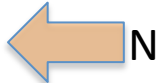




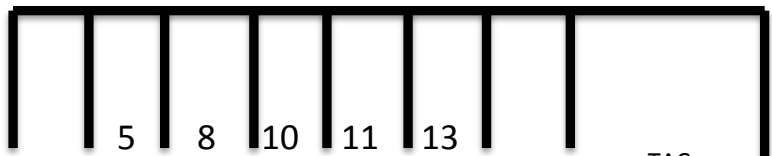
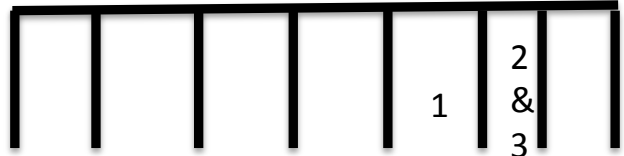
2016

IRC

INTERNATIONAL REVOLVER CHAMPIONSHIP



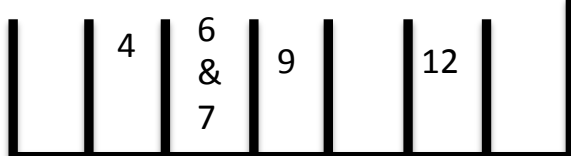
EAST LOT
Comp parking



Reg & Vendors

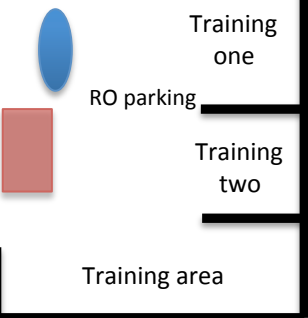
SHOOT OFF

CHRONO



TAC BAY

WEST LOT
Comp parking



**RANGE
DIAGRAM**



2016 IRC by Chiappa
Stage 1 Harry Callahan
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Standing anywhere within the shooting area, hands relaxed at sides.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets as they become available from within the shooting area, PP 1 activates Swinger 1, PP 4 activates Swinger 2. Swingers remain visible at rest.

