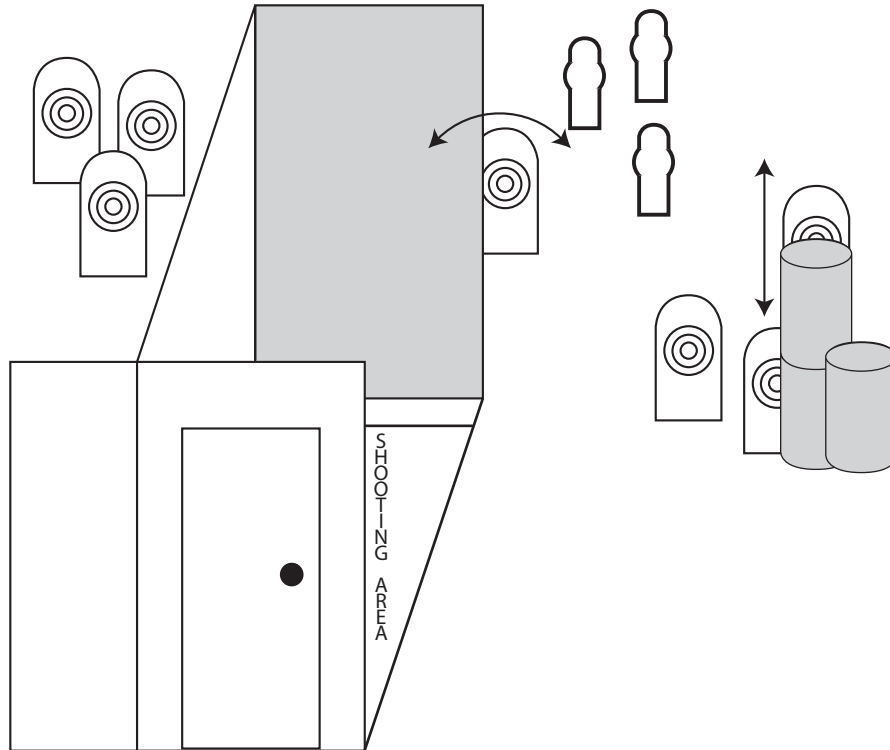


Open, Open, Open



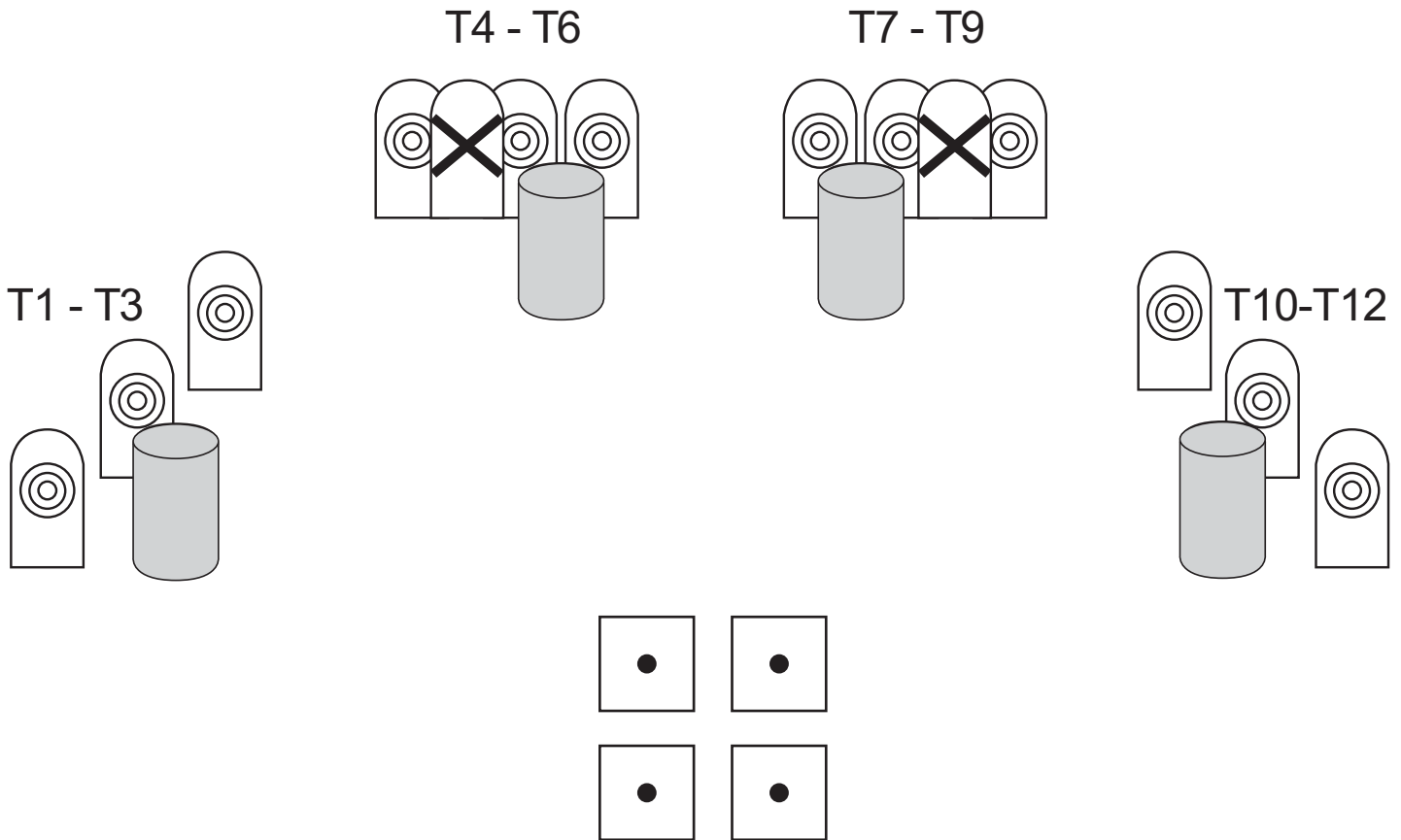
SCORING...shots unlimited
TARGETS...7 paper/3 poppers
ROUNDS...17

