

Scoring: Shots Limited Targets: 9 NRAD-1

Rounds: 18 minimum Start Signal: Audible Stop Signal: Last Shot

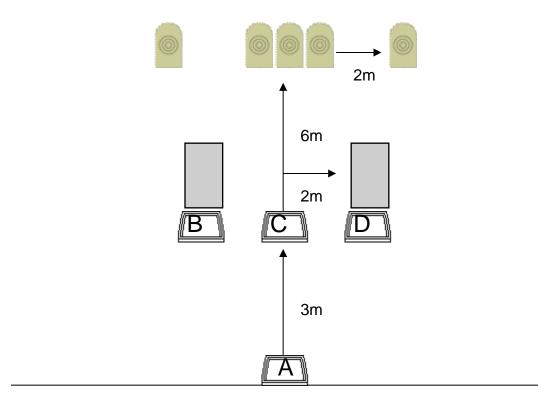
**Start Position:** Standing in Box A, loaded facing down range hands loose by sides.

Procedure: On signal engage targets 1,2 &3 with 2 rounds each, move to Box B and

engage targets 4,5 & 6 with 2 rounds each. Move to Box C and engage

targets 7,8 & 9 with 2 rounds each. X ring count

Penalties: As Per ICORE Rule Book



Scoring: Shots unLimited Targets: 5 NRAD-1

Rounds: 15

Start Signal: audable Stop Signal: Last Shot

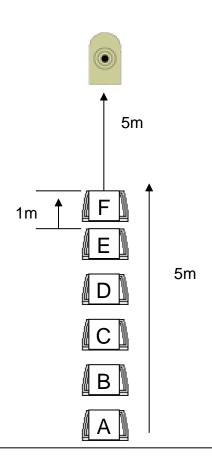
**Start Position:** Standing in box A ,Loaded facing down range hands loose by sides.

Procedure: On signal engage T2,T3 & T4 with 2 rounds each. Move to Box B and

engage T1 with 3 rounds. Move to Box C engage T2, T3 & T4 with 1 rounds each. Move to Box D and engage T5 with 3 rounds. Order of

Boxes is shooters choice

Penalties: As per ICORE Rule Book



Scoring: Shots Limited Targets: 1 NRAD-1

Rounds: 12 Start Signal: Audible Stop Signal: Last Shot

Start Position: Standing in box A ,loaded facing down range hands above shoulders

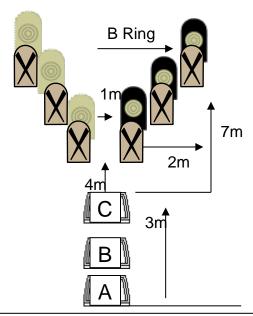
**Procedure:** 1st String. On signal engage Target with 2 shot from Box A.

 $2^{\text{nd}}$  string. Move to Box B and engage target with two shot 6 strings by

moving forward one Box for each string

X Ring deduct 1second

Penalties: As Per ICORE Rule Book



Scoring: Shots Limited Targets: 6 NRAD-1

Rounds: 18 maximum Start Signal: Audible Stop Signal: last Shot

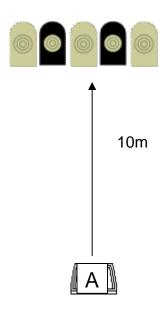
Start Position: Standing in Box loaded hands by side

**Procedure:** On signal engage all targets with one shot, move to

Box B and engage all targets with one shot strong hand, move to Box C and engage all targets with one

shot weak hand.

**Penalties:** As per ICORE Rule Book



Scoring: Shots Limited Targets: 5 NRAD-1

Rounds: 20 maximum Start Signal: Audible: Stop Signal: Last Shot:

Start Position: Standing in Box A loaded hands by side

Procedure: On signal engage all targets with 1 round each reload

and engage all targets with 2 rounds each, reload and

engage all targets with 1 round each.

**Penalties:** As per ICORE Rule Book