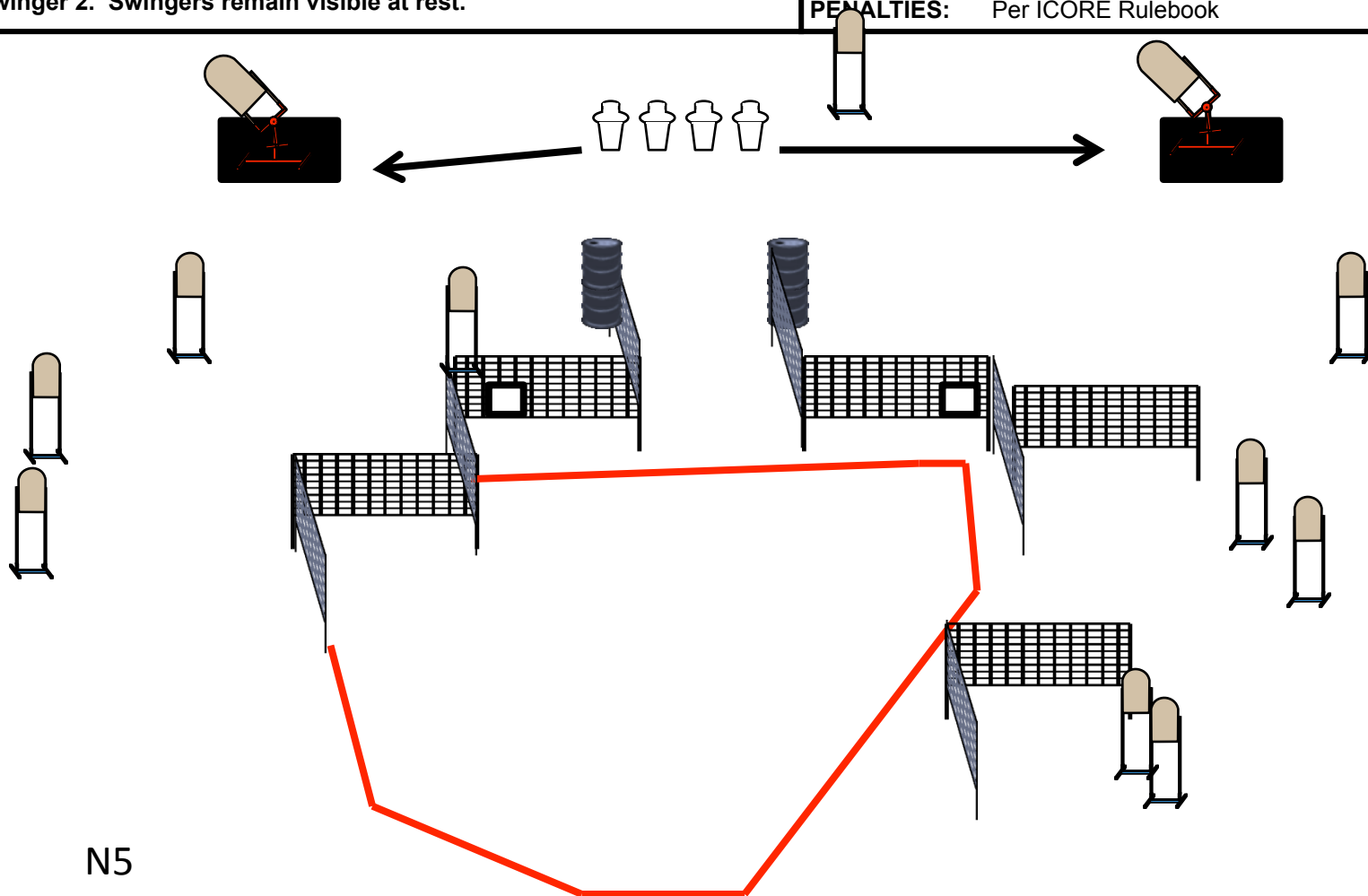
SCORING: 28 rounds, Unlimited

TARGETS: 12 NRA D1 paper, 4 poppers

SCORED HITS: best 2 per paper, steel must fall

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rulebook



N5



**2016 IRC by Chiappa
Stage 2 Drawing Attention**

**Course Designer: ICORE
Rules: Per ICORE Rulebook**



START POSITION: Standing in the shooting area, wrists above shoulders

GUN READY CONDITION: Loaded and Holstered

SCORING: 16 rounds, Limited

TARGETS: 2 NRA D1 paper

SCORED HITS: 8 per target

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rule Book

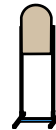
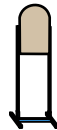
STAGE PROCEDURE:

String 1: Engage T1&2 w/ only 2 rounds in any order.

String 2: Engage T1&2 w/ only 2 rounds Strong Hand Only

String 3: Engage T1&2 w/ only 2 rounds Weak Hand Only

String 4: Repeat string 1





2016 IRC by Chiappa
Stage 3 Bill In Total
Course Designer: ICORE
Rules: Per ICORE Rulebook



START POSITION: Standing in the shooting area, wrists above shoulders

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: At start signal, engage T1-3 with only 3 rounds each in any order from Box A. Move to Box B and engage T1-3 with only 2 rounds each in any order. Move to box C and engage T1-3 with only 1 round each in any order. One continuous string. Mandatory reload between boxes.

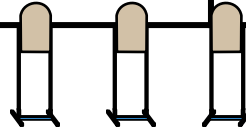
SCORING: 18 rounds, Limited

TARGETS: 3 NRA D1 paper

SCORED HITS: 6 per target

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rule Book



N6



2016 IRC by Chiappa
Stage 4 Swing Out
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Toes touching marks, wrists above shoulders.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets from within the shooting area. PP 1 activates swinging targets 1&2 which remains visible. PP 2 activates Maxtrap 1 which disappears.

