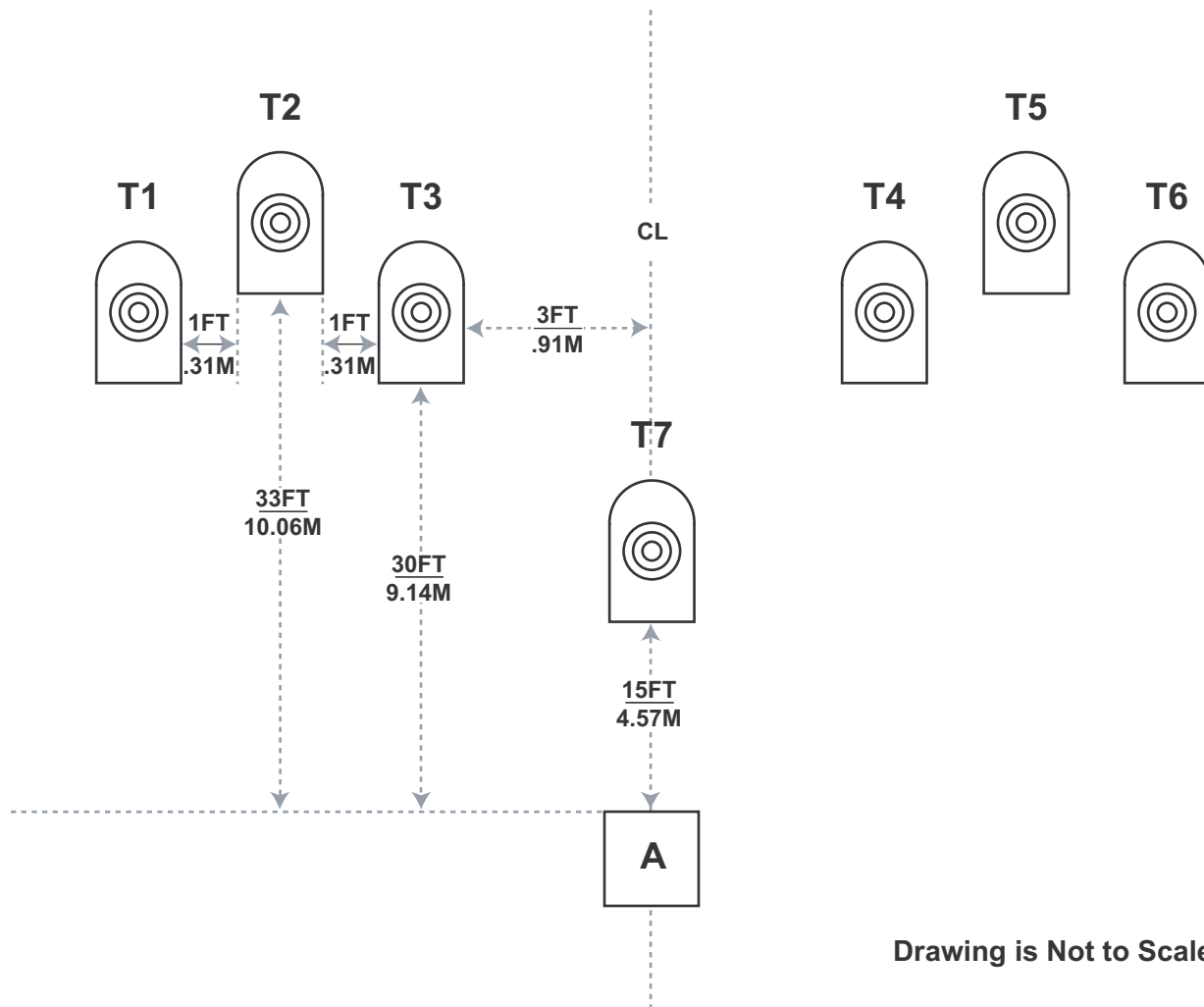




How Fast Are You?

CS-009
Designed by
Steven Bressan



Drawing is Not to Scale!

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

Procedure:

String 1: At start signal, engage only T1 thru T3 with only two (2) rounds each in any order, perform a mandatory reload and engage T7 with only two (2) rounds.

String 2: At start signal, engage only T4 thru T6 with only two (2) rounds each in any order, perform a mandatory reload and engage T7 with only two (2) rounds.

Scoring: Shots Limited

Targets: 7 NRA D-1 paper

Rounds: 16 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 T1 thru T7 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).

CS-009

Shots Limited

How Fast Are You?



Target	A	B	C	M	Hits
T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					4

R.O. _____

Shooter _____

String 1 Time

String 2 Time

Total Hits					16
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Time Factor	x0	x1	x2	x5	
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	+		+		=
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Extra Shots		X5=
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Extra Hits		X5=
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Procedurals		X5=
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Notes

Subtotal Time

Hit Time Added

+ Extra Shots

+ Extra Hits

+ Procedurals

Total

Name _____

ICORE Number _____

Date _____ Club _____

Classic / Limited / Open (Circle one)