

BALANCING ICORE

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Elliot Aysen

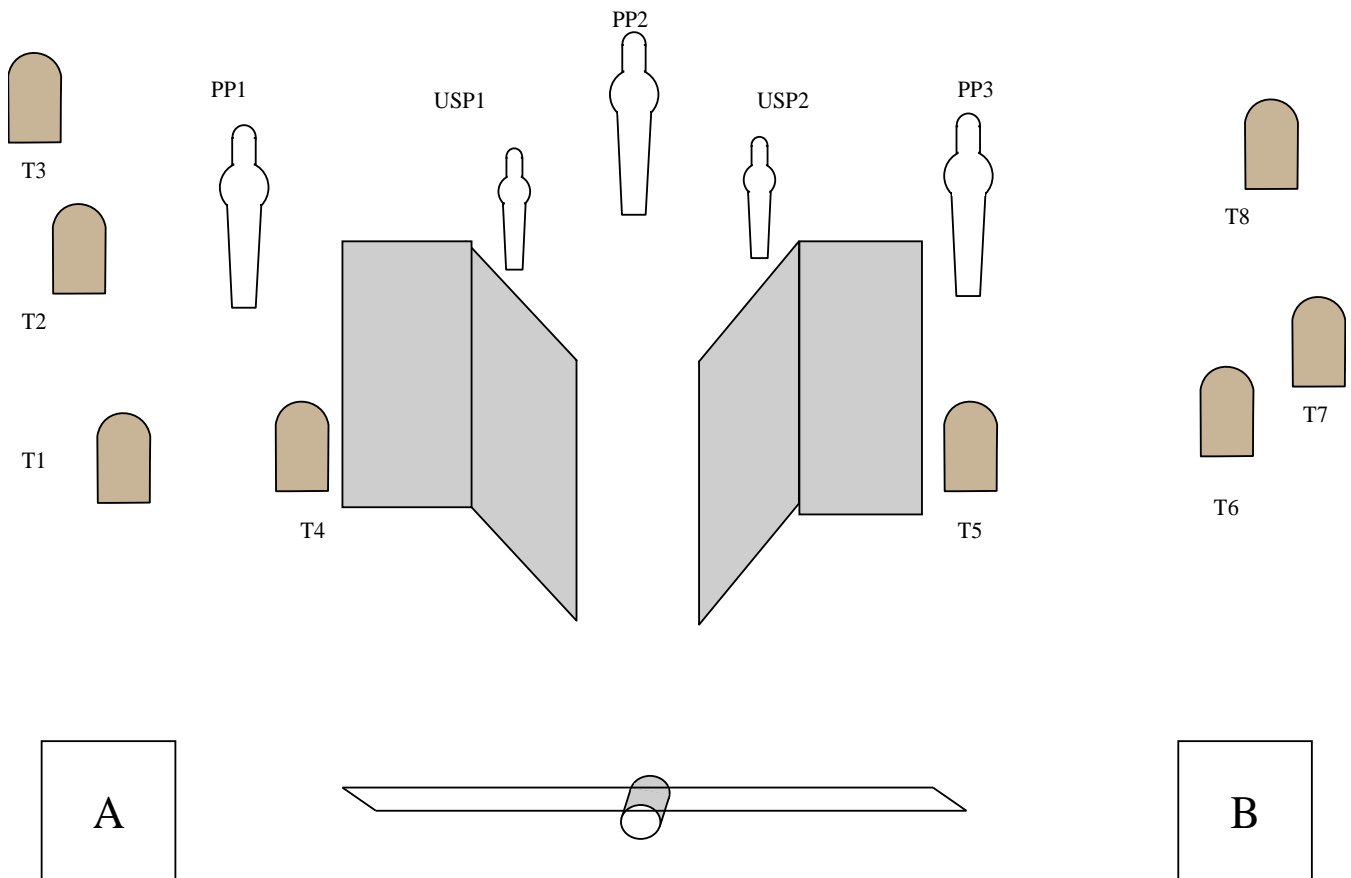
START POSITION: Standing in Box A or B, handgun loaded and holstered, wrist above shoulders.

STAGE PROCEDURE

Engage T1-T3 with 2 rounds each, perform a mandatory reload and reengage T1-T3 with 2 rounds each from within Box A only. Engage T6-T8 with 2 rounds each, perform a mandatory reload and reengage T6-T8 with 2 rounds each from within Box B only. Engage T4, T5 and all steel while keeping both feet on the balance beam. Shooter may choose to start from either Box A or Box B.

SCORING

SCORING: Shots Unlimited, 21 rounds
TARGETS: 8 NRA D-1 targets, 3 pepper poppers, 2 USP
SCORED HITS: Best 2 on paper, steel down = 1A
START-STOP: Audible, last shot.
PENALTIES: As per current ICORE rulebook.



SETUP NOTES:

RO NOTE: Balance beam should engage the ground on the same side as the shooter begins.

CAN'T SHOOT ENOUGH

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Joe Touchton

START POSITION: Heels on xxs, gun loaded and holstered, hands naturally at sides.

STAGE PROCEDURE

At signal, draw and engage targets with 2 rounds each as they become visible from within fault lines. Steel must fall to score.

SCORING

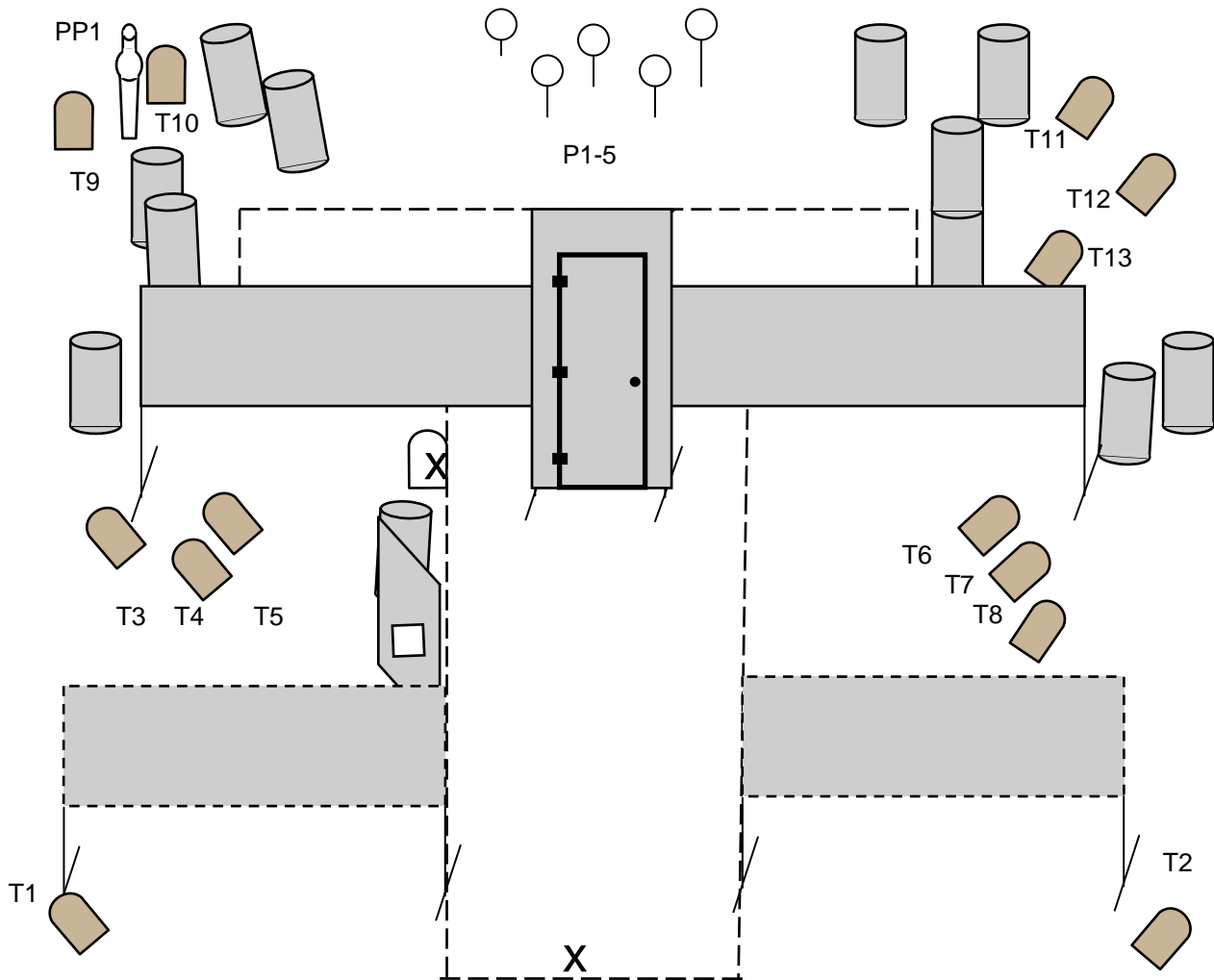
SCORING: Shots unlimited, 32 rounds

TARGETS: 13 NRA D-1 targets, 1 PP, 5 plates on sticks.

SCORED HITS: Best 2 per paper, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: As per current ICORE rulebook



SETUP NOTES:

RO NOTES: When engaging plates on sticks, should plate fall with hit on stick or base, it will not be range equipment failure. It will score as a hit.

Enter The Dragon

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Jonathan Durocher

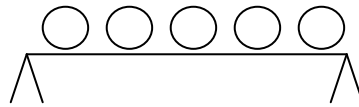
START POSITION: Standing on either pair of X's gun loaded facing up range holding nun chucks in both hands.

STAGE PROCEDURE

On signal, turn and engage targets with one round each as they become visible from within fault lines. Steel must fall to score.

SCORING

SCORING: Shots Unlimited, 17 rounds
TARGETS: 12 NRA; 1 Plate Rack
SCORED HITS: Best 1 per paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: As per current ICORE rulebook



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XX

SETUP NOTES:

Hard cover targets covered with reflective Mylar to resemble mirrored hall in Bruce Lee's Enter The Dragon

RO NOTES:

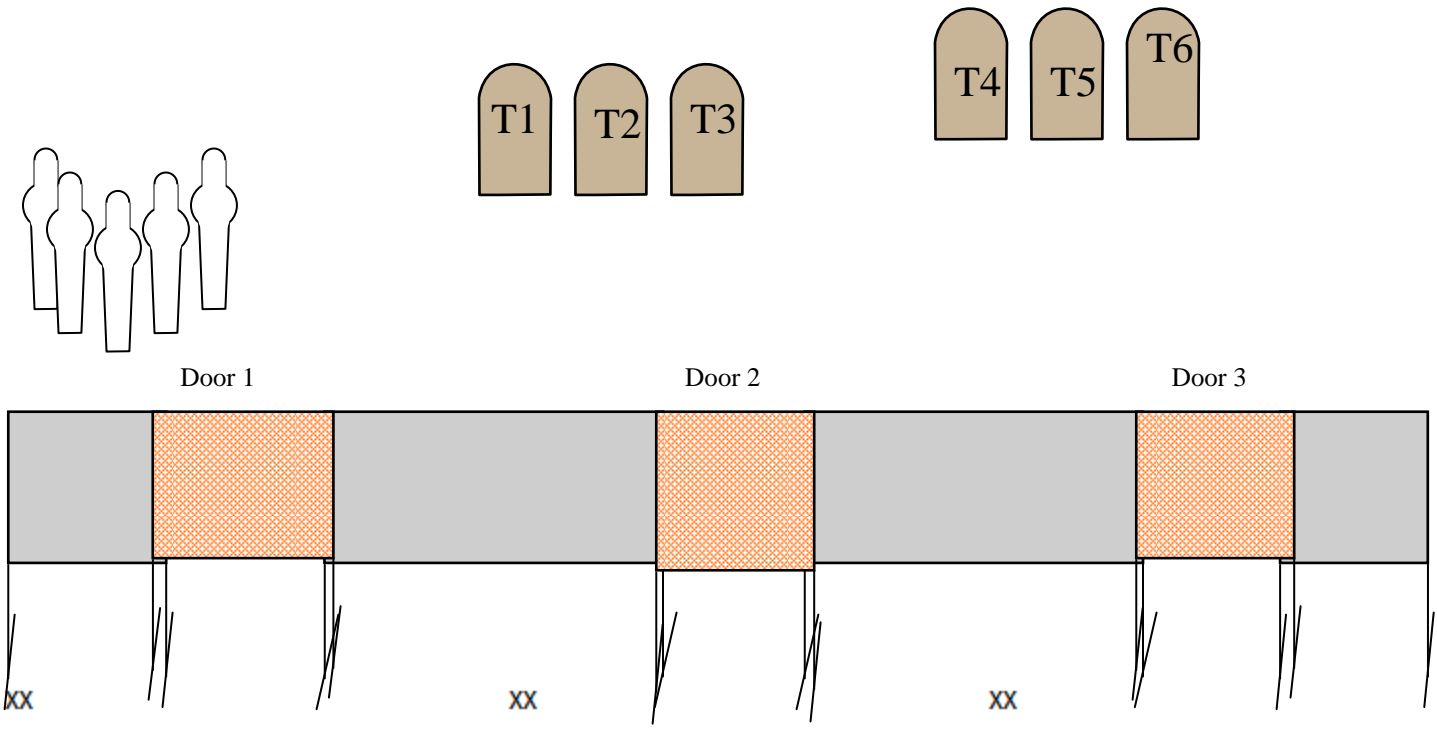
When engaging the plate rack, should more than one plate fall (shot on a plate or rack structure), this would be range equipment failure and shooter would receive a reshoot.