SCORING: 24 rounds, Unlimited

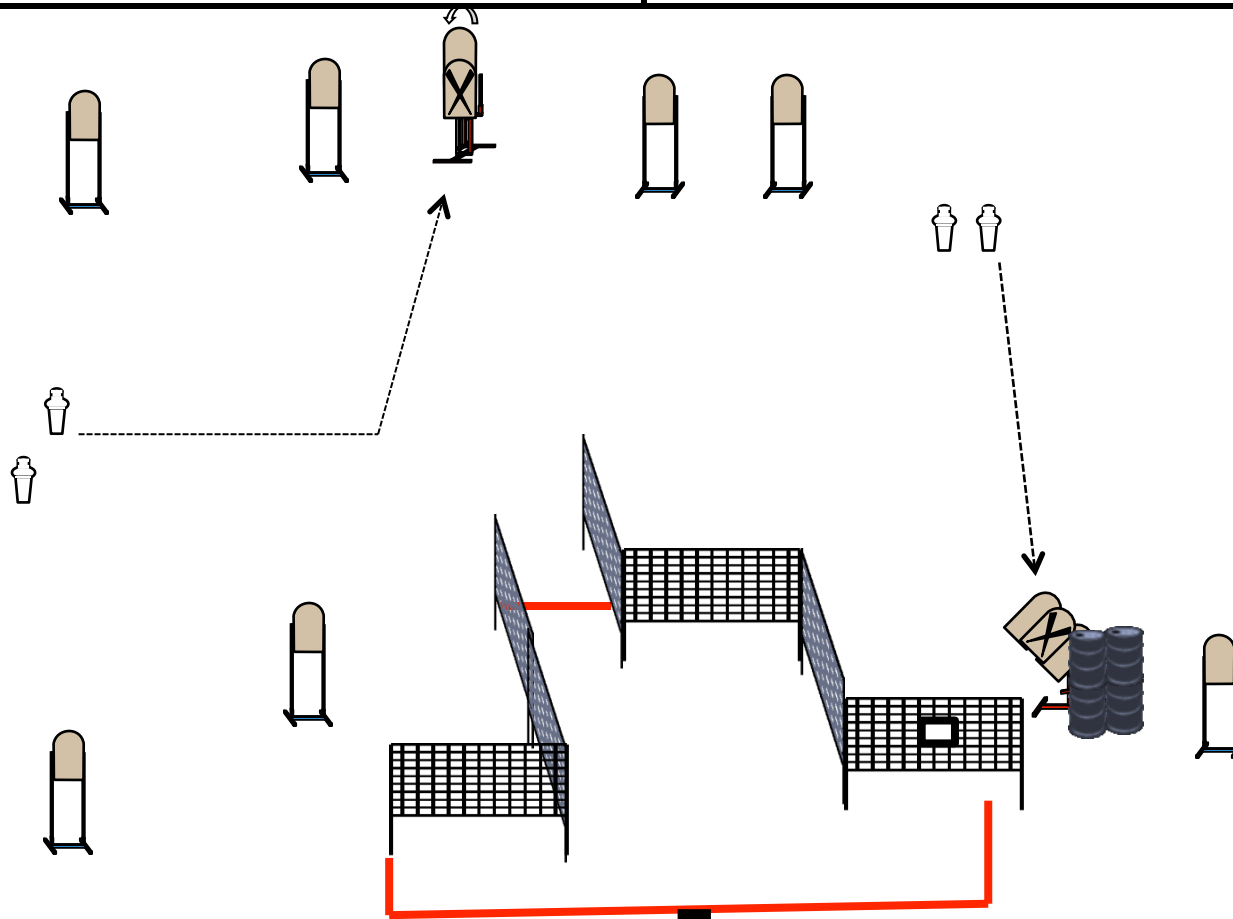
TARGETS: 10 NRA D1 paper, 4 poppers

SCORED HITS: best 2 per paper, steel must fall

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rulebook

S13





2016 IRC by Chiappa
Stage 5 Tip Up

Course Designer: Jenx
Rules: Per ICORE Rulebook

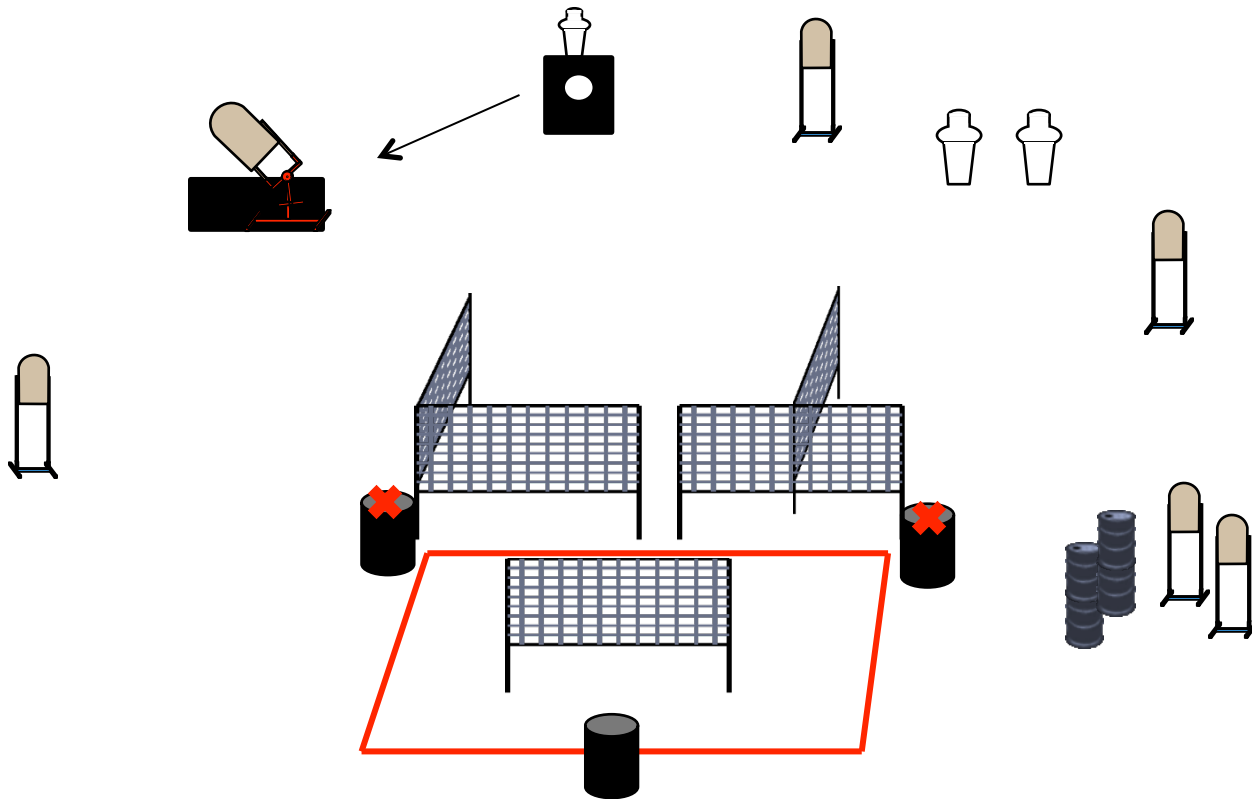


START POSITION: standing outside shooting area, facing any direction, fingers touching head above ears.

GUN READY CONDITION: Unloaded and lying flat on either X.
Ammunition on any other barrels. Ammo and gun are not on the same barrel. Only ammunition that come from the barrels may be used.

STAGE PROCEDURE: Engage targets as they become available from within the shooting area. Popper 1 activates swinging target which remains visible at rest.

SCORING: 15 rounds, Unlimited
TARGETS: 6 NRA D1 paper ,3 Poppers
SCORED HITS: best 2 per paper, steel must fall
