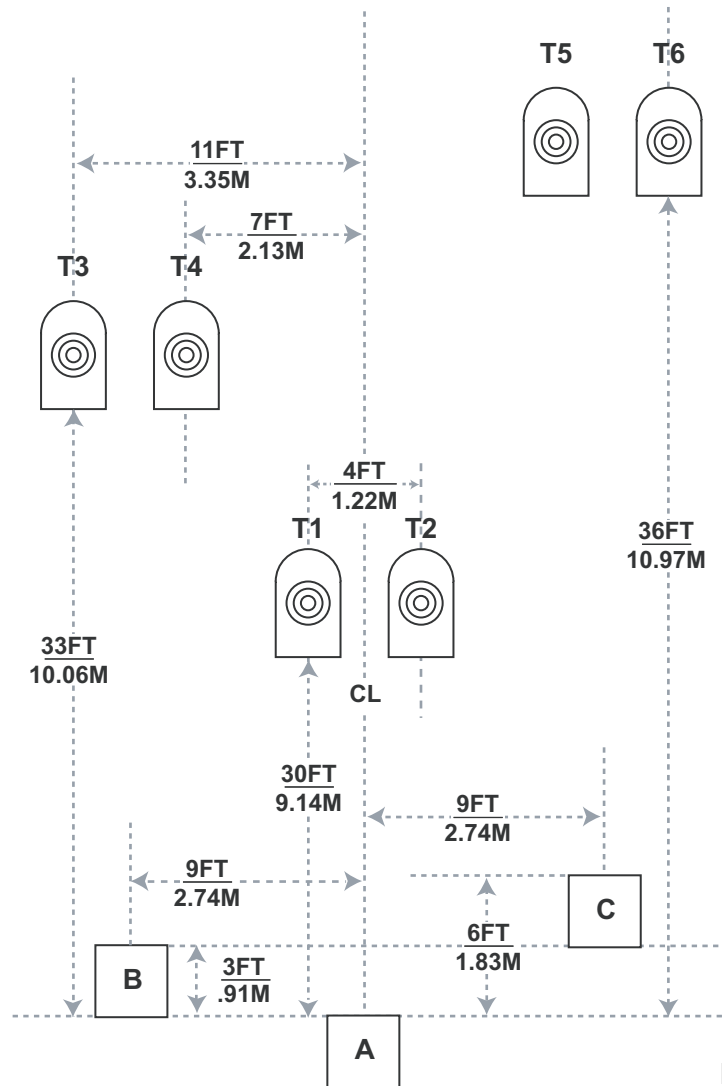




Twos and Threes

CS-013
Designed by
Steven Bressan



Drawing is Not to Scale!

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

Procedure:

At start signal, from Box A, engage only T1 with only two (2) rounds and engage only T2 with only three (3) rounds in any order. From Box B, engage only T3 with only three (3) rounds and engage only T4 with only two (2) rounds in any order. From Box C, engage only T5 and T6 with only three (3) rounds each in any order. A mandatory reload must be performed before engaging targets from Box B and again before engaging targets from Box C. Targets MUST be engaged ONLY with number of rounds as specified. Failure to engage targets with correct round count will be scored as EXTRA HITS or MISSES as appropriate.

Scoring: Shots Limited

Targets: 6 NRA D-1 paper

Rounds: 16 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 T6 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).

"REV. 1: MARCH 2004"

CS-013

Shots Limited

Twos and Threes



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

R.O. _____

Shooter _____

Total Hits		+		+		+		=	16
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Time Factor	x0	x1	x2	x5
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		+		+		=
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Extra Shots		X5=
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Extra Hits		X5=
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Procedurals		X5=
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Notes

	Clock Time
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	Hit Time Added
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	+ Extra Shots
--	---------------

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

	+ Procedurals
--	---------------

	Total
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Name _____

ICORE Number _____

Date _____ Club _____

Limited / Open / Retro (Circle one)