

*T 3 and T4 are ground level targets (bottom of the targets must be 12" from the ground). All other targets are ICORE "normal" as per the 1995 2nd edition ICORE rule book (paper target tops are at 5'6" and plate target tops are at 4'6") P1, P3 and P5 are centered on the no-shoot targets. Shooting box 1 is behind a standard barricade and so is SB3.

Stage Procedure: The shooter begins in SB1, facing uprange, hands in surrender position. Upon start signal turns and engages T1-2 and P1-2 in any order from either side of the barricade. Shooter then moves to SB2 and engages T3-4 and P3 in any order. Then moves to SB3 and engages T5-6 and P4 in any order and then P5 which is the stop plate.

Scoring: Time

Targets: 6 paper, 5 10" steel plates

Min. Rounds: 17 rounds Min. Distance: 4 yds. Max Distance: 18 yds. Start Signal: Audible าp Signal: Last shot

art Position: Facing uprange, hands in surrender position (hands above shoulder height)

Penalties: Premature Starts +5 sec.; Foot Faults +5 sec.; Each mandatory target not hit +5 sec.; Procedural +5 sec.