START-STOP: Audible-last shot
PENALTIES: Per ICORE Rulebook





2016 IRC by Chiappa
Stage 6 Seven Mary Three
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Standing in the shooting area, hands relaxed at sides.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets from within the shooting area.
Each Popper activates one target. Maxtrap and Drop turner are disappearing targets.

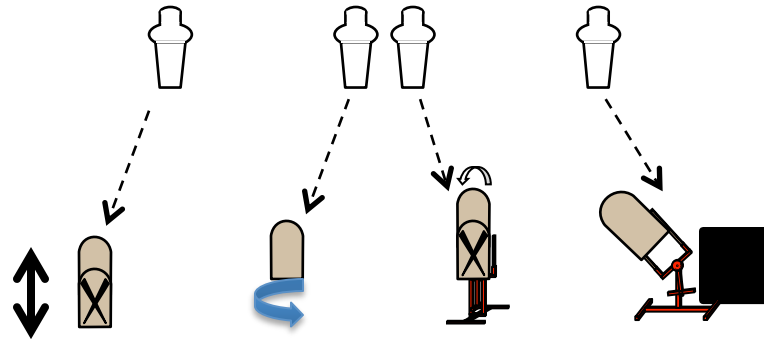
SCORING: 12 rounds, Unlimited

TARGETS: 4 NRA D1 paper, 4 poppers

SCORED HITS: best 2 per paper, steel must fall

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rulebook





2016 IRC by Chiappa
Stage 7 Seven Mary Four
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Standing anywhere in the shooting area, hands relaxed at sides.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage target from within the shooting area. PP 1. PP 1 activates Maxtrap 1, PP 2 activates Maxtrap 2. Maxtraps disappear.

