
MATCH INFORMATION

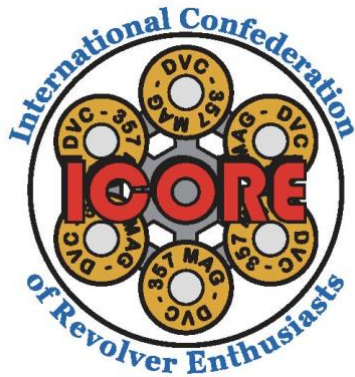
Action Pistol Group is hosting the
2023 International Revolver Championship
Sponsored by Ruger
September 27th through October 1st
at the Cameo Shooting and Education Complex (CSEC)
in Grand Junction, Colorado

The match is a sanctioned ICORE match, all current ICORE competition and equipment rules will be enforced.

- The match will be open to all ICORE members
- All official ICORE Classes and Divisions will be recognized
- The match will consist of 14 stages including Chrono with a minimum round count of 320
- Plaques will be awarded to Division winners
- Cash awards will be paid out to winners of the shoot-off and special categories
- The match fee includes the BBQ awards banquet. If you have special dietary needs, please bring what you need
- Water will be available on every stage. Please bring a re-fillable bottle
- Stage depictions are not to scale and may be adjusted to fit the bay

Directions: Take Interstate 70 to Exit 45 and follow the signs to CSEC. Drive safely. Use caution getting on I-70 heading back to town. Merging traffic comes up on you quickly.

WELCOME



Welcome to the Grand Valley of Colorado and to the 2023 International Revolver Championship sponsored by Ruger! The Action Pistol Group (APG) of Grand Junction is excited to host this match at the Cameo Shooting and Education Complex (CSEC). We hope you enjoy the challenging stages and come back to shoot with us again in the future.

Please remember to patronize and thank the sponsors listed in the matchbook and those who set up booths on site. Their generous support helps to make this event a memorable experience for all of us.

Also, please thank the Range Officers, the CSEC Volunteers and the Admin Staff. If it were not for their commitment to ICORE, the CSEC Range, and the 2nd Amendment, special events like this would not happen.

This is an ICORE sanctioned match. All the rules in the most current ICORE rulebook apply. This includes equipment rules. It is the responsibility of the shooter to be knowledgeable of the rules and in compliance.

We are grateful you chose to compete in this match! We promise to do all we can to make it a great memory!

Sincerely,

Action Pistol Group and the CSEC Volunteers

SPONSORS

Action Pistol Group would like to thank our Title Sponsor:



SPONSORS

APG would like to thank the following Gold Sponsors:

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SAFETY

Cold Range: Firearms must not be handled anywhere in the IRC Event Areas **except in designated Safe Areas or under the direction of a Range Officer**. Other than Law Enforcement, and uniformed staff members, no one is allowed to open carry in the event areas (Bays 8 – 20 and Bays 21- 28). Open carry is not permitted at the Awards Banquet.

Safe Areas: There is a safety table in every shooting bay. Safety tables are the only areas where shooters are allowed to bag or un-bag their firearm. You may also dry fire and conduct gun repair in the Safe Areas. **DO NOT HANDLE AMMUNITION IN THE SAFE AREAS!** All ICORE “Safe Area” rules apply. Shooters may use the safe areas at any time. Your car and the parking lot are **NOT** safe areas.

Spectators: Spectators must wear eye protection when on the range and ear protection when the range is hot. Safety glasses and ear plugs are available for purchase from the parking attendant (\$2) or in the pro shop. Spectators are not allowed in the shooter shelters, or anywhere down range from the shelters. Bring sun protection and maybe a lawn chair. There are restrooms and porta-potties on site

Staff: Range Officers and Staff are responsible for the safe and smooth operation of the match. Please follow their instructions.

Wildlife: Bighorn sheep and other wildlife live near the range and they must be protected. Please be on the lookout and notify the staff if you see wildlife in danger. The match will be paused if necessary, to “shoo away” the animals.

RANGE RULES

Parking will be in the main competitor parking lot. Only Staff and Vendors may park in the Event Area. **NO PARKING:** *Along the road near the canal, blocking any facilities or infrastructure, on any access roads, in front of Bay 7, or in the archery bay parking area. If you park in any location other than a marked parking space, your car may be towed for safety reasons!*

Brass: Due to the extensive use of moon clips, competitors are expected to pick up their own brass after their squad is finished on each stage.

Function Firing: If you need to check your firearm before or during the match you will be allowed to use Public Bays 2, 3 or 4. Check in at the range office before proceeding to the public bays. Note: drawing from the holster is not permitted in the public bays.

Taping and Resetting Targets: *Competitors are expected to actively tape and reset!* The best way to keep the match flowing is to follow the Range Officer scoring targets. If you have a medical condition that prevents you from being able to help tape, let your squad and the RO's know.

Chronograph and Equipment: Equipment check will be done on your first stage and later during the match. At chrono, we will be using "Declaration of Bullet Weight. You will be asked to provide six rounds off your belt for use through the chronograph. Your firearm will be checked at the chronograph station.

RANGE RULES (CONT.)

Paperless Scoring: Paperless electronic scoring will be utilized for this match. In lieu of a carbon copy of your stage score, you will receive your score log via email immediately upon accepting your score through Practiscore. WIFI is: “Cameo Guest” password is: “rangeisclear “.

Local Safety Rules at CSEC: Cameo requires that action shooting events employ some means of limiting shooter movement when/where necessary to prevent unsafe acts or potential damage to range property. Shooters will not be allowed to engage targets in such a way that it might make it likely projectiles will ricochet off the bay floor and/or leave the bay. Shooters will not be allowed to engage targets from an unplanned or a disallowed location that might make it likely that projectiles could damage range props or property.

Shooters will not be allowed to go beyond any identified “limit line” or lines in a course of fire placed to prevent a shooter from being able to engage targets in a way that could violate any of the range safety rules. Limit lines may be constructed of any suitable material which adequately provides a visual indication to the shooter of the specified limit. Limit lines will be secured to the bay floor and are not required to extend upward from the bay floor to physically prevent movement. Match Organizers will be responsible for placement, and CSEC Management retains approval authority.

Match officials will determine penalties based on the circumstances and/or severity of violation of limit lines.

MD Comments: It is important to keep squads moving quickly through the stages. Please help us make this happen. Be ready when you are the on-deck shooter. Help tape and reset. Be polite! Be safe and have fun!

