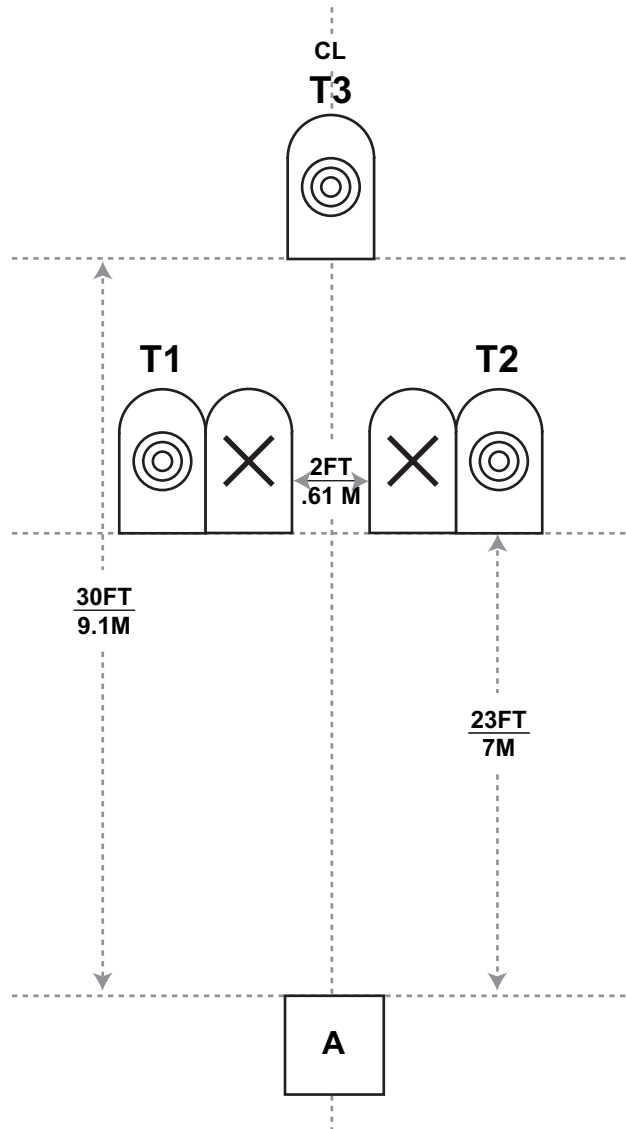




# Quicky II

CS-029



**Drawing is Not to Scale!**

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

**Procedure:**

At start signal, engage T1 thru T3 with only 2 rounds each in any order **FREESTYLE**. Perform a mandatory reload and reengage T1 thru T3 with only 2 rounds each in any order **STRONG HAND ONLY**. Perform a mandatory reload and reengage T1-T3 with only 2 rounds each in any order **WEAK HAND ONLY**.

**Scoring:** Shots Limited

**Targets:** 3 NRA D-1 paper

**Rounds:** 18

**Start:** Audible

**Stop:** Last shot

**Penalties:** Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals, no shoots and misses +5 seconds per occurrence.

**Stage Setup:** Place targets per drawing dimensions. Set all shoot targets at standard height with top of target 1.65 m (5 feet 6 inch) +/- 5cm (2 inches) from ground. Place no shoot target touching edge of shoot targets, bottom edges aligned. 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-029

## Shots Limited

### Quicky II



Target	A	B	C	M	Hits
T1					6
T2					6
T3					6

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

Shooter \_\_\_\_\_

Total Hits		+		+		+		=	18
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Time Factor	x0		x1		x2		x5	
				+		+		=
			Extra Shots					X5=
			Extra Hits					X5=
			No Shoots					X5=
			Procedurals					X5=

	Clock Time
	Hit Time Added
	+ Extra Shots
	+ Extra Hits
	+ No Shoots
	+ Procedurals
	Total

Notes

Name \_\_\_\_\_

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

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

Limited / Open / Retro (Circle one)