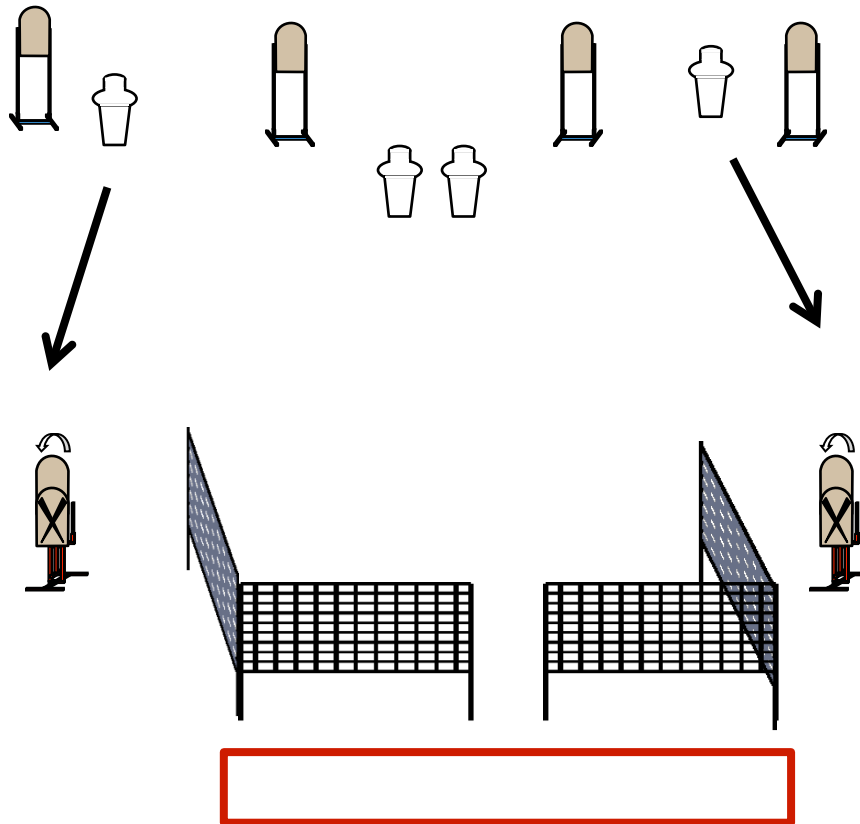
SCORING: 16 rounds, Unlimited

TARGETS: 6 NRA D1Paper, 4 Poppers

SCORED HITS: best 2 per paper, steel must fall

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rulebook





2016 IRC by Chiappa
Stage 8 Miculek
Course Designer: The Mikes
Rules: Per ICORE Rulebook

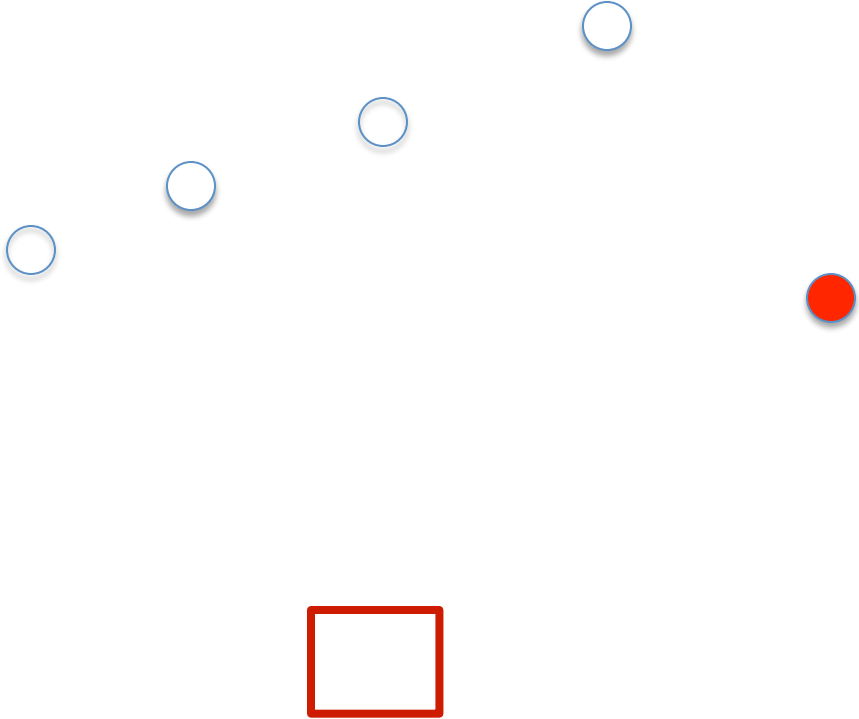


START POSITION: Standing in any box, wrists above shoulders.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: From box engage the 4 white plates with one hit each then the red plate with one hit. Red plate must be hit last.
5 runs will be shot in a row with the slowest time thrown out. The remaining 4 times will be added together for your stage score. 5 second penalty for a miss, Failure to hit stop plate equals 30 seconds.

SCORING: 25 rounds, Unlimited
TARGETS: 5 steel
SCORED HITS: 1 hit per target
START-STOP: Audible-last shot
PENALTIES: Per ICORE Rule Book





2016 IRC by Chiappa
Stage 9 3500BC
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Sitting in the shooting area, hands on knees.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets from within the shooting area.