MATCH REGISTRATION

ALL Shooters must register & pay in advance on Practiscore. No walk-up or late registrations. **Shooters are expected to check Practiscore and ICORE.org to confirm that their division and classification are accurate and current well before the match!**

Match Logistics

1. **Check-in:** Competitors and Staff will check in at Picnic Shelter 2 and get their shooter bags, match shirts, prize tickets. Pre-purchased shirts will also be available. The Stat Shack will open Wednesday morning at 7:00 am.
2. **Safety Briefing:** Report directly to your starting bay **at or before 12:00 noon on Friday**. Your CRO will conduct the Safety Briefing. **On Friday, your starting bay is the first two numbers of your squad number. (08, 09, 10, etc)**
3. **Water:** To limit plastic pollution with disposable water bottles, water coolers will be available on every shooter shelter. Will be on the sides of each shooting shelter. Please bring a re-fillable water bottle. Some water bottles will be available on site.
4. **Pasters:** Will be attached to each stage bucket. Scrap paper goes in the garbage can, not on the ground and not in the stage bucket.
5. **Technology:** Tablets, timers and radios will be delivered to your bay in a cooler to start the day. **Scorers need to make sure to keep the tablets out of the sun to prevent overheating.** Return the tablet to the cooler and put it to sleep during breaks. Scorers also need to be vigilant to keep the battery charged. Back up batteries and power cords will be in the cooler. Coolers and gear will be collected at the end of the day so that they can be recharged.
6. **Classifier Match:** Wednesday and Thursday afternoons there will be a free Classifier Match held on the West Bays 25 – 28. Parking is available right outside the Bays.

WEDNESDAY SCHEDULE

Wednesday, September 27th (Day 1, Staff Match and Classifier Match)

7:00am – CSEC Range Gate Open.

7:00 am – RO and Staff check-in at Picnic Shelter #2.

8:00 am - Stage walk-thru at Cameo with the MD. This is only for the CRO for each stage or his/her designate. Not for ALL the RO's. Meet at Picnic Shelter #2.

11:00 am – Stage walk-thru complete

11:30 am – Squad CRO's checkout coolers with tablets, radios & timers at the Stats Shack (Picnic Shelter #2). Classifier Match ROs report to assigned Bays 25 – 28. Staff-match competitors can pick up T-Shirts and get starting bay assignments.

11:45 pm – “All Shooters” report to your “Staff-match” starting bay for Safety Briefing.

12:00 Noon – **Hammer down**

- Staff Match starts for Squads 101 – 104 on stages 1 – 7.
- Classifier Match starts on Bays 25 – 28.

Staff-Match Squads 101 – 104 will shoot all stages in Bays 8 – 13.

5:00 pm - Wednesday Staff-match should be finishing, return all targets in all bays to the shooting shelters, lay down walls, return coolers with tablets, radios & timers to Stats Shack.

6:00 pm – RO and Staff check-in opens in the restaurant at The Quality Inn, Horizon Drive, Grand Junction – Pick up Staff T-Shirts.

6:30 pm – Range Officer Meeting – MD Jim Burnell will lead – Pizza and soda will be provided by APG – Working Dinner!

THURSDAY SCHEDULE

Thursday, September 28th (Day 2, Staff Match and Classifier Match)

7:00 am – CSEC Range Gate Open.

7:00 am – Squad CRO's checkout coolers with tablets, radios & timers at the Stats Shack (Picnic Shelter #2). Staff-match competitors can pick up T-Shirts and get starting bay assignments.

7:15 am – Stage ROs report to assigned stages to set targets.

7:45 am – “All Shooters” report to your “Staff-match” starting bay for Safety Briefing.

8:00 am – **Hammer down** - Staff Match starts.

- Squads 201 – 204 are on stages 1 – 7.
- Squads 101 – 104 are on Stages 8 – 14.

Staff-Match Squads 101 – 104 will shoot all stages in Bays 14 – 20, Squads 201 – 204 will shoot all stages in Bays 8 – 13

1:00 pm – **Lunch Break** - Picnic Shelter #2 Stats Shack will be staffed by volunteers to pass out T-Shirts, shooter bags and raffle tickets for prize drawings to Main Match competitors.

1:15 pm – Classifier Match CRO's checkout coolers with tablets, radios & timers at the Stats Shack (Picnic Shelter #2). Classifier Match ROs report to assigned Bays 25 – 28.

1:15 pm – Squads 201 – 204 report to assigned stages in Bays 14-20

1:30 pm - **Hammer down** – Staff Match continues.

- Squads 201 – 204 are on stages 8 – 14.
- Classifier Match starts on Bays 25 – 28.

Staff-Match Squads 201 – 204 will shoot all stages in Bays 14 – 20.

6:00 pm - Thursday Staff-match should be finishing, return all targets in all bays to the shooting shelters, lay down walls, return coolers with tablets, radios & timers to Stats Shack.

6:30 pm – Picnic Shelter #2 Stats Shack closes

FRIDAY SCHEDULE

Friday, September 29th (Day 1, Main-match) Only Bays 8 - 13 will be shot on Friday.

7:00 am – CSEC Range Gate Open.

10:00 am - Stat Shack in Picnic Shelter #2 opens for competitor check-in. The Stats Shack will be staffed by volunteers to pass out shooter bags with T-Shirts and prize tickets. If you are bringing a guest to the BBQ, please pay for them at this time. If you pre-purchased a shirt it will be in the Stats Shack.

11:00 am – Coolers with tablets, radios & timers will be delivered to each stage. Picnic Shelter #2 Stats

11:00 am – Bays 8 thru 13 RO's report to “the bay you will work on Friday” / set targets / QC Stage

12:00 Noon –Squads report to assigned starting bay for the Safety Briefing. **Your starting bay is the first two numbers of your squad number. (08¹⁴, 09¹⁵, 10¹⁶, etc)**

12:30 pm – **Hammer down** – Main-match begins.

Squads will shoot all the stages and chrono in Bays 8 - 13. Squads will move in numerical order. After shooting in Bay 13 rotate back to Bay 8.

5:30 pm - Main-match should be finishing up. When complete, RO's store all targets in the shooting shelters, lay the walls down, return coolers with tablets, radios & timers to Stats Shack. Please clean up your shelter of any bottles or trash.

6:00 pm – Picnic Shelter #2 Stats Shack closes

SATURDAY SCHEDULE

Saturday, September 30th (Day 2, Main-match) Only Bays 14 - 20 will be shot on Saturday.

6:30 am – CSEC Range Gate Open.

7:00 am – RO's report to "the bay you will work on Saturday" / set targets / QC Stage

7:30 am – Coolers with tablets, radios & timers will be delivered to each stage.

8:00 am – Competitors report to starting bay for a Safety Briefing. **Your starting bay is the second two numbers of your squad number. (0814, 0915, 1016, etc)**

8:30 am – **Hammer down** – Main-match continues.