LET'S MAKE A DEAL

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Jon Durocher

START POSITION: Starting at Door of choice with hands on x's	
STAGE PROCEDURE On signal, engage targets as they become visible from with fault lines. USP 1-5 must be engaged from Door 1, steel must fall to score. T1-T3 must be engaged with 3 rounds each from Door 2. T4-T6 must be engaged with 3 rounds each from Door 3. Arrays may be shot in any order.	SCORING SCORING: Shots Unlimited, 23 rounds TARGETS: 6 NRA D-1 ; 5 US Poppers SCORED HITS: Best 3 per paper, steel down = 1A START-STOP: Audible - Last shot PENALTIES: As per current ICORE rulebook



SETUP NOTES: Doorways are soft cover.	RO NOTES:
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NOT THE 50

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Annette Aysen

START POSITION: Standing at appropriate yardage, facing down range, hands naturally at sides.

STAGE PROCEDURE

String 1: At position A, on signal draw and engage T1-T6 with 1 round each

String 2: At position B, on signal draw and engage T1-T3 with 2 rounds each, mandatory reload, engage T4-T6 with 2 rounds each

String 3: At position C, on signal draw and engage T1-T3 with 2 rounds each-strong hand only, mandatory reload, engage T4-T6 with 2 rounds each-weak hand only.

SCORING

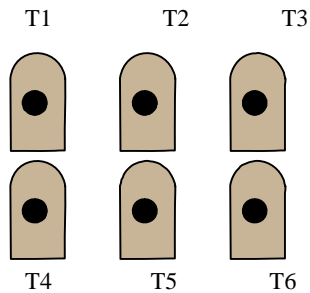
SCORING: Shots Limited 30 rounds

TARGETS: 6 NRA D-1 paper targets

SCORED HITS: 5 shots per paper target

START-STOP: Audible - Last shot

PENALTIES: As per current ICORE rulebook



3 yds
C

10 yds
B

25 yds
A

SETUP NOTES:

RO NOTES: All hits in the 4" black scoring ring- subtract 1 second per occurrence.

Shooter may shoot prone at 25 yds.

TAKE YOUR PICK

RULES: ICORE Shooting Handbook, Latest Edition **COURSE DESIGNER:** Annette Aysen

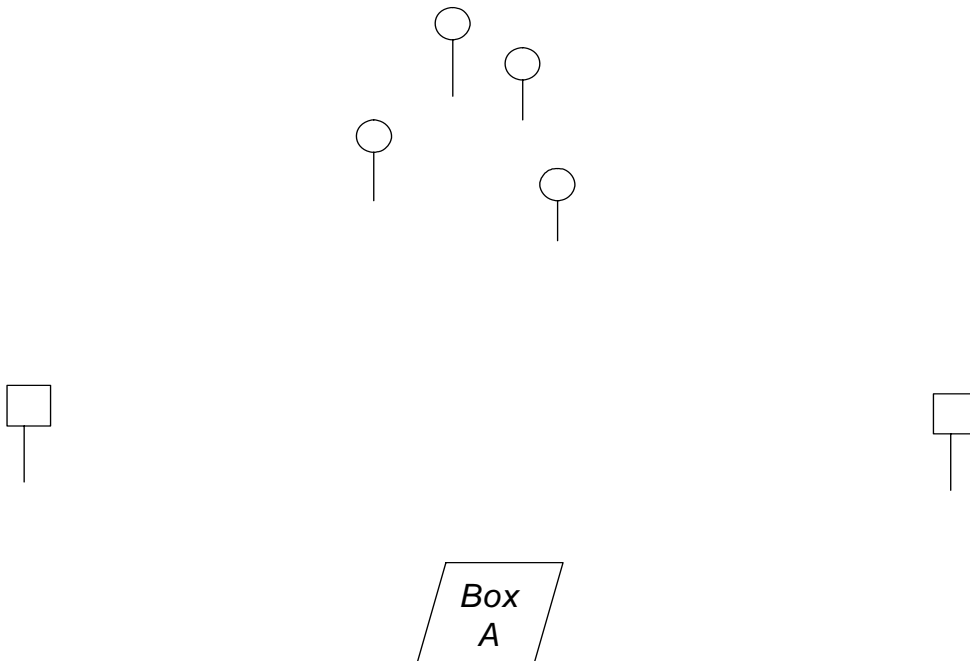
START POSITION: Standing in Box A, facing down range, hands above shoulders.