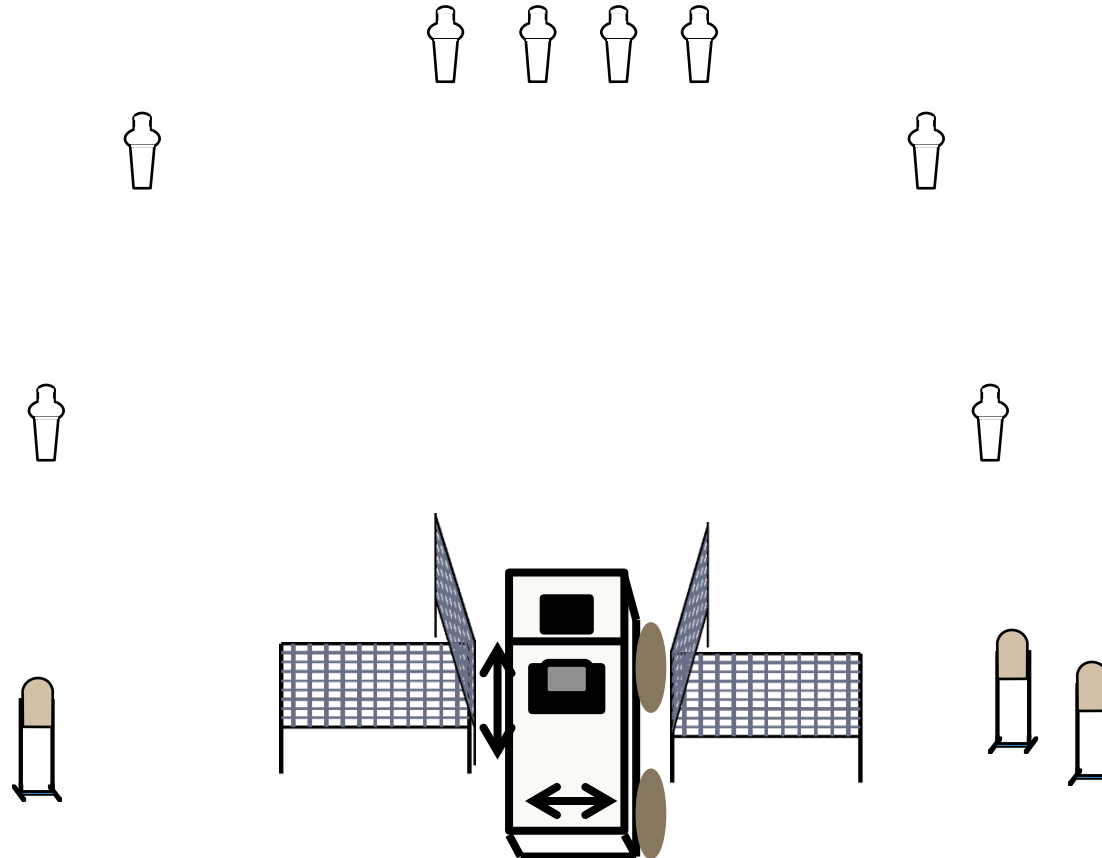
SCORING: 14 rounds, Unlimited

TARGETS: 3 NRA D1 Paper, 8 poppers

SCORED HITS: best 2 per paper, steel must fall

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rulebook





2016 IRC by Chiappa
Stage 10 Murtaugh
Course Designer: Smitty
Rules: Per ICORE Rulebook



START POSITION: Standing in any box, hands relaxed.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: From red box engage red steel, purple box engage purple steel, yellow box engage yellow steel. White steel must be engaged from outside of a box. Rectangular steel requires 2 hits, round steel requires one hit.