Squads will shoot all the stages in Bays 14 - 20. Squads will move in a clockwise circle. When you finish in Bay 17, rotate to Bay 20. When you finish in Bay 18, rotate to Bay 14.

2:30 pm – The match should be finishing up. When complete, ROs store all the targets in the shooting shelters, lay down walls, return coolers with tablets, radios & timers to Stats Shack. Please clean up your shelter of any bottles or trash.

5:00 pm – Picnic Shelter #2 Stats Shack closes

SUNDAY SCHEDULE

Sunday, October 1st (Shoot-Off)

6:30 am – Cameo Gate Open

7:00 am – Volunteers report to Bay 8 to set up Shoot-Out stage.

7:30 am – Stats Shack open.

8:45 am – Competitors report to Bay 8 for the Shoot-Off

9:00 am – Shoot-Off begins

12:00 Noon – Shoot-Off should be finishing. When complete, RO's return radios & timers to Stats Shack. Please clean up your shelter of any bottles or trash.

1:00 pm to 3:00 pm - AWARDS BANQUET

The Awards Banquet/BBQ will be held in Picnic Shelter #2 at 1:00 pm. BBQ is complementary for competitors and \$10 cash for guests. We have a number of guns and other major prizes that will be given away throughout the awards ceremony by random draw. Don't lose the ticket you were given when you checked in! You must be present to win!

PRIZES

We will be conducting a random draw for prizes during the awards banquet/BBQ on Sunday. You must be present to win! Guests at the BBQ are not eligible.

AWARD CEREMONY

Scores will be posted on Practiscore as soon as possible after the match is complete. The password for the Cameo WIFI is "*rangeisclear*". Trophies will be presented at the awards ceremony. The event will be held in Picnic Shelter #2. We will have a drawing to win a few guns and other prizes mixed in with the trophy presentations. Must be present to win.

If you win a trophy and cannot stay for the awards ceremony, mail us a check for \$15 (with your preferred shipping address) to APG, PO Box 1761, Grand Junction, CO 81502. We will ship it to you. Congratulations in advance to the winners!

Thank you again for coming to shoot the 2023 Ruger International Revolver Championship. We hope you come back to shoot with us again in the future.

Sincerely,

Action Pistol Group and the CSEC Volunteers

STAFF

Match and Range Officials:

Jim Burnell, Match Director
Scott Martin, Assistant Match Director
Kurt Ulrich, Range Master
Jeannette Sharp Scoring, & Awards
David Throop, Mr. Fix-it

RO's / Staff & Volunteers:

Alan Toscan
Nathan Adams
Danial Donlan
Errol Sharp
Joe Sutton
Karen Pluff
Rehn Fell
Steve Massa

Alec Ross
Brian Young
David Throop
Greg Ostrander
John Catterall
Mike Homm
Robert Quinn
Wendy Brittell

Annette Aysen
Cory Williams
Elliot Aysen
Jimmy Cataline
Juan Hernadez
Mike Smith
Roger Mousley

Be sure to thank your Range Officers and our Staff for volunteering their time to make this match a great experience! Thanks to the Colorado Parks and Wildlife employees and volunteers who put in many hours to make this match a success!

RANGE MAP



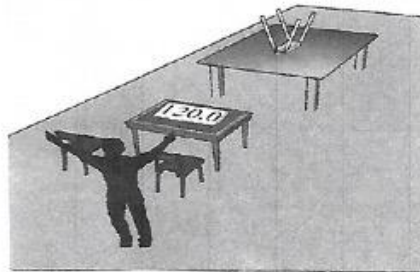
Directions: Take Interstate 70 to Exit 45 and follow the signs to CSEC. The Colorado Highway Patrol has been active around this exit. Drive safely. Use caution getting on I-70 heading back to town. Merging traffic comes up on you quickly.

Upon arrival at Cameo go directly to your starting bay. There is a competitor parking lot next to the Event Bays. A test fire bay will be available to all shooters at any time. Public Bay #2 near the range office. Chrono and equipment check will be on Bay #8 in the Event Bays area. We have plenty of great parking at Cameo. Please follow these parking rules. Staff may park in any marked parking spaces including those next to the bays in the Event Bays area.

STAGES

Stage 1 – Chrono – Bay 8

Chrono	
RULES: ICORE Rule Book (current as of 01 January 2023) COURSE DESIGNER: SRRG group	
START POSITION: Standing facing down range, revolver empty and holstered or bagged. Waiting for RO to call to table.	
STAGE PROCEDURE <p>-The Chrono RO will call the competitor to the table and instruct him to "Make Ready". The competitor will unholster his revolver, open the action to show a cleared cylinder, and place it on the table with the cylinder open in accordance with the RO's instruction.</p> <p>-The Chrono RO will inspect the revolver according to paragraph 5.2.3 and will fire the competitor's rounds over the chronograph. When this is complete, the RO will place the competitor's revolver on the table with the cylinder open and unloaded.</p> <p>-The RO will continue the instructions in the order described here:</p> <p>a. The RO will call the competitor to the table and issue the "Unload and show clear" command, at which point the competitor will retrieve his revolver and verify that it is unloaded;</p> <p>b. The RO will issue the "If clear, close cylinder, holster" and "Range is clear" commands;</p> <p>c. Once the competitor has complied and left the table, the Chrono RO will call the next competitor to the table.</p> <p>-Chrono results must be documented as an electronic (e.g., Practiscore) and paper back-up event, or paper-only if electronic scoring is not used for the match. A Pass/Fail designation with supporting notes is required. This is where the 360-second penalty for Failure to Make Chrono is recorded.</p>	SCORING <p>SCORING: Minimum Power Factor of 120 TARGETS: 1 NRA D-1 target SCORED HITS: N/A START-STOP: N/A PENALTIES: 360 seconds added if fail to meet 120 power factor.</p>



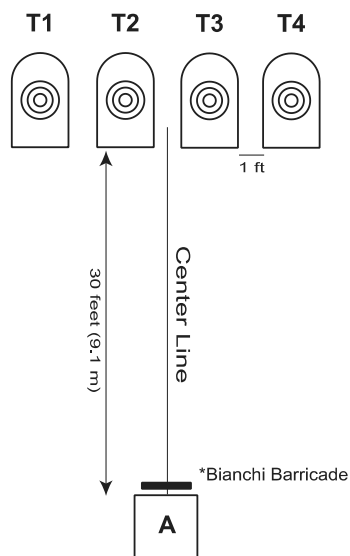
Stage 3 – Both Sides – Bay 8



Both Sides

CS-046
Designed by
Kenneth Ortbach

Drawing is Not to Scale!
Updated March 20, 2023, to
reflect complete starting position
and stage setup



Start Position: Standing in Box A, facing downrange, revolver loaded and holstered, hands relaxed at sides, wrists below belt.

Procedure: In the following order:
(1) At start signal, engage T1 through T4 with only one (1) round each in any order from one side of the barricade;
(2) Perform a mandatory reload and engage T1 through T4 with only one (1) round each in any order from the other side of the barricade;
(3) Perform a mandatory reload and engage T1 through T4 with only one (1) round each in any order from one side of the barricade, strong hand only;
(4) Perform a mandatory reload and engage T1 through T4 with only one (1) round each in any order from the other side of the barricade, support hand only.

Scoring: Shots Limited

Targets: 4 NRA D-1 paper

Rounds: 16 maximum

Start: Audible

Stop: Last shot

Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural, and misses are +5 seconds per occurrence.

Stage Setup: Set all targets at standard height with top of target 5.5 feet +/- 2 inches (1.65 m +/- 5 cm). One (1) foot (0.3 m) between each target. Box A is 30 feet from the targets. Shooting box is approximately 3 feet x 3 feet (1 m x 1 m). The center line is midway between T2 and T3. Box A and barricade are centered on the center line. *Barricade is a standard Bianchi barricade: 24"W x 72"H (0.61 m width x 1.83 m height).

Stage 3 – For The People – Bay 9

For The People

RULES: Current ICORE Rulebook

COURSE DESIGNER: Elliot Aysen

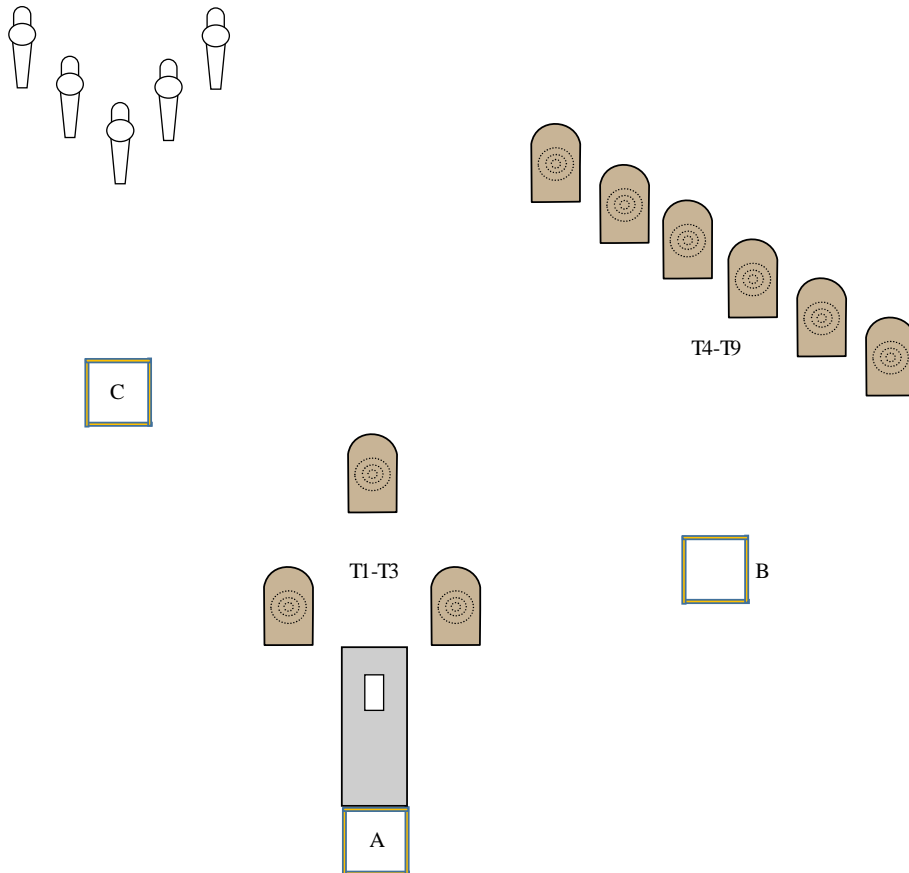
START POSITION: Standing in Box A, facing down range, revolver loaded and holstered. Wrist below belt, hands relax by sides.

STAGE PROCEDURE

On signal, engage T1-T3 with 2 rounds each from Box A only. T1 must be engaged on left side of barricade, T2 thru port in barricade and T3 from right side of barricade. Proceed to Box B and engage T4-T9 with 1 round each, perform a mandatory reload and reengage T4-T9 with 1 round each from Box B only. Proceed to Box C and engage the 5 poppers- Steel must fall to score. Targets may be engaged in any order from appropriate box.

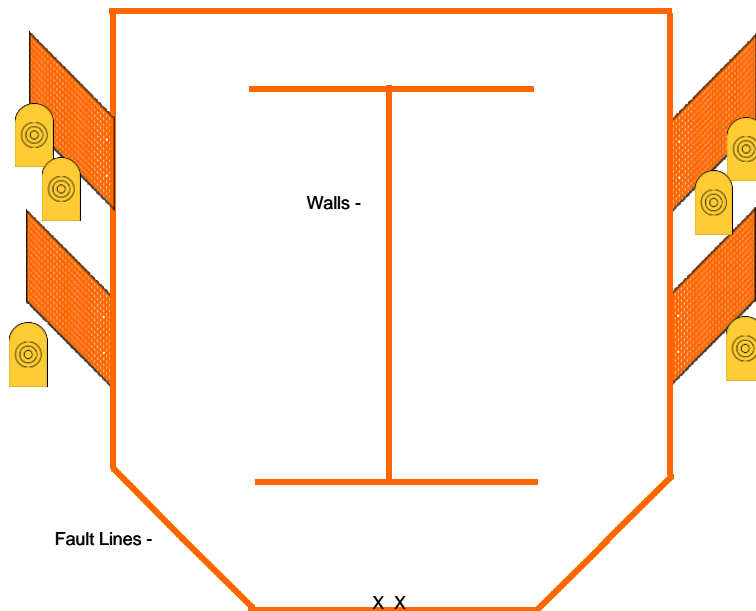
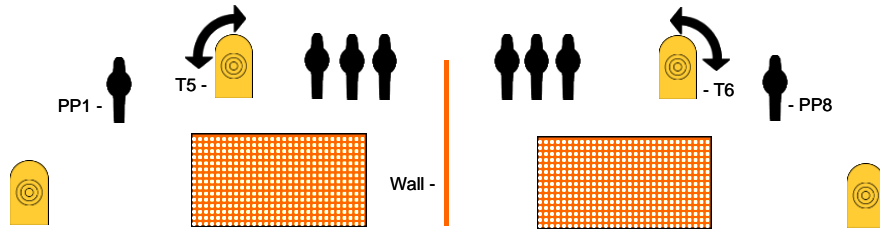
SCORING