STAGE PROCEDURE

At signal, engage 10" round plates with one hit each, and then engage 1 square stop plate (left or right) last. 7 strings, keep 6.

SCORING

SCORING: Shots Unlimited, 35 rounds min.
TARGETS: 4 -10" Round, 1 square stop plate
SCORED HITS: 1 per plate
START-STOP: Audible - Last shot
PENALTIES: As per current ICORE rulebook



SETUP NOTES:

RO NOTES: Shooter may choose either the left or right square plate to stop time.

THE CLASH

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Bill F. Durocher

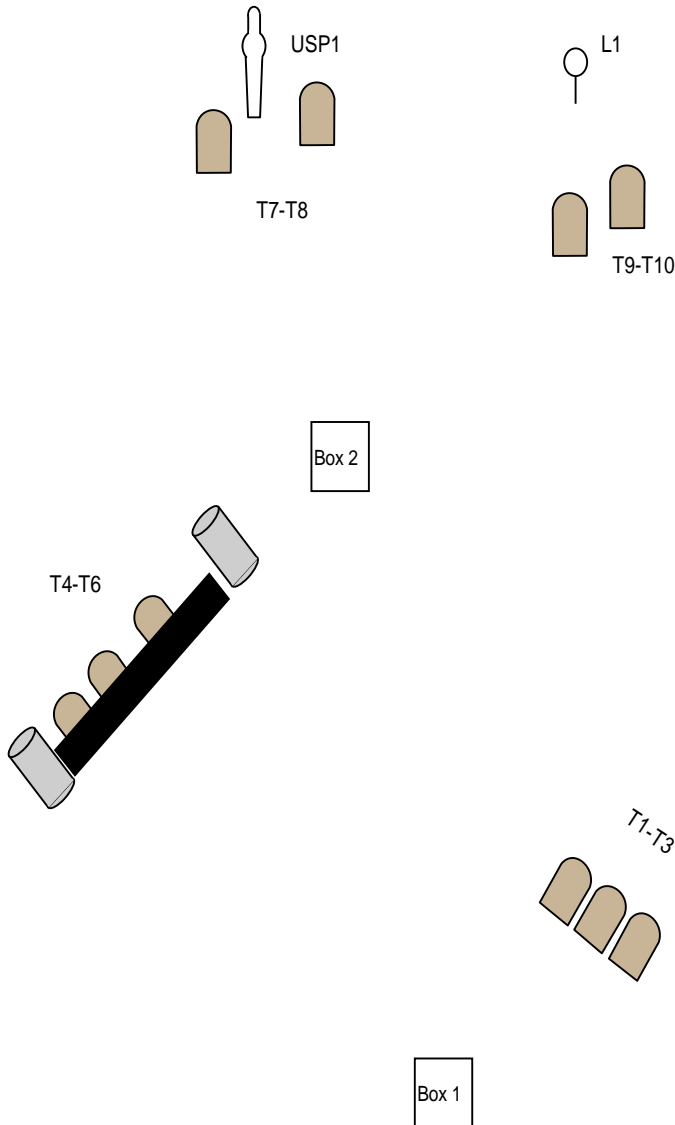
START POSITION: Standing in Box 1, revolver loaded and holstered, facing downrange, hands relaxed at sides.

STAGE PROCEDURE

On signal engage targets with 2 rounds each. T1-T3 must be engaged from within Box 1. T7-T10, USP and plate on stick must be engaged from with Box 2. Steel must fall to score

SCORING

SCORING: Shots unlimited, 22 rounds
TARGETS: 10 paper targets, 1 USP, 1 lollipop
SCORED HITS: Best 2 on paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: As per current ICORE rulebook



SETUP NOTES: A long shooting bay is needed.
Wall is a low half wall that shooters can shoot over
with low target behind wall

RO NOTES:

U SHOOT

RULES: ICORE Handbook, Latest Edition

COURSE DESIGNER: Gary Thibodaux

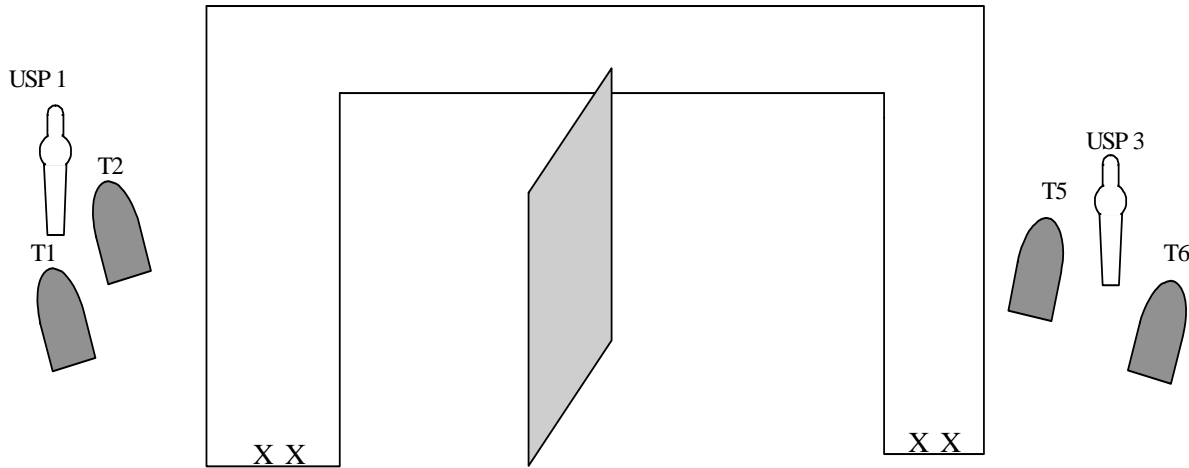
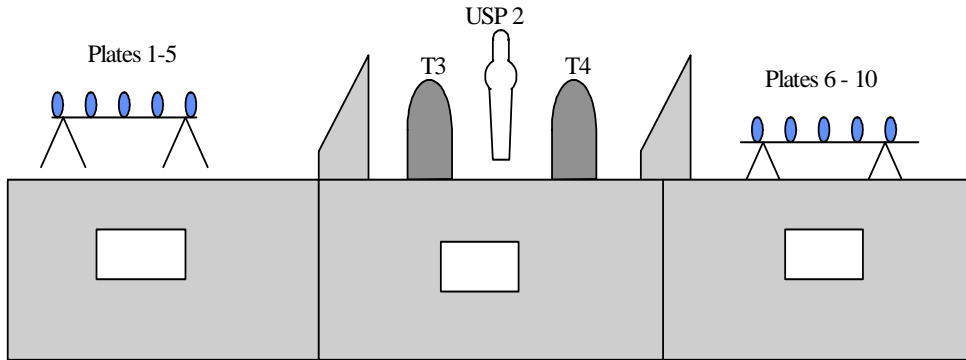
START POSITION: Standing with heels on X's, facing downrange, hands naturally at sides.

STAGE PROCEDURE

On signal, engage targets with 2 rounds each as they become visible from within fault lines and through ports. Steel must fall to score.

SCORING

SCORING: Shots unlimited, 25 rounds
TARGETS: 6 NRA, 10 plates, 3 US Poppers
SCORED HITS: Best 2 on paper, steel down = 1A
START-STOP: Audible, last shot
PENALTIES: As per current ICORE rulebook.



SETUP NOTES:

RO NOTE: When engaging the plate rack, should more than one plate fall (shot on a plate or rack structure), this would be range equipment failure and shooter would receive a reshoot.

SWINGER FROM THE LEFT AND RIGHT

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COURSE DESIGNER: Elliot Aysen

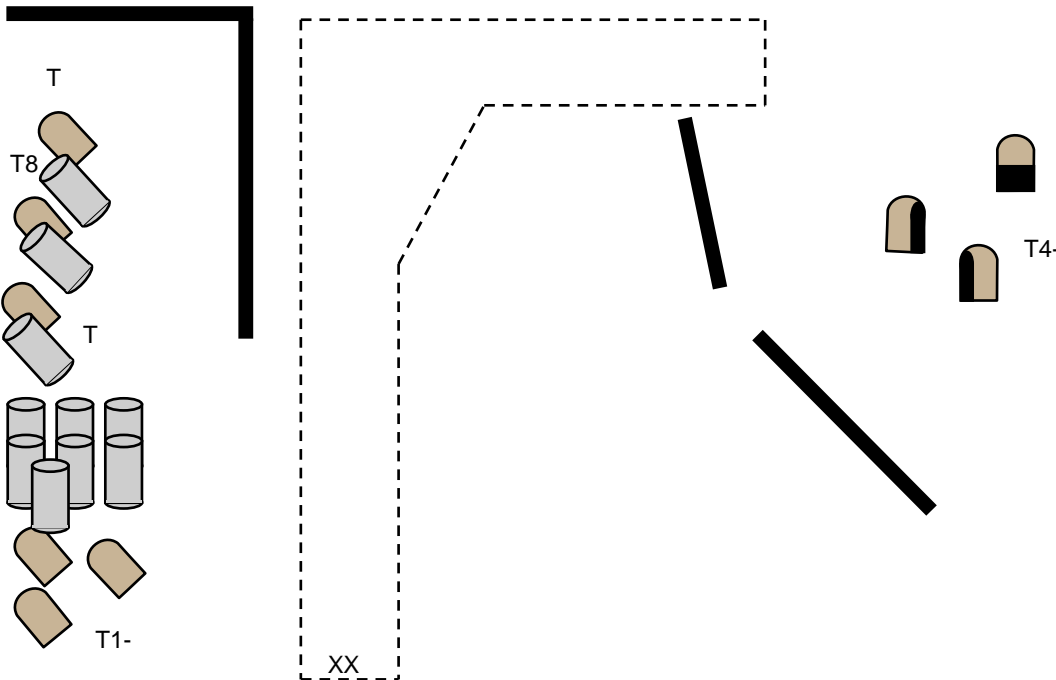
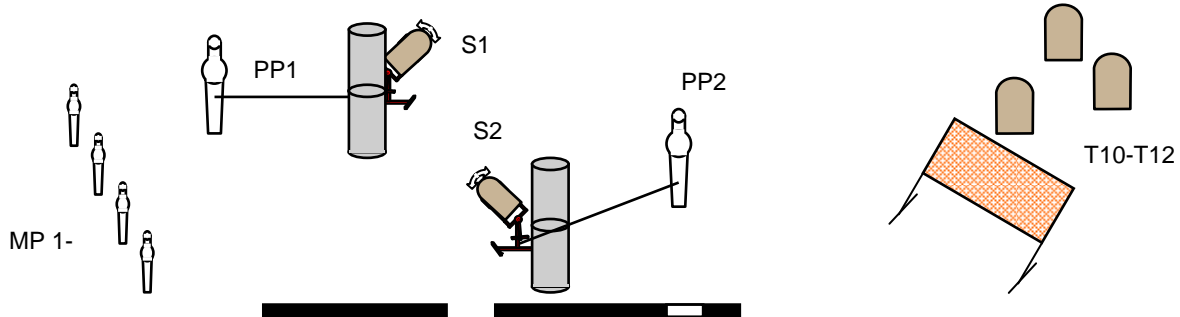
START POSITION: Standing on xx, wrist above shoulders.

STAGE PROCEDURE

At signal shooter will engage target as they become visible from within fault lines. PP1 activates S1, PP2 activates S2. Best 2 on paper. Steel must fall to score.

SCORING

SCORING: Shots unlimited, 34 rounds
TARGETS: 14 NRA D-1 targets, 4 mini poppers, 2-pepper poppers
SCORED HITS: Best 2 on paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: As per current ICORE rulebook



SETUP NOTES:

RO NOTES: