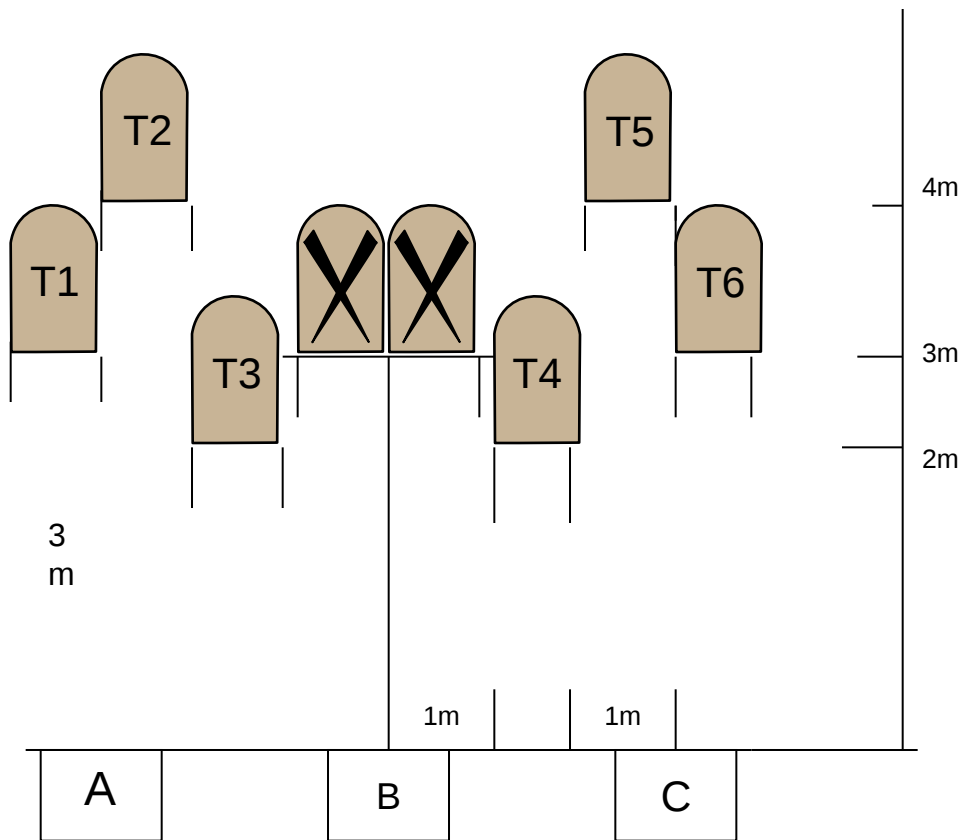


VAPA Postal 2017

ICORE Stage 1



Scoring: Shots Limited

Targets: 6 NRAD-1

Rounds: 18

Start Signal: Audible

Stop Signal: Last Shot

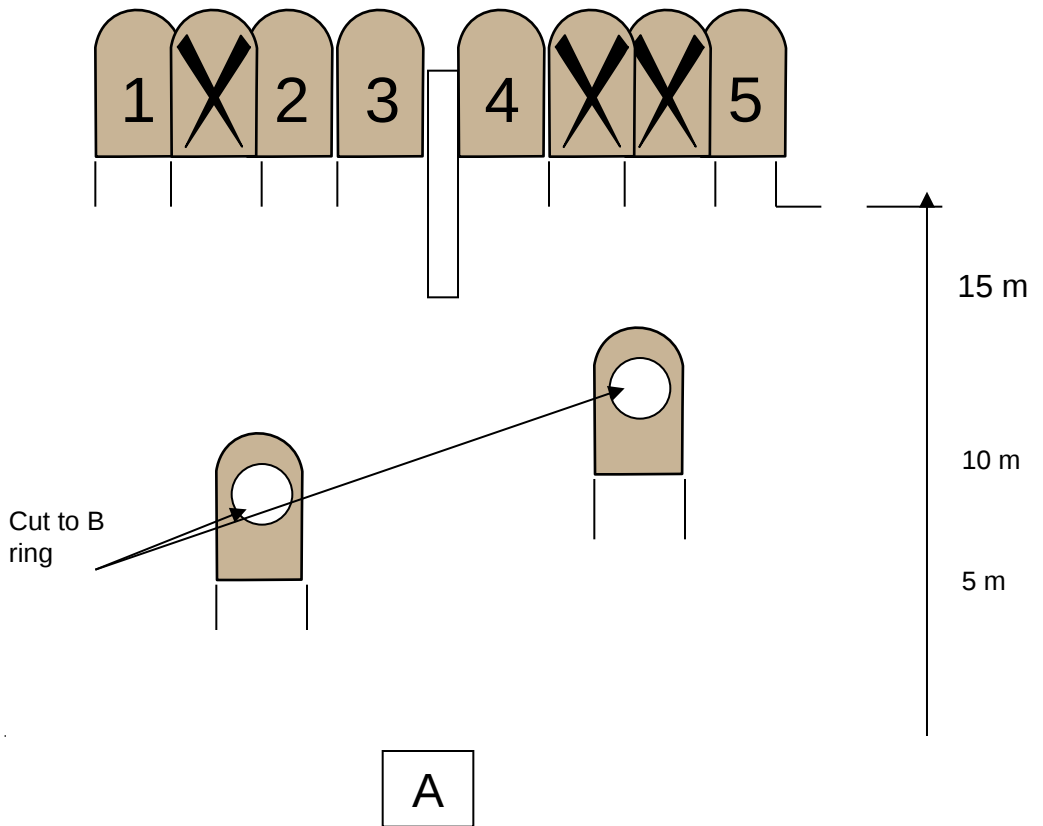
Start Position: Standing in box A ,Loaded facing down range hands loose by sides.

Procedure: On signal engage T1-T3 with 2 rounds each. Move to Box B and engage T3 & T4 with 3 rounds each. Move to Box C and engage T4 – T6 with 2 rounds each. MUST reload in each shooting box before engaging targets.

Penalties: as per ICORE Rulebook

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ICORE Stage 2



Scoring: Shots Limited

Rounds: 18

Start Signal: Audible

Stop Signal: Last Shot

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

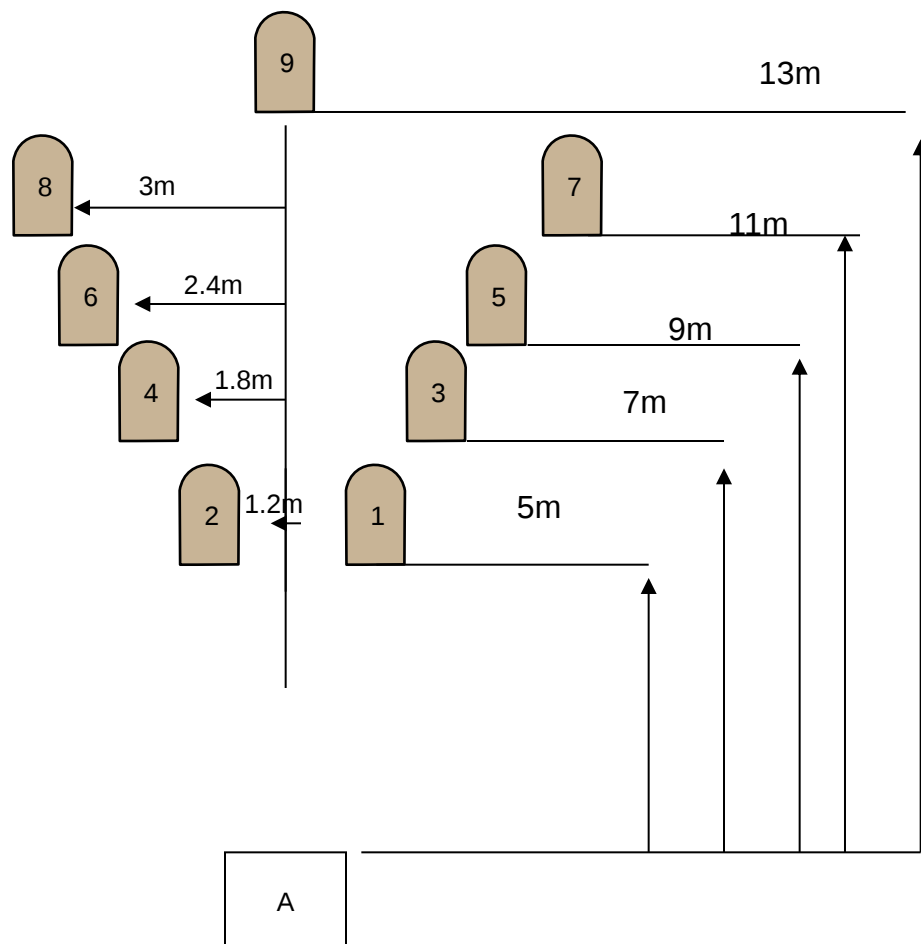
Procedure: On signal engage T2-T4 with 2 rounds each. Move to left port hole and engage T1–T3 with 2 rounds each. Move to right port hole and engage T4 & T5 with 3 rounds each.

Penalties: as per ICORE Rulebook

Targets: 5 NRAD-1
3 no shoots

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ICORE Stage 3



Scoring: Shots Limited

Rounds: 18 Maximum

Start Signal: Audible

Stop Signal: Last Shot

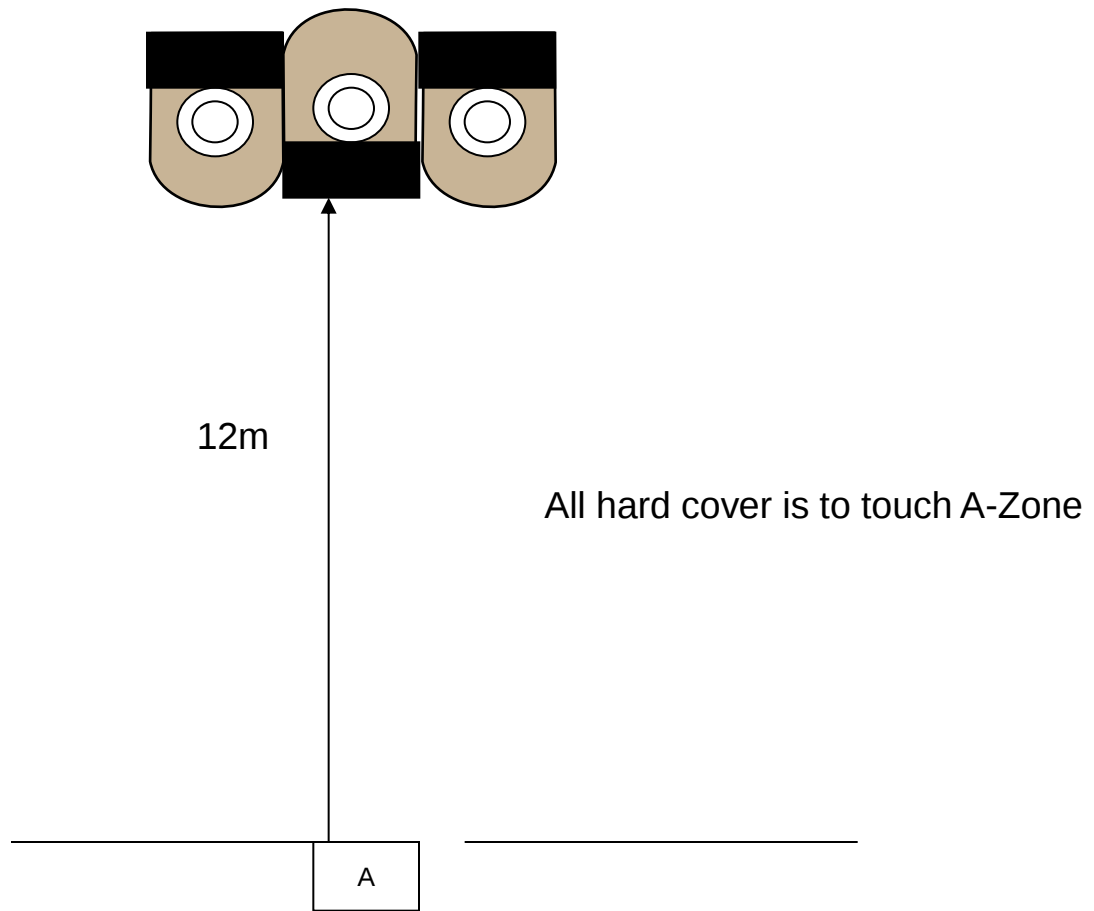
Start Position: Standing in box A, Loaded facing down range hands loose by sides.

Procedure: On signal engage paper targets in number order with 2 rounds each.

Penalties: Premature starts, foot faults, misses and procedural errors are 5 seconds per occurrence

Targets: 9 NRA D-1

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ICORE STAGE 4



Scoring: Shots Limited

Rounds: 18 Maximum

Start Signal: Audible

Stop Signal: Last Shot

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

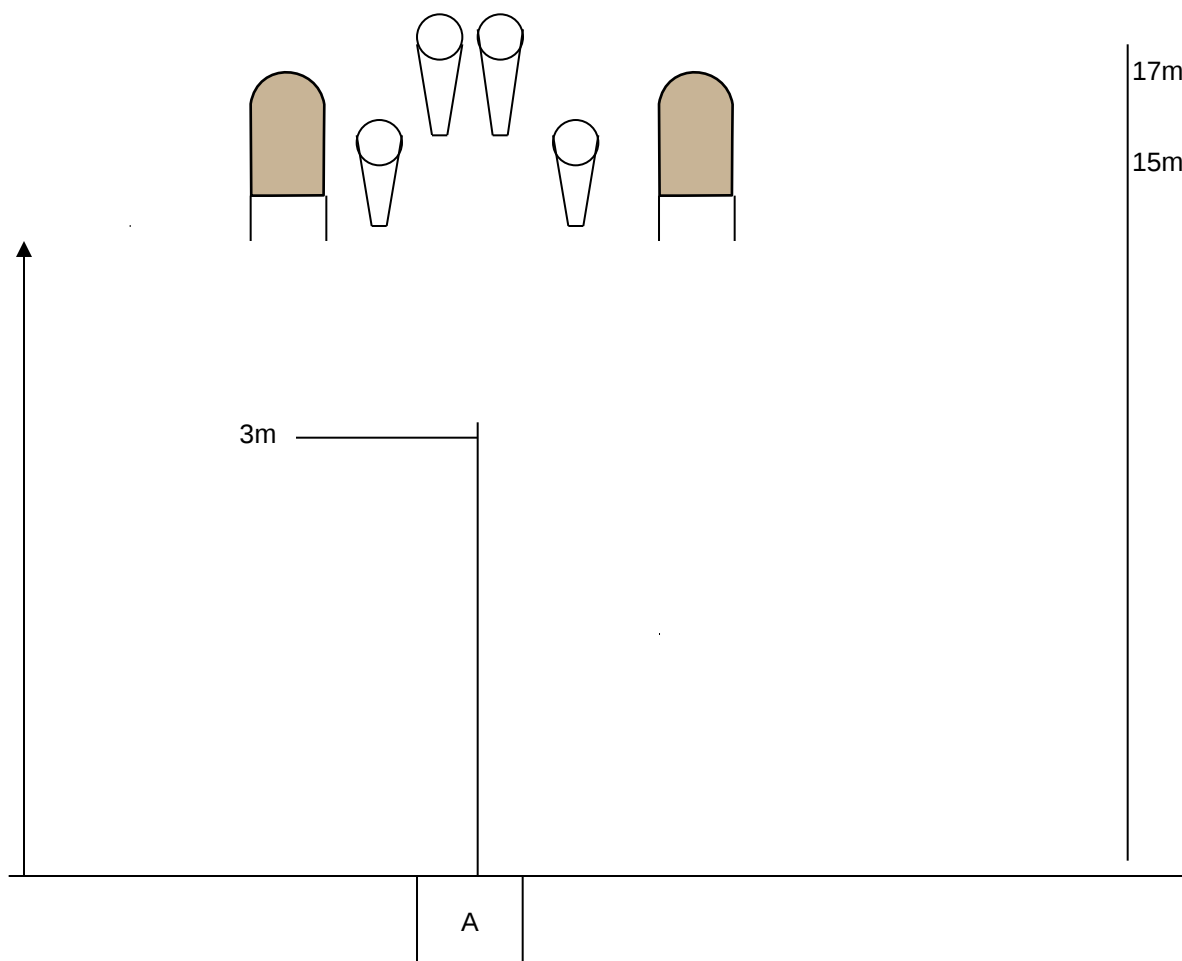
Procedure: On signal engage T1-T3 with 2 shots each freestyle. Reload and engage T1 – T3 with 2 rounds each strong hand only. Reload and engage T1 – T3 with 2 rounds each weak hand only.

Penalties: Per ICORE Rulebook

Targets: 3 NRA D-1

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ICORE Stage 5



Scoring: Shots Unlimited

Targets: 2 NRA D-1.
4 PP

Rounds: 20 Minimum

Start Signal: Audible

Stop Signal: Last Shot

Start Position: Standing in Box A fully loaded hands by side.

Procedure: On signal engage both paper targets with 2 shots each and one PP ONLY. Reload and engage paper targets with 2 rounds and one PP ONLY. Reload and engage paper targets and one PP ONLY. Reload and engage paper targets and remaining PP.

Penalties: Per ICORE Rulebook