SCORING: Shots unlimited, 23 rounds
TARGETS: 9 NRA D-1 targets, 5 poppers
SCORED HITS: Best 2 on paper, steel must fall to score
START-STOP: Audible - Last shot
PENALTIES: Per current ICORE rulebook



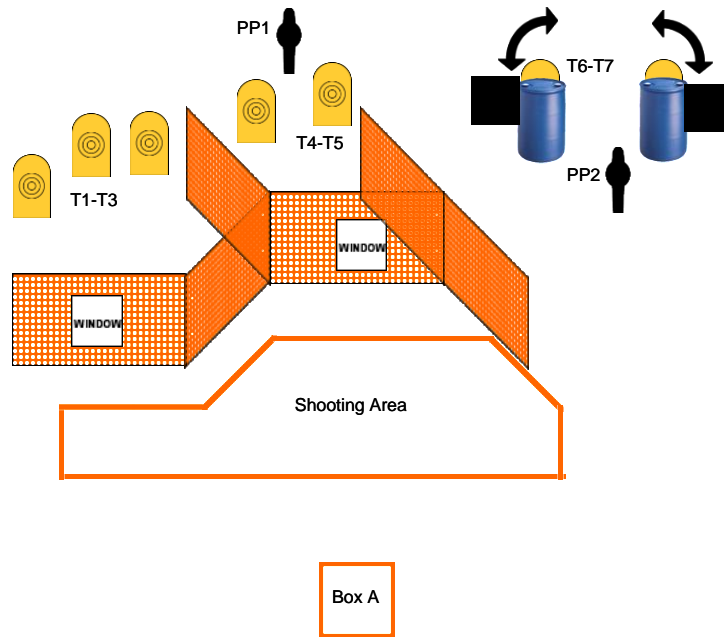
Stage 4 – Around The House – Bay 10

AROUND THE HOUSE	
RULES: Other	Created By: Frankie Welshiemer
START POSITION: Standing completely outside shooting area with toes touching outside edge of fault line. Hands relaxed at sides with wrists below belt. Revolver loaded and holstered.	
PROCEDURE: On signal engage all targets from within the fault lines. PP1 activates swinging T5 which remains visible at rest. PP8 activates swinging T6 which remains visible at rest.	
SCORING: Unlimited	
ROUND COUNT: 28	
TARGETS: 18	
DISTANCE: 9 Yards to Poppers	
SCORED HITS: Best 2 on paper, steel must fall to score	
PENALTIES: Per current ICORE rule book	
NOTES:	



Stage 5 – Sweet Sixteen – Bay 11

Sweet Sixteen	
RULES: Other	Created By: Annette Aysen
START POSITION: Standing in Box A facing downrange. Revolver is loaded and holstered. Hands relaxed at sides with wrists below belt.	
PROCEDURE: On signal engage T-1 through T7 and PP1 & PP2 from within the shooting area (Box A is not in the shooting area). PP2 activates the two swinging targets (T6 & T7). T6 & T7 must be activated prior to being engaged and they remain visible at rest.	SCORING: Unlimited
	ROUND COUNT: 16
	TARGETS: 9
	DISTANCE: 9 Yards to Poppers
	SCORED HITS: Best 2 on paper, steel must fall to score
	PENALTIES: Per current ICORE rule book
NOTES:	

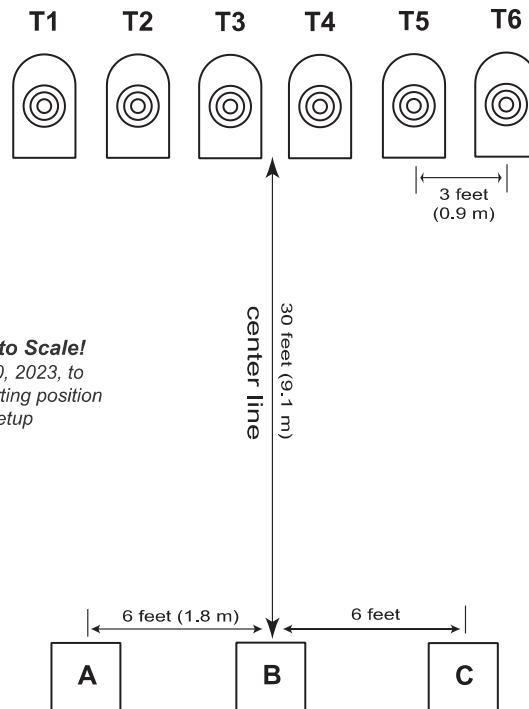


Stage 6 – One, the Other, and Both (Classifier) – Bay 12



One, the Other, and Both

CS-045
Designed by
Kenneth Ortbach



Drawing is Not to Scale!
Updated March 20, 2023, to
reflect complete starting position
and stage setup

Start Position: Standing in Box B, facing downrange, revolver loaded and holstered, hands relaxed at sides, wrists below belt.

Procedure: Shooter's choice to shoot in the order 1-2-3-4 OR 1-3-2-4:
(1) From Box B at start signal, engage T1 through T6 with only one (1) round each, freestyle;
(2) From Box A, engage T1 through T3 with only two (2) rounds each, left hand only;
(3) From Box C, engage T4 through T6 with only two (2) rounds each, right hand only;
(4) From Box B, engage T1 through T6 with only one (1) round each, freestyle.