START...audible
STOP...last shot

START POSITION...Strong hand on door knob.

STAGE PROCEDURE...Open door and engage targets from shooting area.
Opening door activates swingers.

Box Shoot



SCORING...Shots Unlimited
TARGETS...12 paper
ROUNDS...24

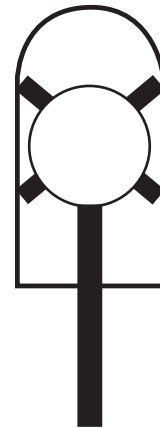
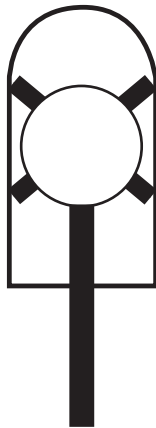
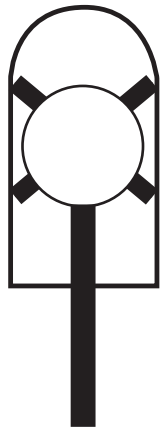
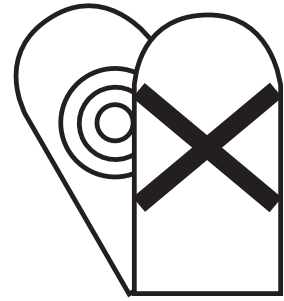
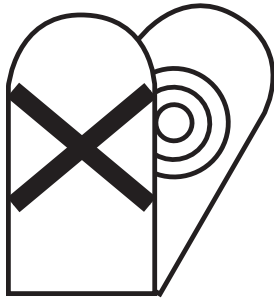
START...Audible
STOP...Last Shot

START POSITION...Standing outside of boxes.

STAGE PROCEDURE

On signal, engage all targets as they become visible. T1-T3 must be engaged while completely within a box. T4-T6 must be engaged while completely within a box. T7-T9 must be engaged while completely within a box. T10-T12 must be engaged while completely within a box. Once a box is used to engage an array of targets, that box cannot be used to engage another array. Note clay target in the center of each box. One procedural for each broken clay target.

Don't Miss



**SCORING...Paper...Shots Limited
Steel...Shots Unlimited**

TARGETS...3 paper and 3 plates

ROUNDS...15

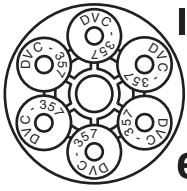
START...Audible

STOP...Last Shot

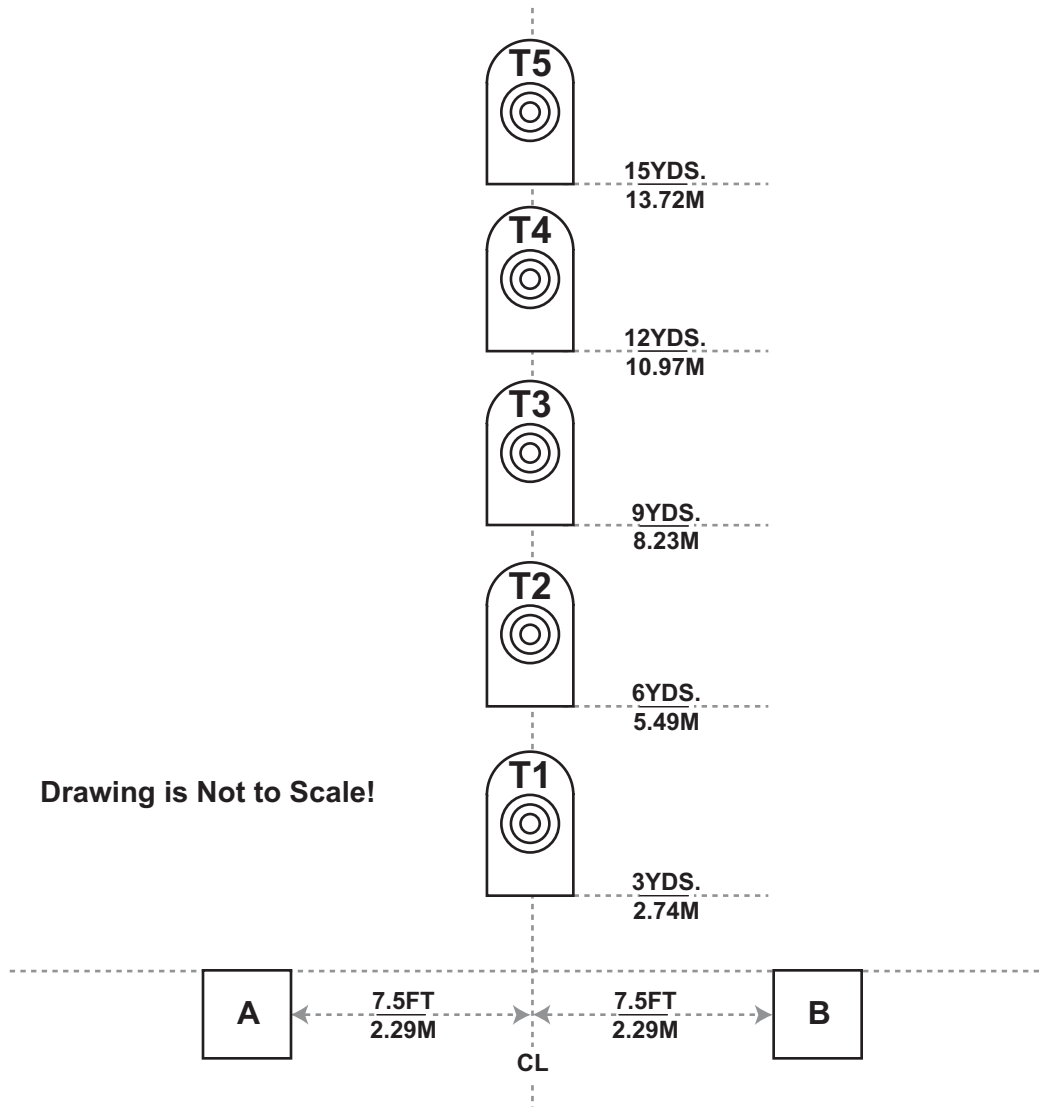
START POSITION...In box A. Hands relaxed at sides.



STAGE PROCEDURE...At signal engage paper targets with 2 rounds each and steel with 1 round each from box A. Mandatory reload and engage paper targets with 2 rounds each again from box A.



Line Up and Take Sides



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

Procedure:

At the signal, from the start Box engage T1 thru T5 with only two (2) rounds each in any order. While moving to the opposite box Box, make a mandatory reload. From the opposite Box engage T1 thru T5 with only two (2) rounds each in any order. 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, procedurals 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.

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

Swing Time



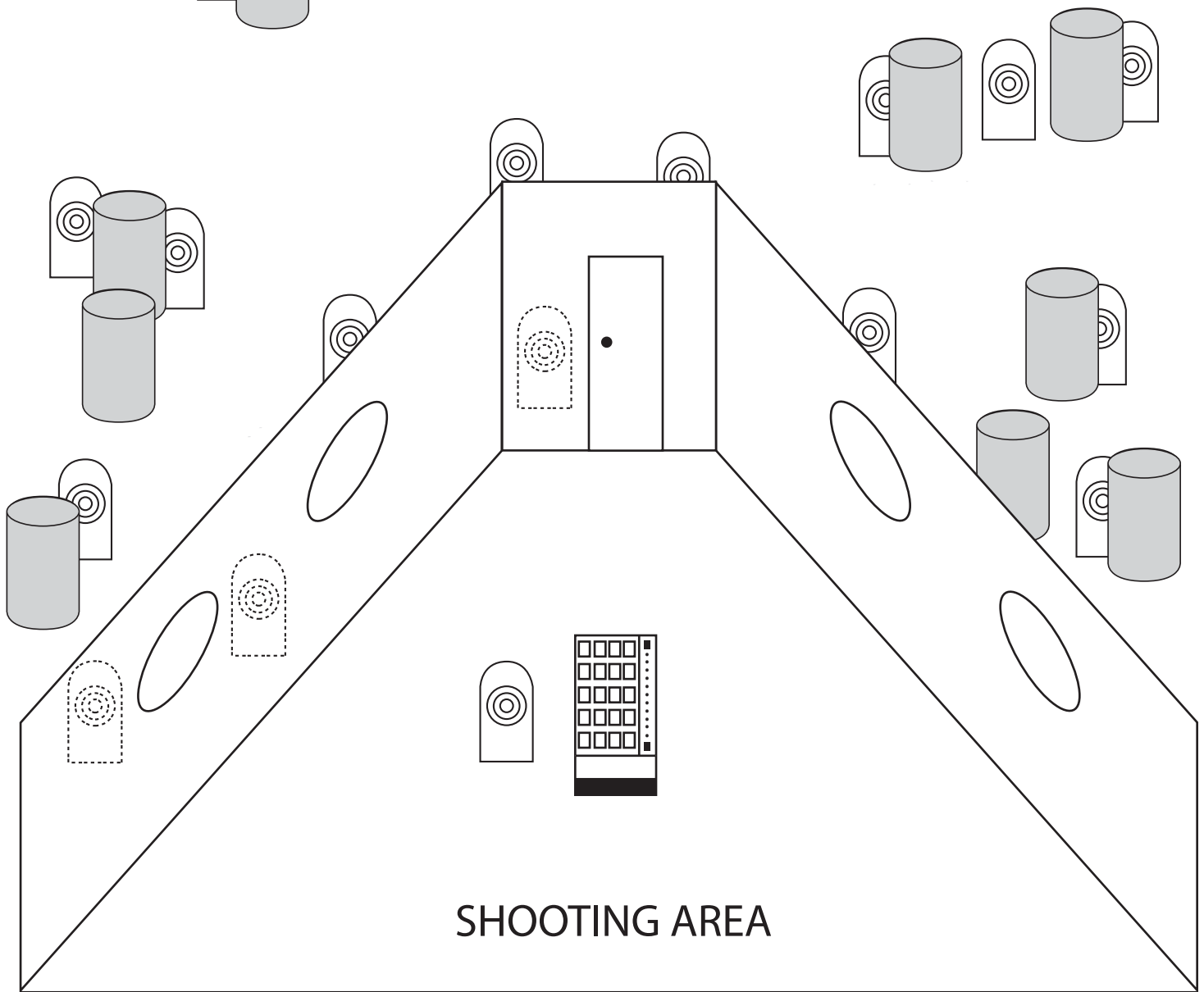
SCORING...Shots Unlimited
TARGETS...5 paper and 4pp
ROUNDS...14

START...Audible
STOP...Last shot

START POSITION...Standing in shooting area.
Hands relaxed at sides.

STAGE PROCEDURE...At signal engage
targets through ports.

Back Door



SCORING...Shots Unlimited

TARGETS...18

ROUNDS...36

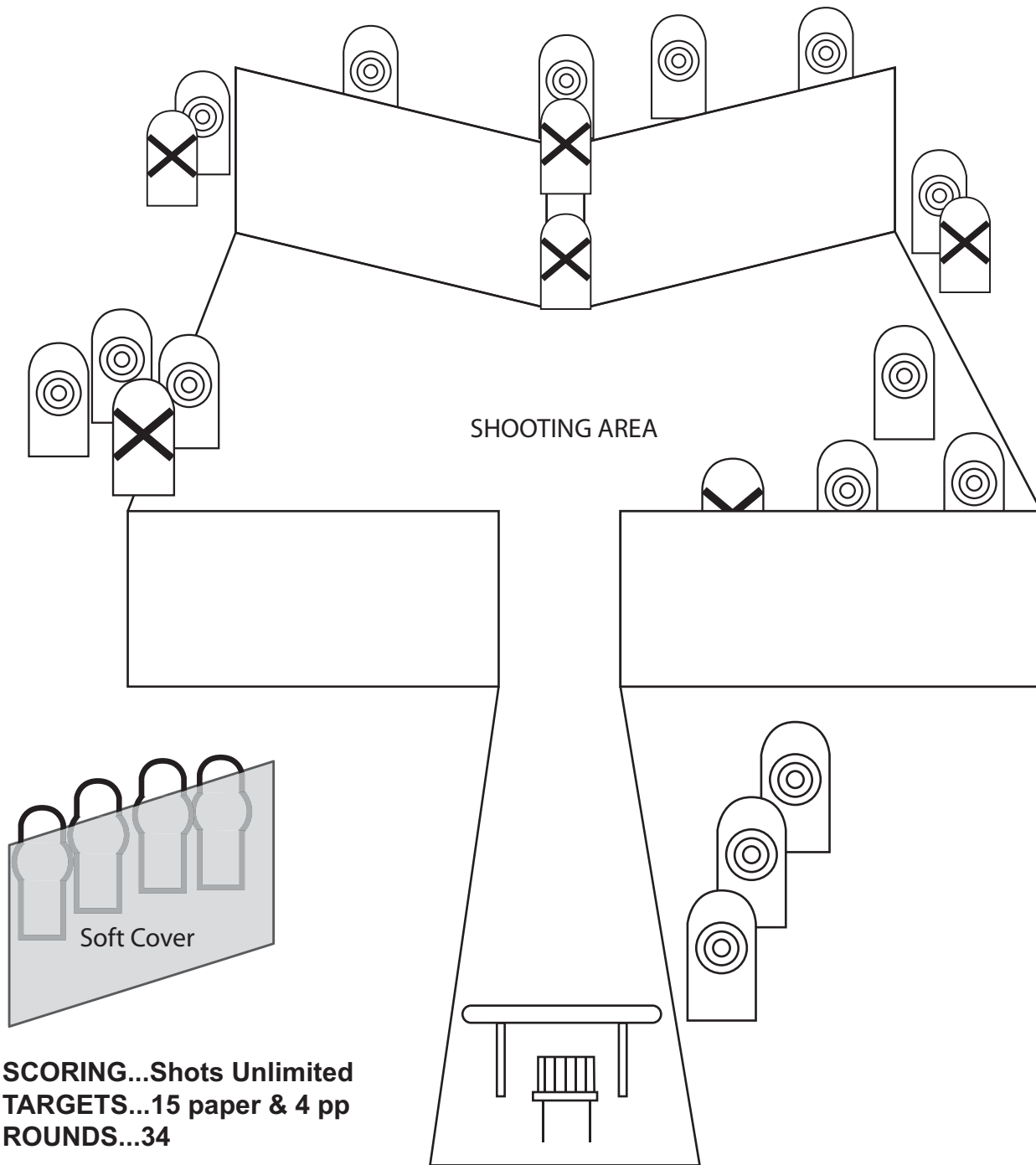
START...Audible

STOP...Last Shot

START POSITION...Standing in front of snack machine retrieving snack from bin.

STAGE PROCEDURE...At signal engage targets as you see them from shooting area.

Enter



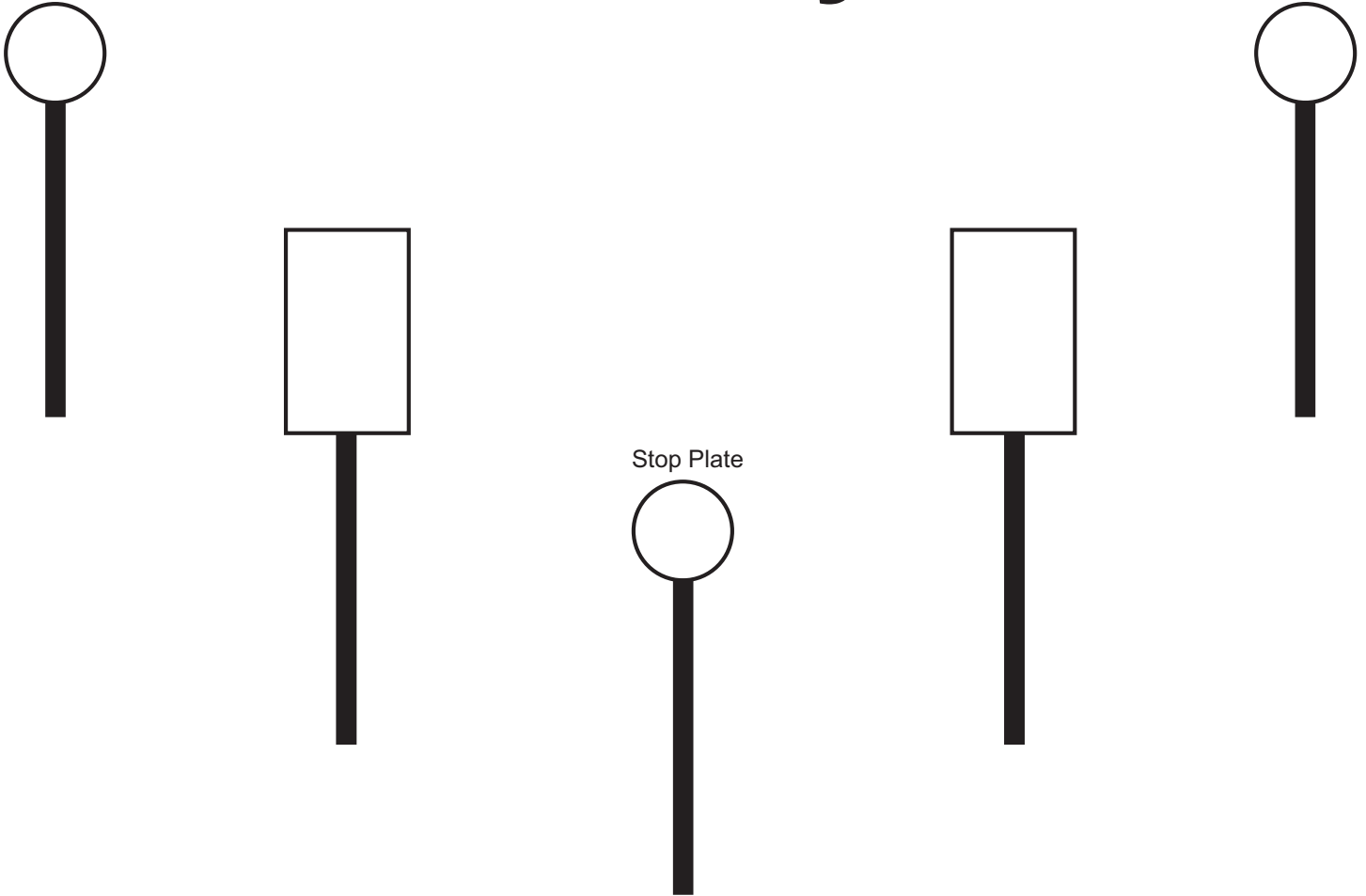
SCORING...Shots Unlimited
TARGETS...15 paper & 4 pp
ROUNDS...34

START...audible
STOP...last shot

START POSITION...Seated in chair with hands on knees. Gun loaded on table.

STAGE PROCEDURE...At signal engage the 4 poppers while seated in chair. Engage the balance of targets as you see them from the shooting area.

Victory



SCORING...Shots Unlimited
TARGETS...5 steel
ROUNDS...25 minimum

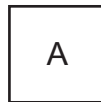
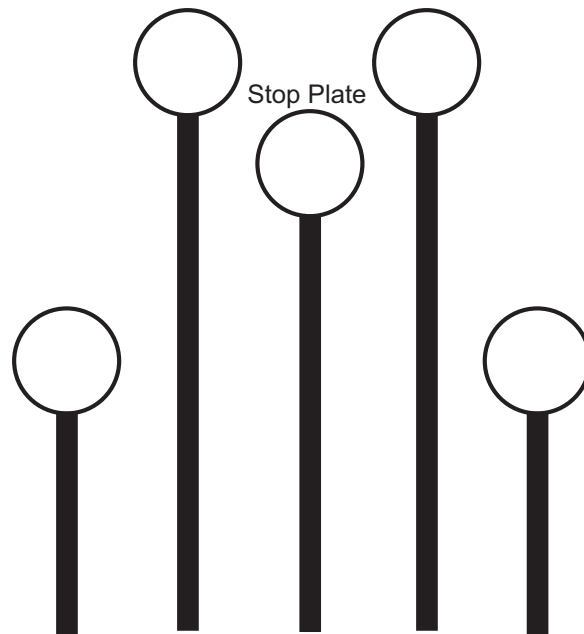
START...audible
STOP...last shot

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

Mighty M



SCORING...Shots Unlimited
TARGETS...5 steel
ROUNDS...25 minimum

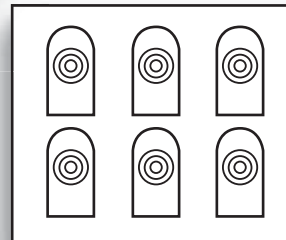
START...audible
STOP...last shot

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

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

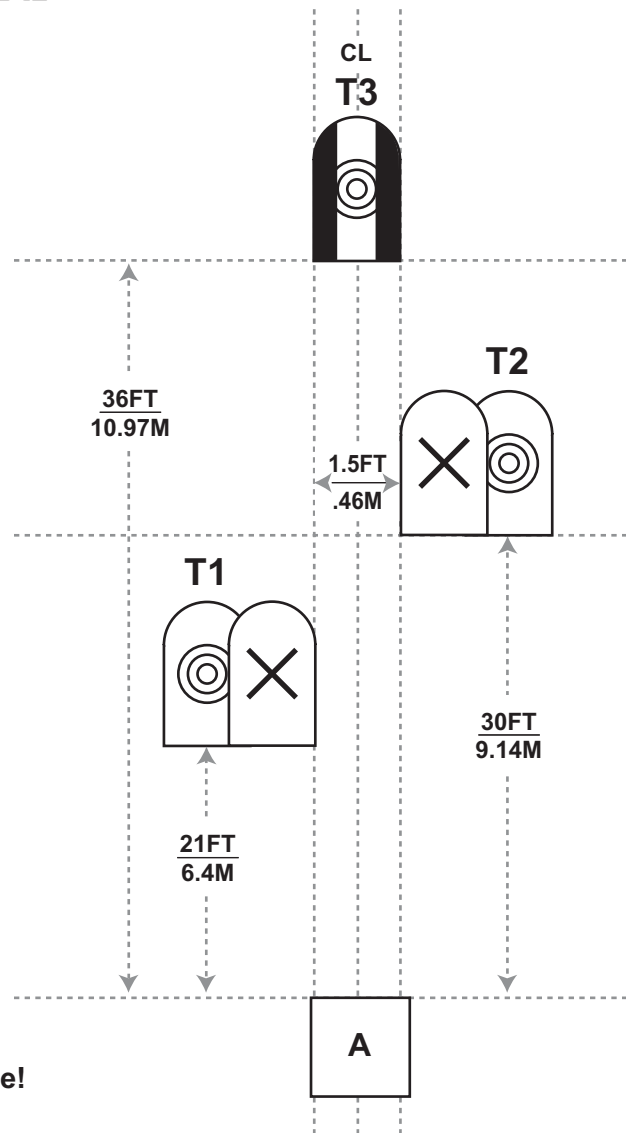
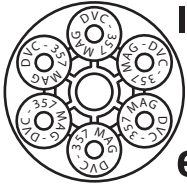
STAGE PROCEDURE...

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.



Drawing is Not to Scale!

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

Procedure:

At start signal, engage T1 thru T3 in any order with 2 rounds each. Perform a mandatory reload and reengage T1 thru T3 in any order with 2 rounds each.

Scoring: Shots Limited

Targets: 3 NRA D-1 paper

Rounds: 12

Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals no-shoots, and misses +5 seconds per occurrence.

Stage Setup: Place targets per drawing dimensions. Set no-shoots at the edge of the A zone. Hard cover is to touch the A zone. Set all targets 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).