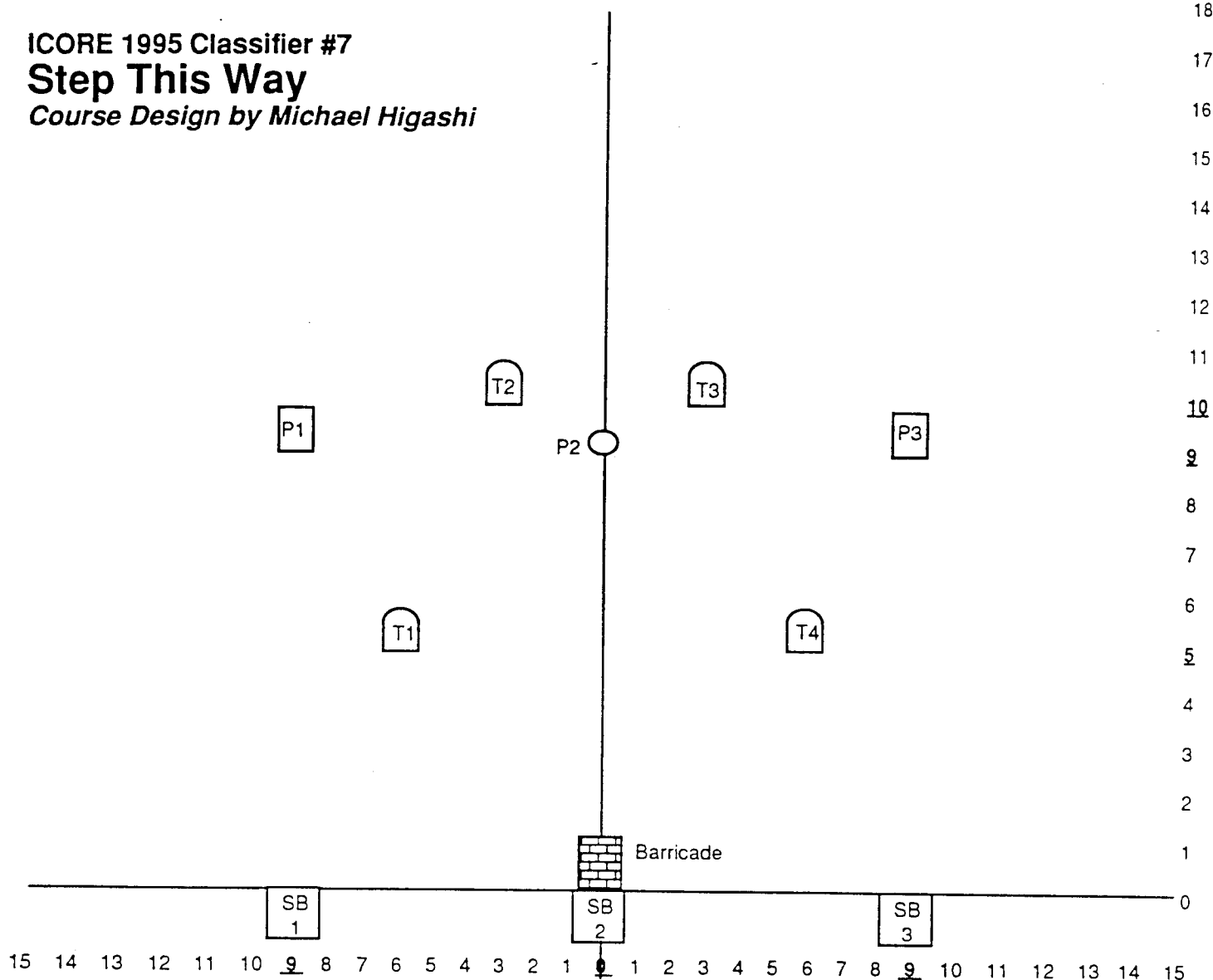


ICORE 1995 Classifier #7
Step This Way
Course Design by Michael Higashi



Stage Procedure: String One: Shooter begins in SB1, in a surrender position facing downrange. At the start signal, shooter draws and engages P1, then stepping out of SB1, but before entering SB2, engages T1 and T2. Shooter then enters SB2 and engages P2 from the right side of the barricade, then after stepping out of SB2 but before entering SB3, shooter engages T3 and T4. Shooter then enters SB3 and engages P3.

String Two: Shooter starts in SB3, in a surrender position facing downrange. At the start signal, shooter engages P3, then after stepping out of SB3, but before entering SB2 shooter engages T3 and T4. Shooter enters SB2 and engages P2 from the left side of the barricade, then after stepping out of SB2 but before entering SB1 shooter engages T2 and T1. Shooter enters SB2 and engages P1.

String Three: Shooter's choice of repeating either string one or string two.

SPECIAL NOTES: There is no stop plate. And remember when moving from left to right the shooter must engage P2 from the right side of the barricade and when moving from right to left the shooter must engage P2 from the left side of the barricade.

Scoring: Time. Two shots on paper per required engagement, and one shot on steel per required engagement.

Targets: 3 paper, 2 18 x 24" steel rectangles and 1 10" plate (P1 & P3 are 18" x 24" steel plates, P2 is a 10" round & %1-5 are the standard ICORE paper target. P1, P2, P3, T2 and T3 are placed at ICORE normal height & T1 & T4 are at ICORE ground level as per the June, 195 2nd edition ICORE rule book.

Min. Rounds: 30 rounds

Min. Distance: 5 yds.

Max Distance: 10 yds.

Start Signal: Audible

Signal: Last shot

Position: Facing targets, hands in "surrender" position (wrists at or above shoulder level)

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