Scoring: Shots limited

Targets: 6 NRA D-1 paper

Rounds: 24 maximum

Start: Audible

Stop: Last shot

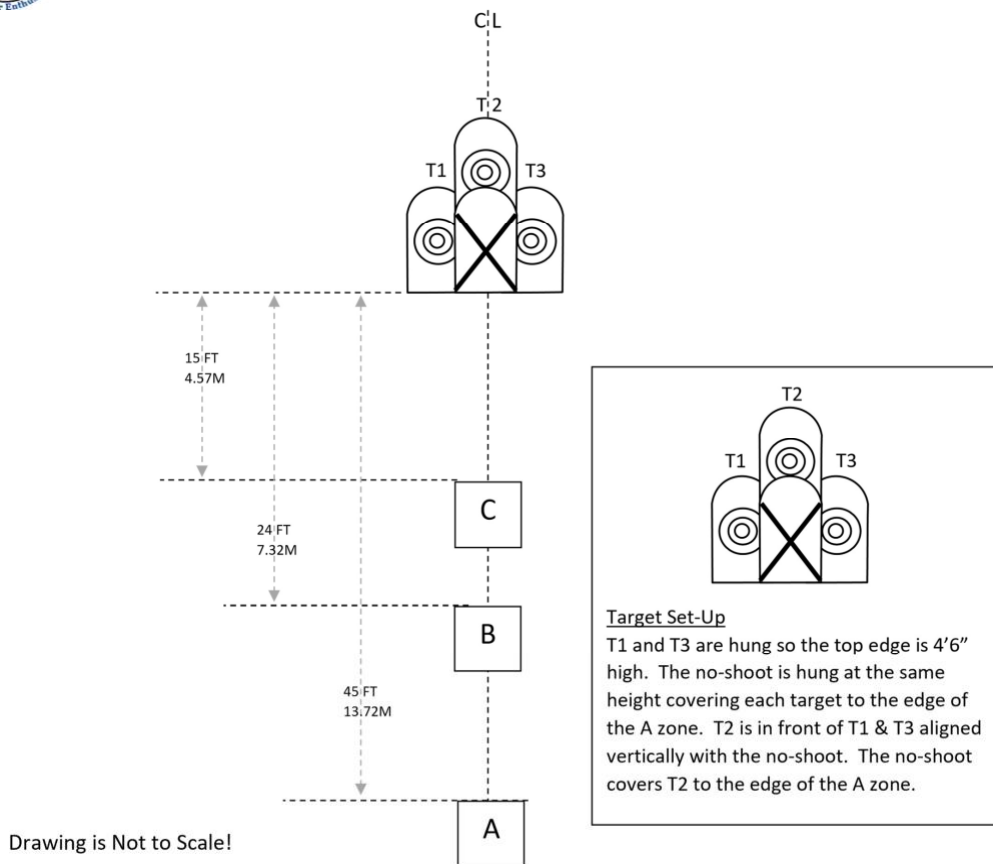
Penalties: Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedural, and misses are +5 seconds per occurrence.

Stage Setup: Set all targets at standard height with top of target 5.5 feet +/- 2 inches (1.65 m +/- 5 cm). All boxes are 30 feet from the targets. Shooting box is approximately 3 feet x 3 feet (1 m x 1 m). The distance between each box is 6 feet measured from the center of each box. The targets are 3 feet apart at the middle of each target. The center line is midway between T3 and T4. Box A is centered on T1-T2; Box B is centered on T3-T4; Box C is centered on T5-T6.

Stage 7 – Make ‘Em Count – Bay 13



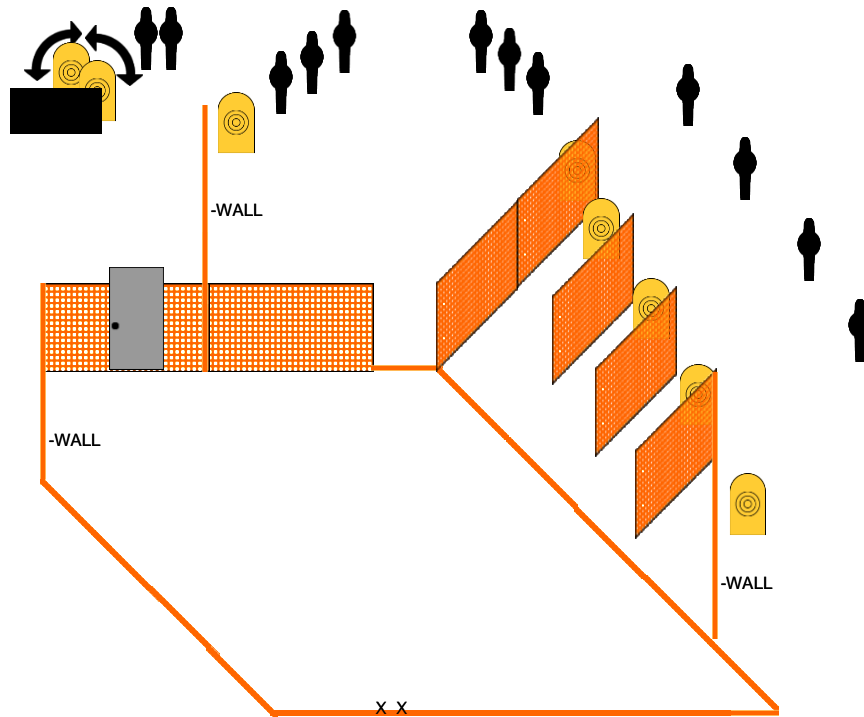
Make ‘Em Count



- Start Position:** Standing in Box A, facing UPRANGE, hands relaxed at sides.
- Procedure:** At start signal, from within Box A turn and engage only T1, T2, and T3 with 2 rounds each in any order. Move to Box B and from within engage only T1, T2, and T3 with 2 rounds each in any order with **STRONG HAND ONLY**. Move to Box C and from within engage T1, T2, and T3 with 2 rounds each in any order with **WEAK HAND ONLY**.
- Scoring:** Shots Limited
- Targets:** Three NRA D-1 and one NRA D-1 designated as a no-shoot
- Max Rounds:** 18
- Start Signal:** Audible
- Stop Signal:** Last shot
- Penalties:** Per the ICORE rulebook. Foot faults, procedures, extra shots, extra hits, no-shoot hits, and misses are +5 seconds per occurrence.

