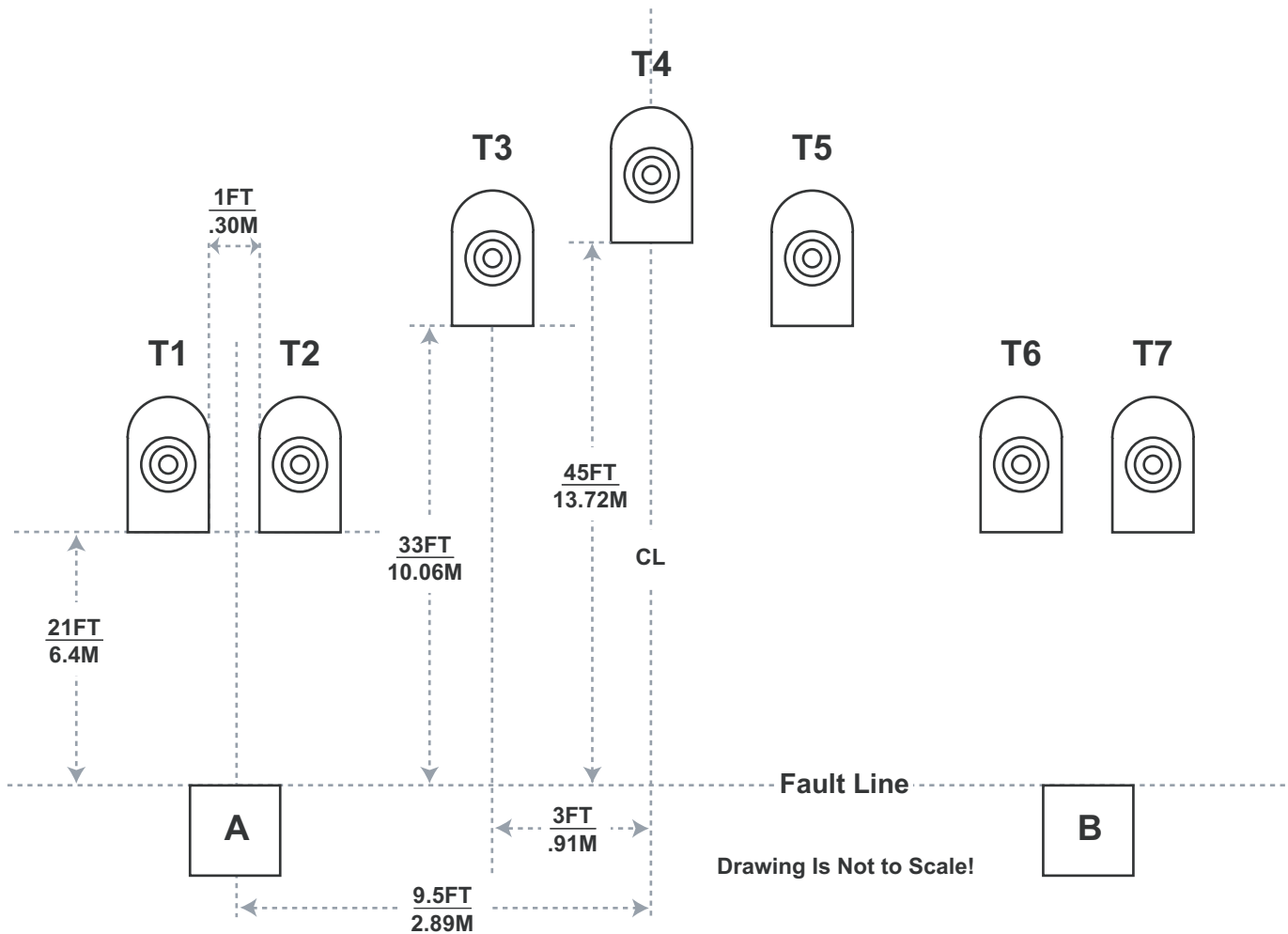




# So Many Targets, So Little Time

**CS-011**  
 Designed by  
 Steven Bressan



Drawing Is Not to Scale!

**Start Position:** Standing in Box A or Box B, facing downrange, hands relaxed at sides.

**Procedure:**

At start signal engage appropriate targets, then move to other box and engage appropriate targets. From Box A engage only T1 and T2 with only three (3) rounds each in any order. From Box B engage only T6 and T7 with only three (3) rounds each in any order. Between Box A and Box B (no foot in either box), engage only T3 thru T5 with only two (2) rounds in any order. A mandatory reload must be performed before engaging T3 thru T5 and a second reload must be performed after engaging T3 thru T5.

**Scoring:** Shots Limited

**Targets:** 7 NRA D-1 paper

**Rounds:** 18 maximum

**Start:** Audible

**Stop:** Last shot

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

**Stage Setup:** Place targets per drawing dimensions. Set targets T1 thru T7 at standard height with top of target 1.65 m (5 feet 6 inch) +/- 5cm (2 inches) from ground. Alignment is shown to centerlines of boxes and targets, unless otherwise noted.

Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

# CS-011

## Shots Limited

# So Many Targets



| Target | A | B | C | M | Hits |
|--------|---|---|---|---|------|
| T1     |   |   |   |   | 3    |
| T2     |   |   |   |   | 3    |
| T3     |   |   |   |   | 2    |
| T4     |   |   |   |   | 2    |
| T5     |   |   |   |   | 2    |
| T6     |   |   |   |   | 3    |
| T7     |   |   |   |   | 3    |

R.O. \_\_\_\_\_

Shooter \_\_\_\_\_

|            |  |  |  |  |    |
|------------|--|--|--|--|----|
| Total Hits |  |  |  |  | 18 |
|------------|--|--|--|--|----|

|             |    |    |    |    |  |
|-------------|----|----|----|----|--|
| Time Factor | x0 | x1 | x2 | x5 |  |
|-------------|----|----|----|----|--|

|  |   |  |   |  |   |
|--|---|--|---|--|---|
|  | + |  | + |  | = |
|--|---|--|---|--|---|

|             |  |     |
|-------------|--|-----|
| Extra Shots |  | X5= |
|-------------|--|-----|

|            |  |     |
|------------|--|-----|
| Extra Hits |  | X5= |
|------------|--|-----|

|             |  |     |
|-------------|--|-----|
| Procedurals |  | X5= |
|-------------|--|-----|

Notes

|  |            |
|--|------------|
|  | Clock Time |
|--|------------|

|  |                |
|--|----------------|
|  | Hit Time Added |
|--|----------------|

|  |               |
|--|---------------|
|  | + Extra Shots |
|--|---------------|

|  |              |
|--|--------------|
|  | + Extra Hits |
|--|--------------|

|  |               |
|--|---------------|
|  | + Procedurals |
|--|---------------|

|  |       |
|--|-------|
|  | Total |
|--|-------|

Name \_\_\_\_\_

ICORE Number \_\_\_\_\_

Date \_\_\_\_\_ Club \_\_\_\_\_

Limited / Open / Retro (Circle one)