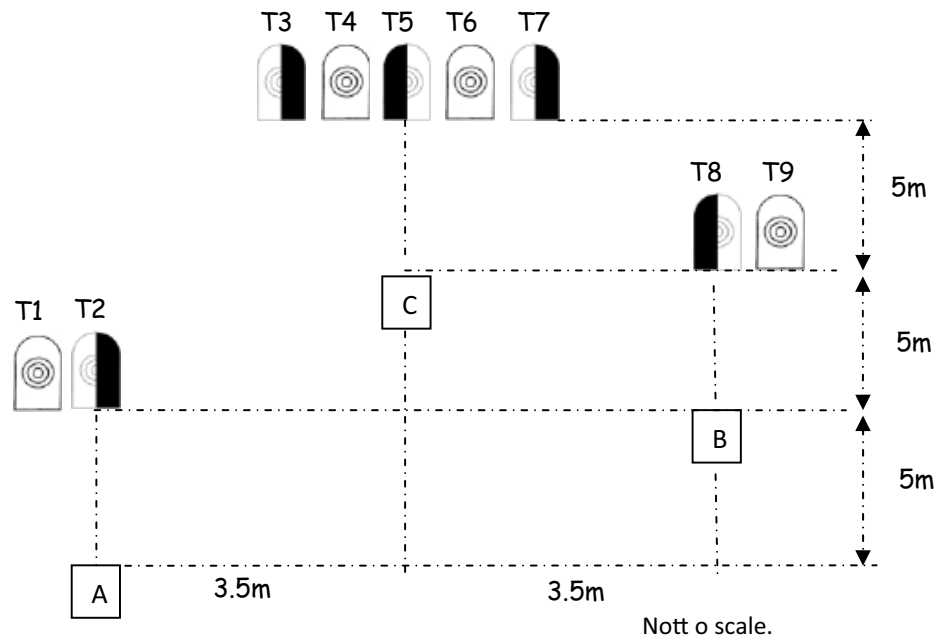






# 10TH ICORE INTERNATIONAL POSTAL MATCH (2010)

## STAGE 1. "BLACK & WHITE"



**Start Position.** Standing in Box A, UNLOADED, hands loose by sides.

**Stage Procedure.** On signal to start engage T1-T2 any order with 2 rounds each, move to Box B and engage T8-T9 any order with 2 rounds each, move to Box C if you choose however targets T3-T7 may be engaged in any order with 2 rounds each from either of Boxes A, B, or C.

**Scoring.** Shots Unlimited. 18 min. **Start.** Audible. **Stop.** Last shot.

**Targets.** 9 x NRA D1's, 5 of them with hard cover

**Penalties.** As per ICORE rulebook, procedural, misses and are at 5 seconds per occurrence.

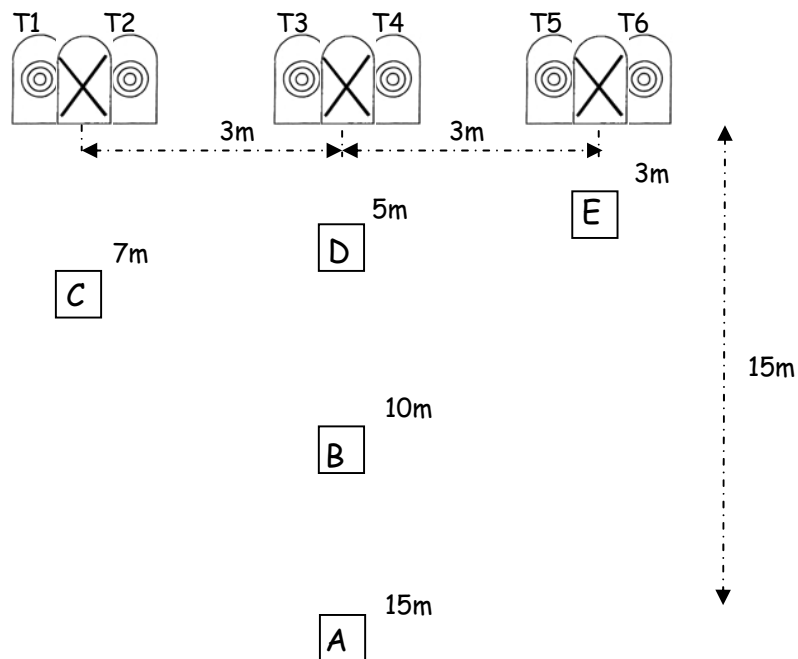
**Range set up.** As above, target set at 1.67m (5'6") high with hardcover splitting 5 targets . Unless otherwise indicated targets are on 600mm centres. Shoot boxes are 1m x 1m.





# 10TH ICORE INTERNATIONAL POSTAL MATCH (2010)

## STAGE 3. "AMID THE NO SHOOT'S"



Not to scale.

**Start Position.** Standing in Box A, loaded, hands loose by sides.

**Stage Procedure.** On signal to start engage T1-T6 any order with 1 round each, move to Box B and engage T1-T6 any order with 2 rounds each, perform mandatory reload and move to Box C and engage T1-T2 any order with 3 rounds each, move to Box D and engage T3-T4 any order with 3 rounds each move to Box E and engage T5-T6 any order with 3 rounds each.

**Scoring.** Shots Limited. 36 only. **Start.** Audible. **Stop.** Last shot.

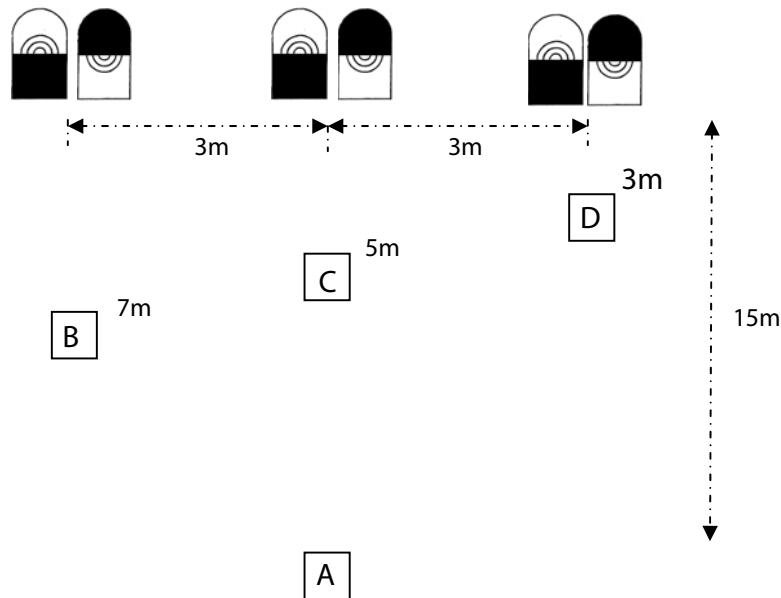
**Targets.** 6 x NRA D1's and 3 No shoots.

**Penalties.** As per ICORE rulebook, procedural, extra shots, extra hits, misses and no shoots are at 5 seconds per occurrence.

**Range set up.** As above, targets set at 1.67m (5'6") high with no shoots abutting the B zone. Shoot boxes are 1m x1m.



# 10TH ICORE INTERNATIONAL POSTAL MATCH (2010) STAGE 4. "FOUR STRINGS "



Not to scale.

**Start Position All Strings.** Standing in Shoot box, loaded, hands loose by sides.

## Stage Procedure.

String 1. From Box A. On signal to start engage each target with 1 round each. Freestyle.

String 2. From Box B. On signal to start engage the 2 immediate targets with 3 rounds each using strong hand only.

String 3. From Box C. On signal to start engage the 2 immediate targets with 3 rounds each using weak hand only.

String 4. From Box D. On signal to start engage the 2 immediate targets with 3 rounds each freestyle.

**Scoring.** Shots Limited. 24 only. **Start.** Audible. **Stop.** Last shot.

**Targets.** 6 x NRA D1's and 3 No shoots.

**Penalties.** As per ICORE rulebook, procedural, extra shots, extra hits, misses, foot faults are at 5 seconds per occurrence.

**Range set up.** As above, targets set at 1.67m (5'6") high with hardcover splitting the targets midway. Shoot boxes are 1mx1m. Target groups set on 0.5m centres.



# 2010 ICORE INTERNATIONAL POSTAL MATCH Stage 1

Name.....

Open/Limited/Retro

Targ	A	B	C	Miss	Hits
------	---	---	---	------	------

T1					2
T2					2
T3					2
T4					2
T5					2
T6					2
T7					2
T8					2
T9					2

Competitor

R.O.

Total					18
Hits	x0	x1	x2	x5	
	0				

Total Time

	Hit Total
	Penalties
	<b>Total</b>

Penalties



# 2010 ICORE INTERNATIONAL POSTAL MATCH Stage 2

Name.....

Open/Limited/Retro

Targ	A	B	C	Miss	Hits
------	---	---	---	------	------

T1					6
T2					6
T3					6
T4					6

Competitor

R.O.

Total					24
Hits	x0	x1	x2	x5	
	0				

Total Time

	Hit Total
	Penalties
	<b>Total</b>

Penalties



# 2010 ICORE INTERNATIONAL POSTAL MATCH Stage 3

Name.....

Open/Limited/Retro

Targ	A	B	C	Miss	Hits	
T1					6	Competitor
T2					6	
T3					6	R.O.
T4					6	
T5					6	
T6					6	
<b>Total</b>					<b>36</b>	<b>Total Time</b>
<b>Hits</b>	x0	x1	x2	x5		
	0					
Penalties						
						Hit Total
						Penalties
						<b>Total</b>



# 2010 ICORE INTERNATIONAL POSTAL MATCH Stage 4

Name.....

Open/Limited/Retro

Targ	A	B	C	Miss	Hits	
T1					4	Competitor
T2					4	
T3					4	R.O.
T4					4	
T5					4	String Times
T6					4	String 1
						String 2
						String 3
						String 4

Total					24	Total Time
Hits	x0	x1	x2	x5		Hit Total
	0					Penalties
Penalties						Total