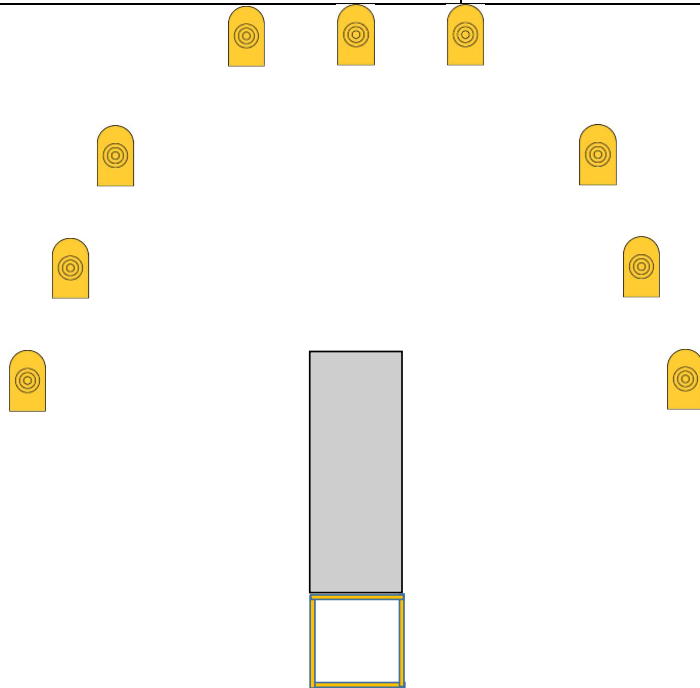
Stage 8 – Welcome Home – Bay 14

Welcome Home	
RULES: Other	Created By: KurtUlrich
START POSITION: Standing completely outside shooting area with toes touching Xs. Revolver loaded and holstered. Hands relaxed at sides with wrists below belt.	
PROCEDURE: Procedure: On start signal, enter the shooting area and engage targets in any order. All targets must be engaged from within the shooting area. Popper #1 activates double-swinger targets. Swinging targets must be activated before being engaged. Scoring: Shots Unlimited. 2 best hits on paper targets, poppers must fall to score. Targets: 8 NRA D-1, 12 poppers	SCORING: Unlimited ROUND COUNT: 28 TARGETS: 20 DISTANCE: Poppers at 10 yards SCORED HITS: Best 2 on paper, steel must fall to score PENALTIES: Per current ICORE rule book NOTES:



Stage 9 – Switching Sides – Bay 15

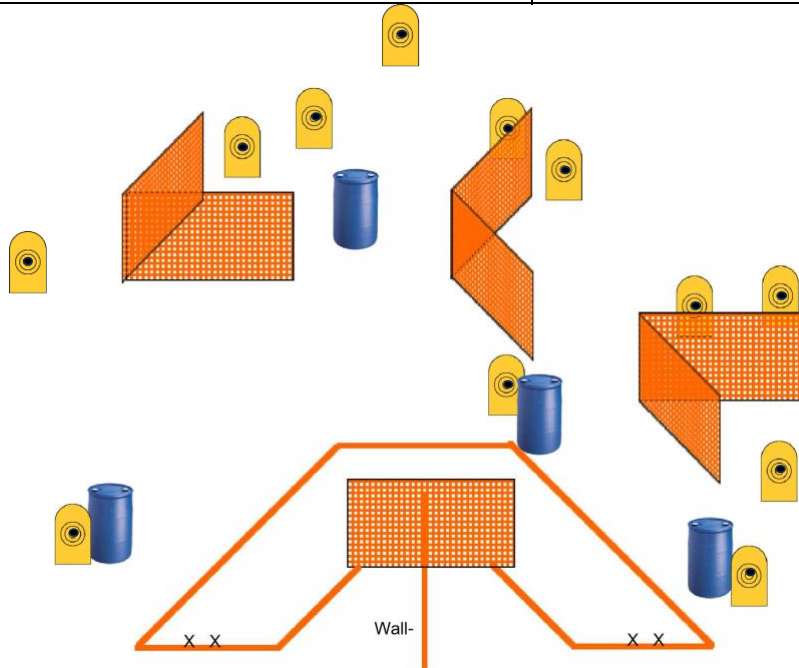
Switching Sides	
RULES: Other	Created By: Frankie Welshiemer
START POSITION: Standing completely within Shooting Box, palms on X's, revolver loaded and holstered	
PROCEDURE: On audible signal, engage targets in any order. T1-T3 must be engaged with LEFT HAND ONLY, T7-T9 must be engaged RIGHT HAND ONLY, and T4-T6 may be engaged free-style.	SCORING: Unlimited
	ROUND COUNT: 18
	TARGETS: 9
	DISTANCE: 10-15 Yards
	SCORED HITS: Best 2 on Paper
	PENALTIES: Per current ICORE rule book
	NOTES:



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Stage 10 – No Sights, No Problem – Bay 16

No Sights No Problem	
RULES: Other	Created By: Chris Vasilion
START POSITION: Standing with heels on either set of Xs. Revolver loaded and holstered. Hands relaxed at sides with wrists below belt	
PROCEDURE: On start signal engage all targets from within fault lines of shooting area. This is an X-count stage.	SCORING: Unlimited
	ROUND COUNT: 24
	TARGETS: 12
	DISTANCE: 3 to 10 yards
	SCORED HITS: NRAAP-1 Targets. Best 2 on paper, Xs are -1 second per occurrence.
PENALTIES: Per current ICORE rule book	
NOTES: Targets are NRAAP-1 targets	

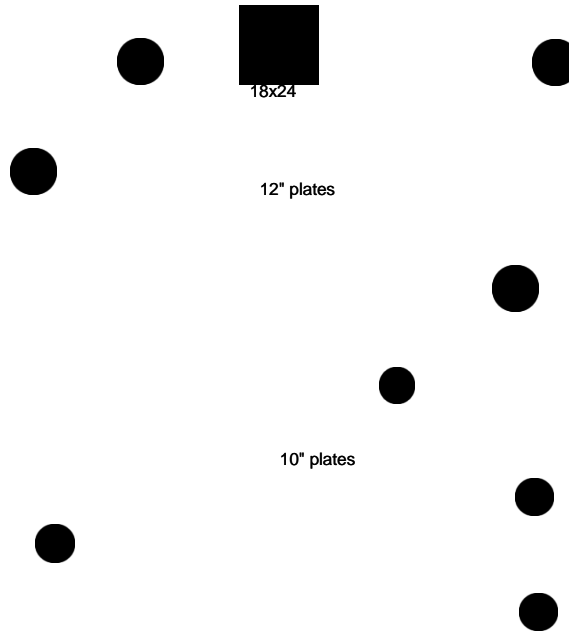


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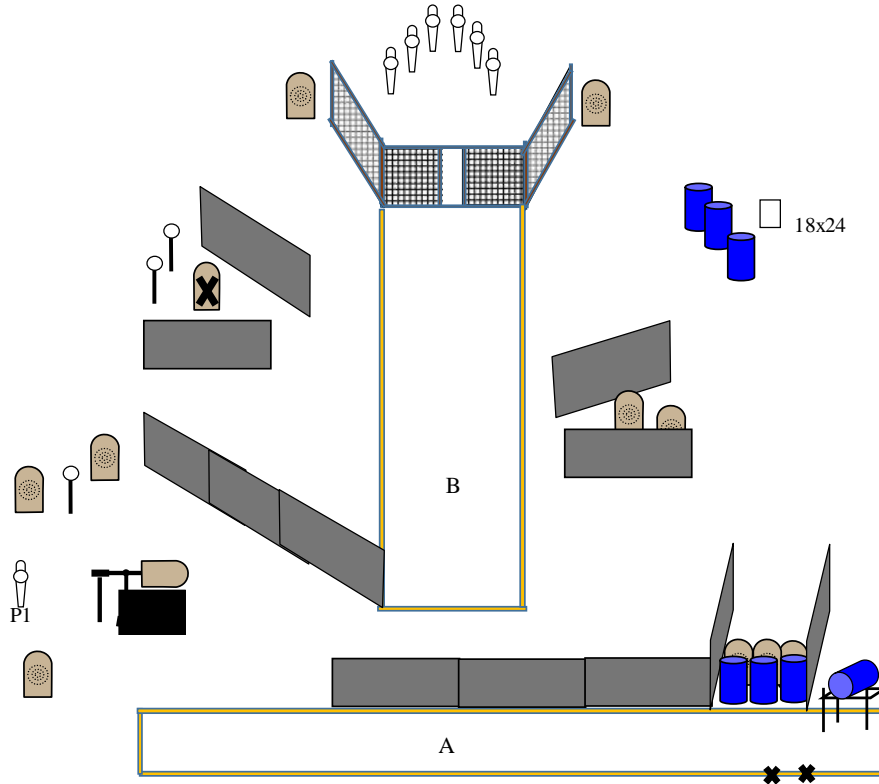
Stage 11 – A Steel Challenge – Bay 17