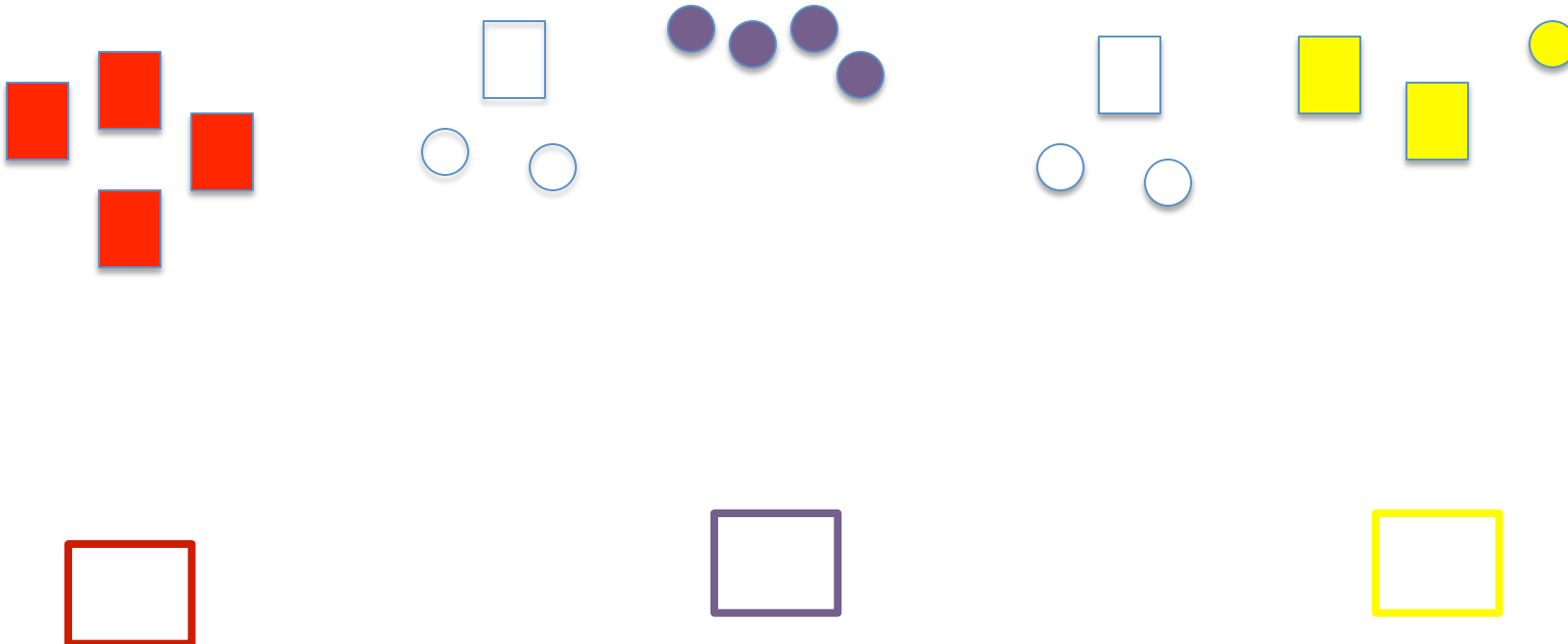
SCORING: 25 rounds, Unlimited

TARGETS: 17 steel

SCORED HITS: 2 on rectangle. 1 on rounds.

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rule Book





2016 IRC by Chiappa
Stage 11 Top Break

Course Designer: Jenx
Rules: Per ICORE Rulebook

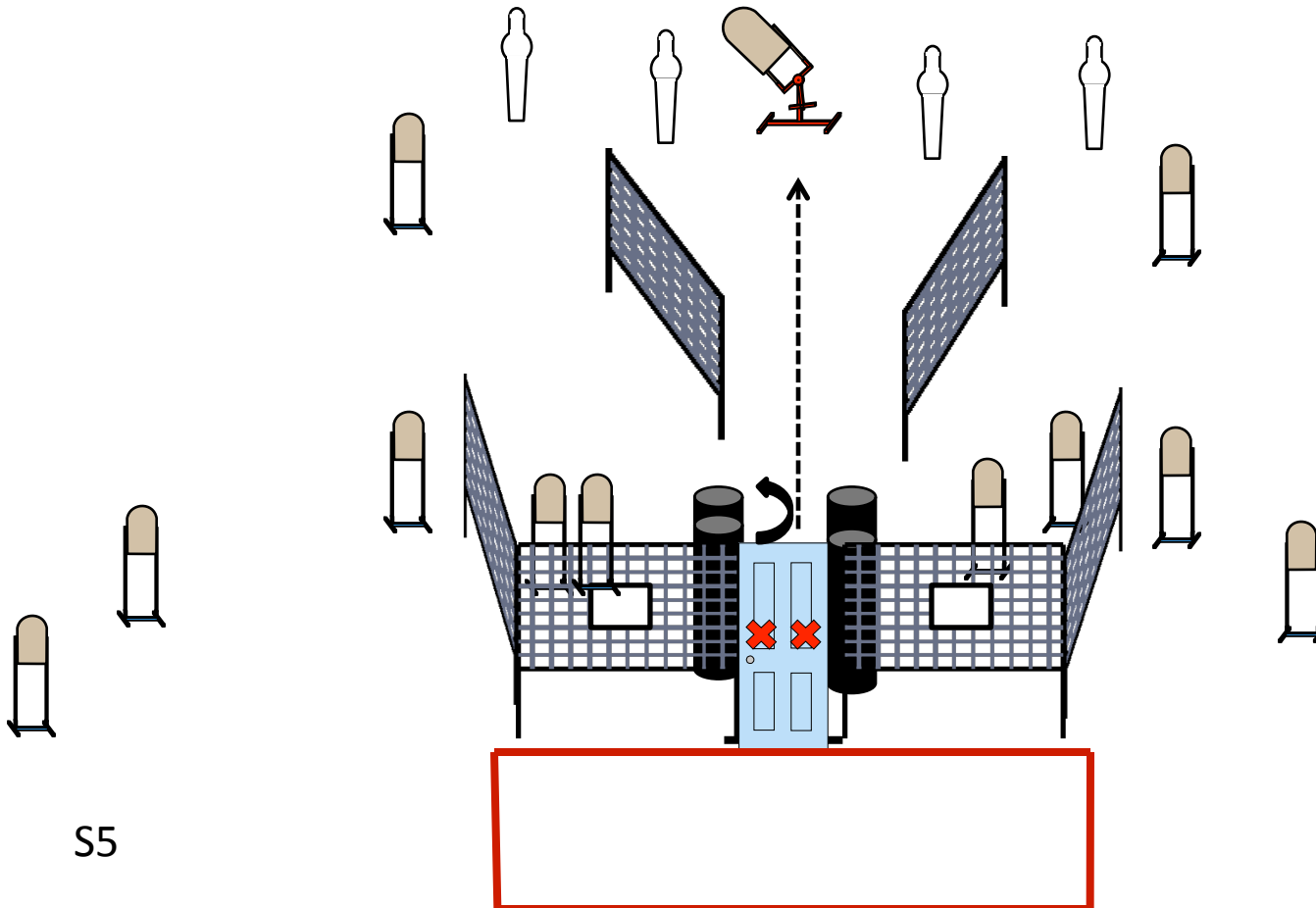


START POSITION: Standing anywhere in the shooting area, palms on marks

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets as they become available from within the shooting area. Door activates SW1, which remains visible at rest.

SCORING: 28 rounds, Unlimited
TARGETS: 12 NRA D1 paper, 4 Poppers
SCORED HITS: best 2 per paper, steel must fall
START-STOP: Audible-last shot
PENALTIES: Per ICORE Rulebook



S5



2016 IRC by Chiappa
Stage 12 Eighteen Thirtysix
Course Designer: Smitty
Rules: Per ICORE Rulebook



START POSITION: Toes on marks, hands relaxed.

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: On signal, engage targets from within the shooting area.

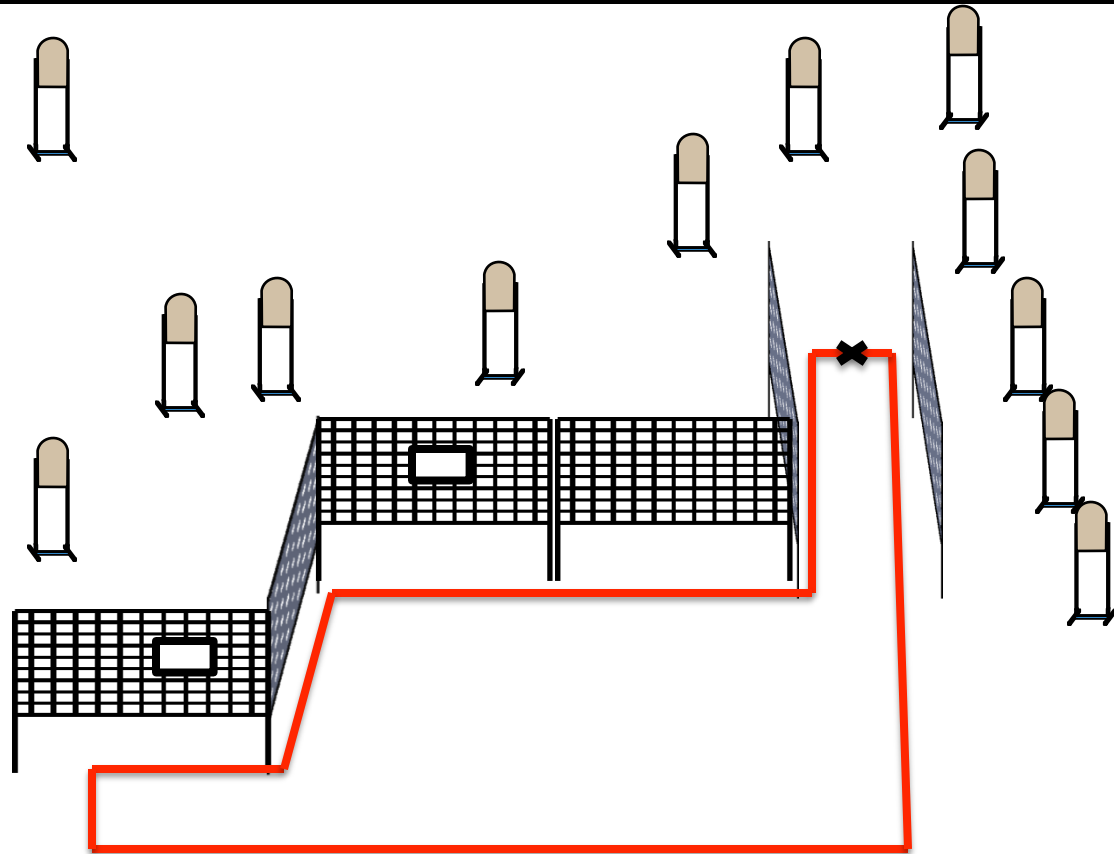
SCORING: 24 rounds, Unlimited

TARGETS: 12 NRA D1 paper

SCORED HITS: 2 per target, X count score

START-STOP: Audible-last shot

PENALTIES: Per ICORE Rule Book





2016 IRC by Chiappa
Stage 13 Mcgivern
Course Designer: Jenx
Rules: Per ICORE Rulebook



START POSITION: Toes touching marks, hands above shoulders

GUN READY CONDITION: Loaded and Holstered

STAGE PROCEDURE: Engage targets as they become available from within the shooting area. PP1 activates slider 1, PP 2 activates slider 2. Sliding targets are available at rest.

SCORING: 22 rounds, Unlimited
TARGETS: 10 NRA D1 Paper, 2 Poppers
SCORED HITS: best 2 per paper, steel must fall
START-STOP: Audible-last shot
PENALTIES: Per ICORE Rulebook