A Steel Challenge	
RULES: Other	Created By: Alex Bakken and David Johnson
START POSITION: Standing in Box A facing downrange, revolver loaded and holstered, wrists above shoulders	
PROCEDURE: Three Strings: String 1 - On signal, engage all targets with 1 round each ending with the 18x24 stop plate. String 2 and 3 are identical to String 1. All strings count toward total stage time. String time is the last shot fired. Any plates hit after the stop plate will be scored as misses.	
SCORING: Unlimited	
ROUND COUNT: 27	
TARGETS: 9	
DISTANCE: 9 to 20 yards	
SCORED HITS: Each static steel requires 1 hit per string	
PENALTIES: Per current ICORE rule book	
NOTES: Time is determined by the last shot, not stop plate	



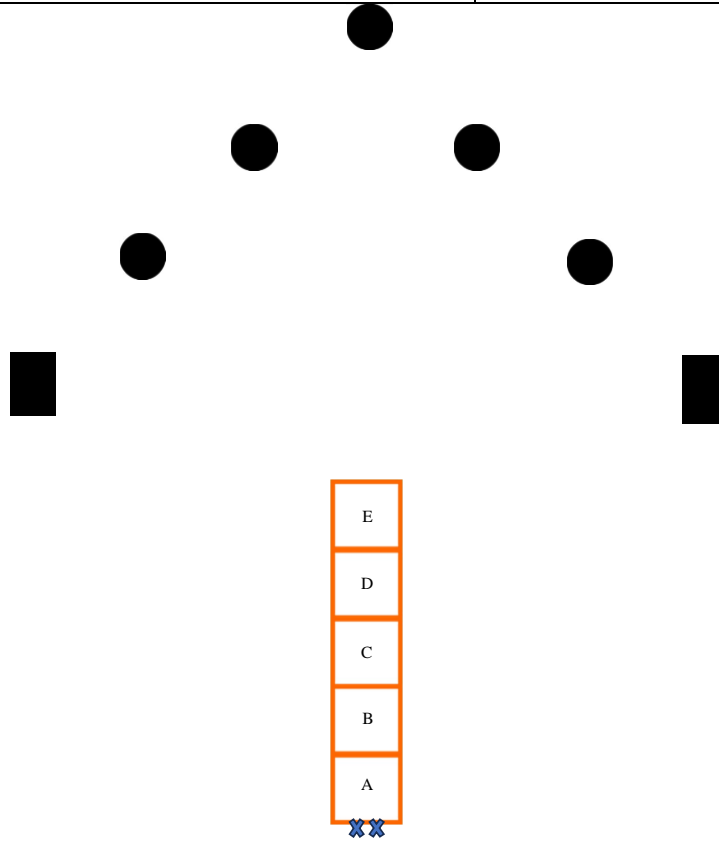
Stage 12 – The Long Game – Bay 20

The Long Game	
RULES: Current ICORE Rulebook	COURSE DESIGNER: Bob Powell
START POSITION: Standing completely outside shooting area A with toes touching Xs. Revolver is loaded and holstered. Hands relaxed at sides with wrists below belt.	
<p style="text-align: center;">STAGE PROCEDURE</p> <p>On signal, engage targets as they become visible from within shooting areas. All targets must be engaged from within the fault lines. The 18x24 static plate requires 6 hits and must be engaged through the barrel. P1 (popper) activates the swinging target which must be activated before engaging the target.</p>	<p style="text-align: center;">SCORING</p> <p>SCORING: Shots unlimited ROUND COUNT: 38 TARGETS: 11 NRA D-1 targets, 7 poppers, 3 12" static plates, 18x24" static plate at 35 yards, 1 NRA D-1 no-shoot SCORED HITS: Best 2 on paper, poppers must fall to score, 6 hits on 18x24, one hit on each 12" static plate START-STOP: Audible - Last shot PENALTIES: Per current ICORE rulebook</p>



Stage 13 – The Ladder – Bay 19

The Ladder	
RULES: Other	Created By: Bob Powell
START POSITION: Standing completely outside Box A with toes touching Xs, wrists above shoulders, revolver loaded and holstered.	
PROCEDURE: On signal enter Box A and engage each 18x24 static steel with 2 hits each and knock-down only one plate from within Box A. Repeat the engagement sequence from within each remaining box (2 hits each static steel and one knock-down target). Targets may be engaged in any order. MANDATORY reload between each box.	SCORING: Unlimited
	ROUND COUNT: 25
	TARGETS: 7
	DISTANCE: 10-16 yards
	SCORED HITS: 2 hits each box on each static steel. Plates must fall to score
	PENALTIES: Per current ICORE rule book
NOTES: 8" knock-down steel, 18x24 Static Steel	



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Stage 14 – Moving On – Bay 18

Moving On	
RULES: Other	Created By: KurtUlrich
START POSITION: Seated in chair outside shooting area. Chairs back legs on Xs. Shooters back touching seatback, hands on knees, and feet flat on ground outside shooting area with toes touching Xs on faultline. Unloaded revolver placed anywhere on table with muzzle facing straight downrange.	
PROCEDURE: Upon audible signal engage T1-T3 in any order from within the fault lines of Shooting Area A. Move to Shooting Area B and engage all remaining targets from within the fault lines.	SCORING: Unlimited
	ROUND COUNT: 28
	TARGETS: 19
	DISTANCE: Poppers and Texas Star at 10 yards
	SCORED HITS: Best 2 on paper, steel must fall to score
	PENALTIES: Per current ICORE rule book
	NOTES:

