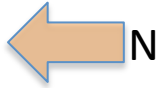




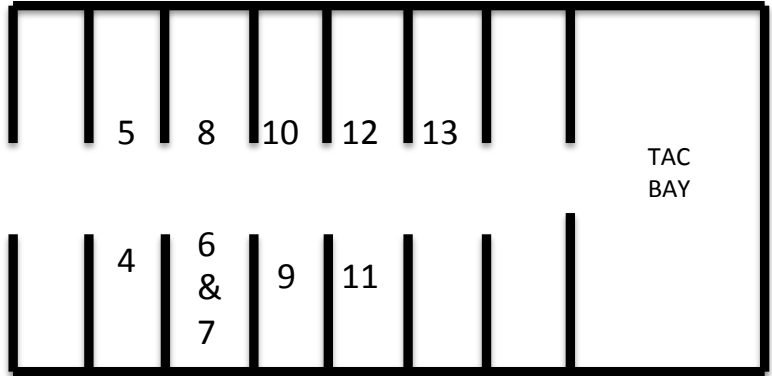
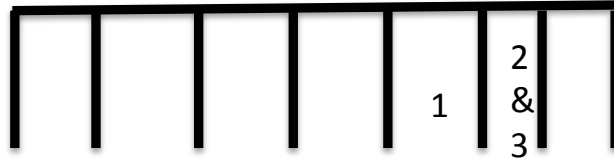
2016

**IRC**

INTERNATIONAL REVOLVER CHAMPIONSHIP



EAST LOT  
Comp parking



Reg & Vendors

SHOOT OFF

CHRONO

Training one

RO parking

Training two

Training area

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.

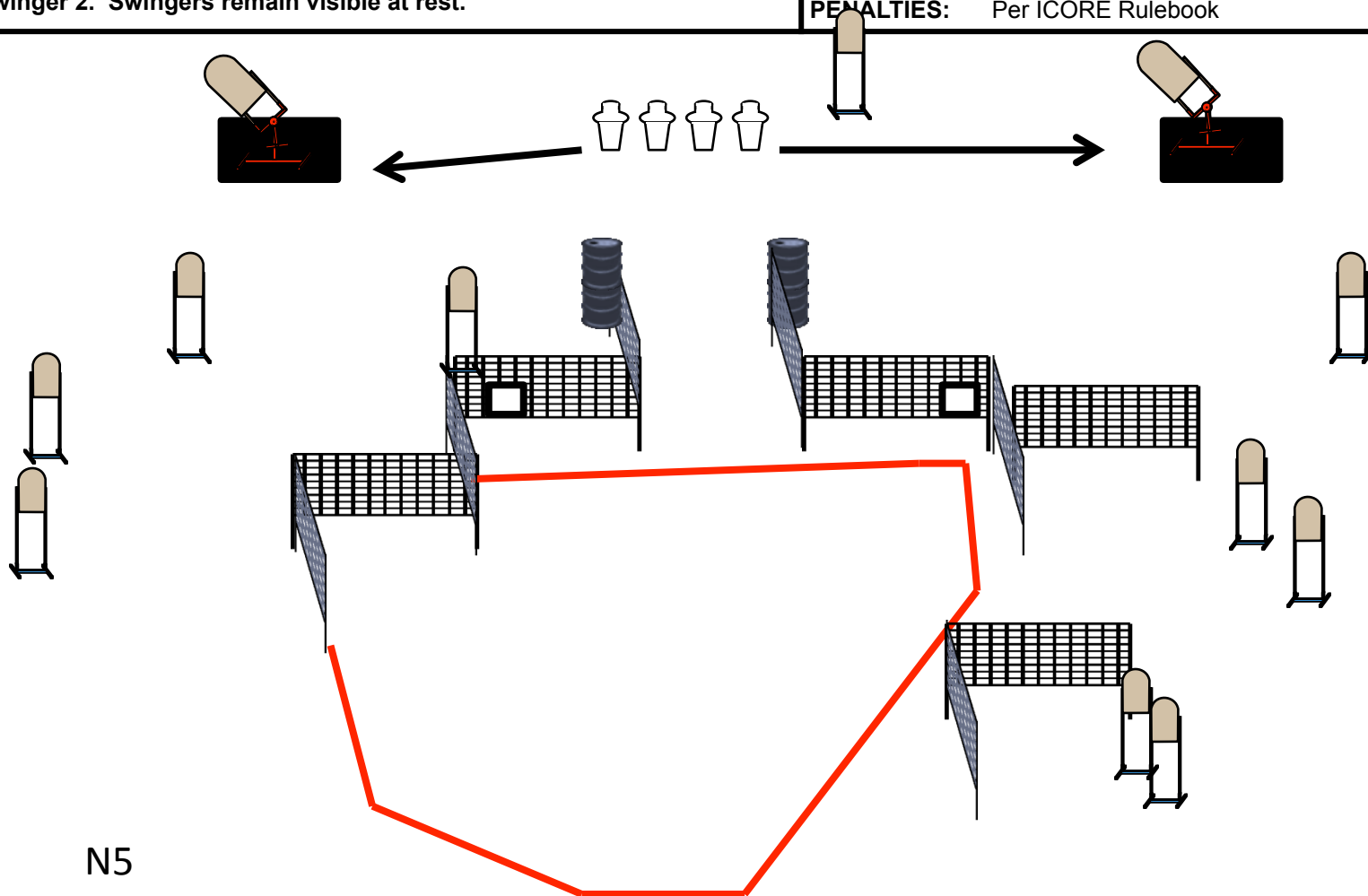
**SCORING:** 28 rounds, Unlimited

**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**

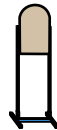
**STAGE PROCEDURE:**

**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

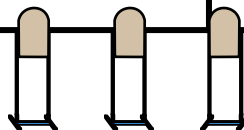


**START POSITION:** Standing in the shooting area, wrists above shoulders

**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

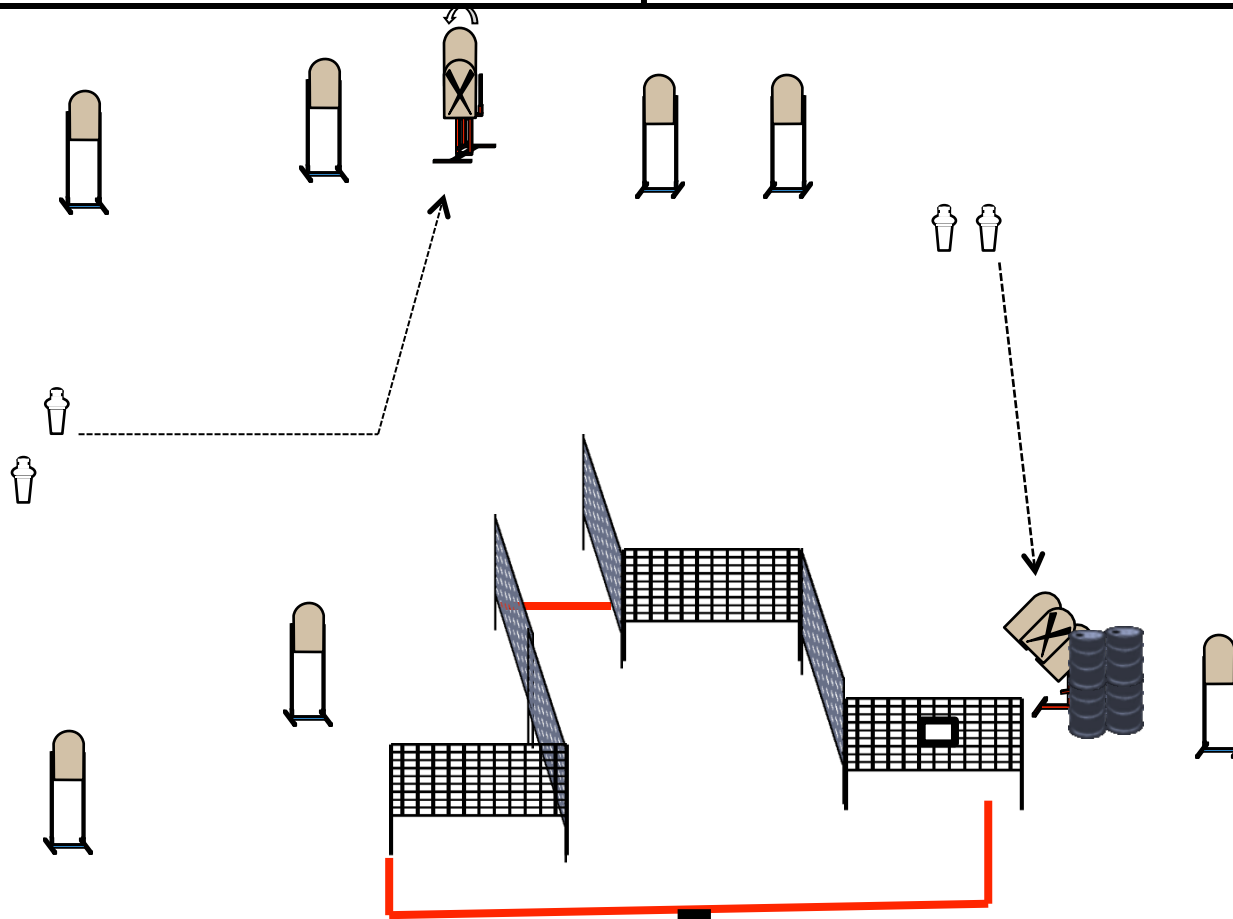
**TARGETS:** 10 NRA D1 paper, 4 poppers

**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

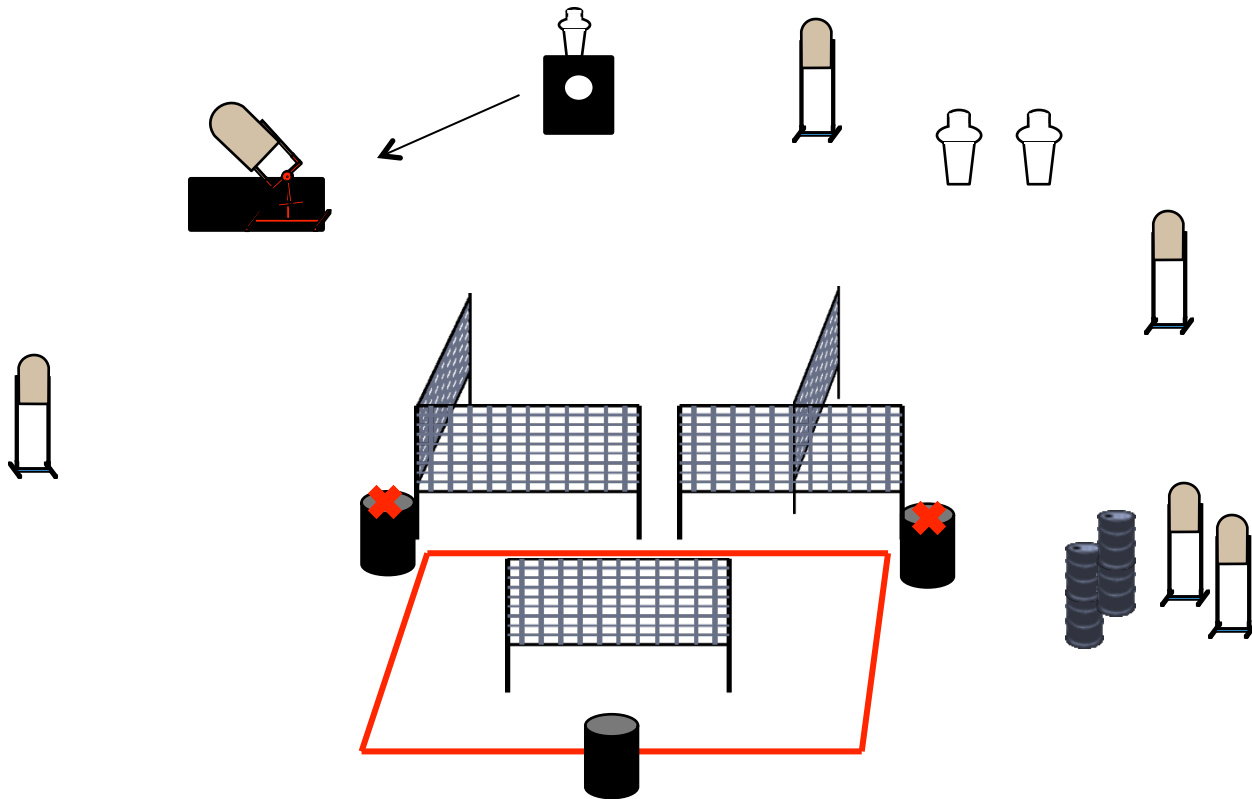


**START POSITION:** standing outside shooting area, facing any direction, fingers touching head above ears.

**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.

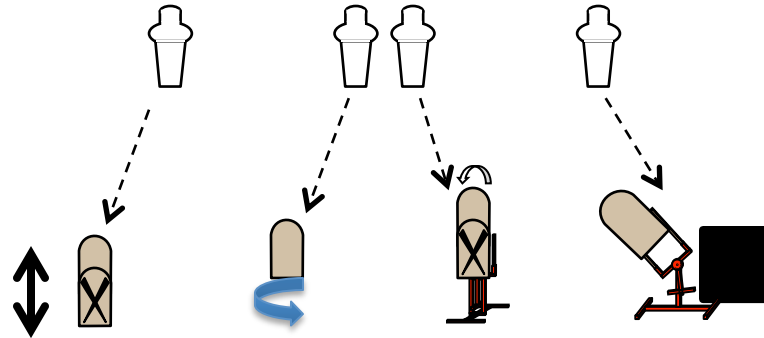
**SCORING:** 12 rounds, Unlimited

**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.

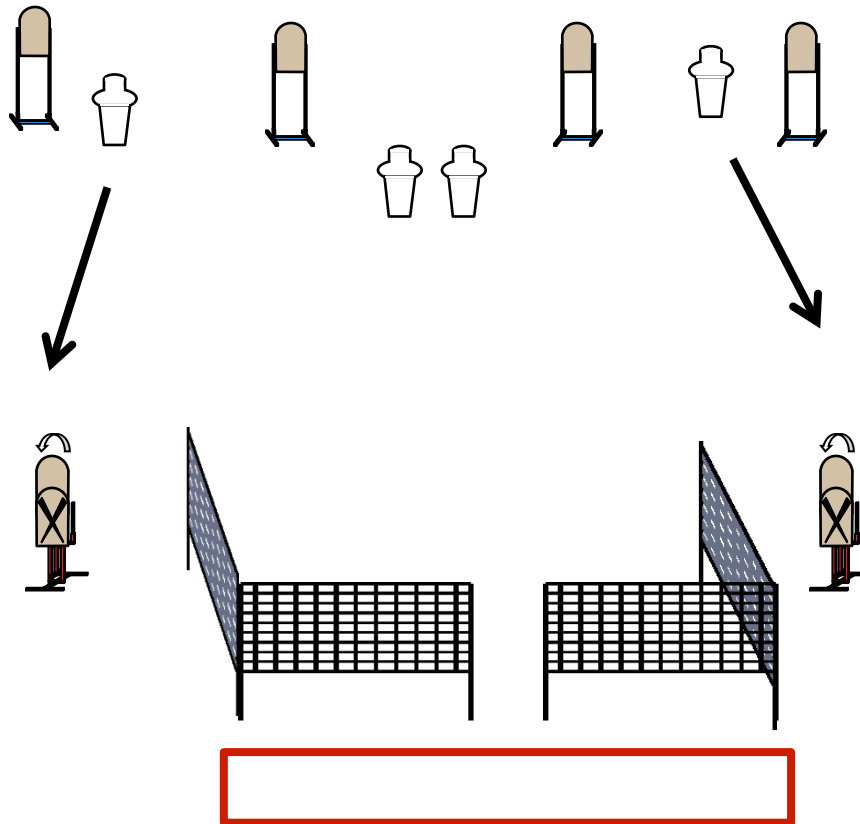
**SCORING:** 16 rounds, Unlimited

**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

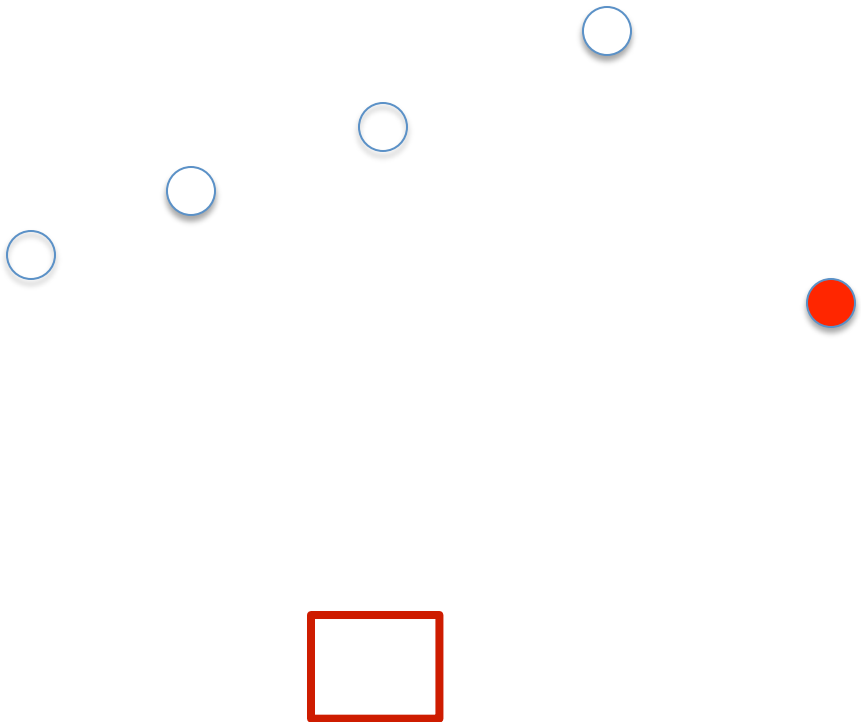


**START POSITION:** Standing in any box, wrists above shoulders.

**GUN READY CONDITION:** Loaded and Holstered

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

**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.





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.

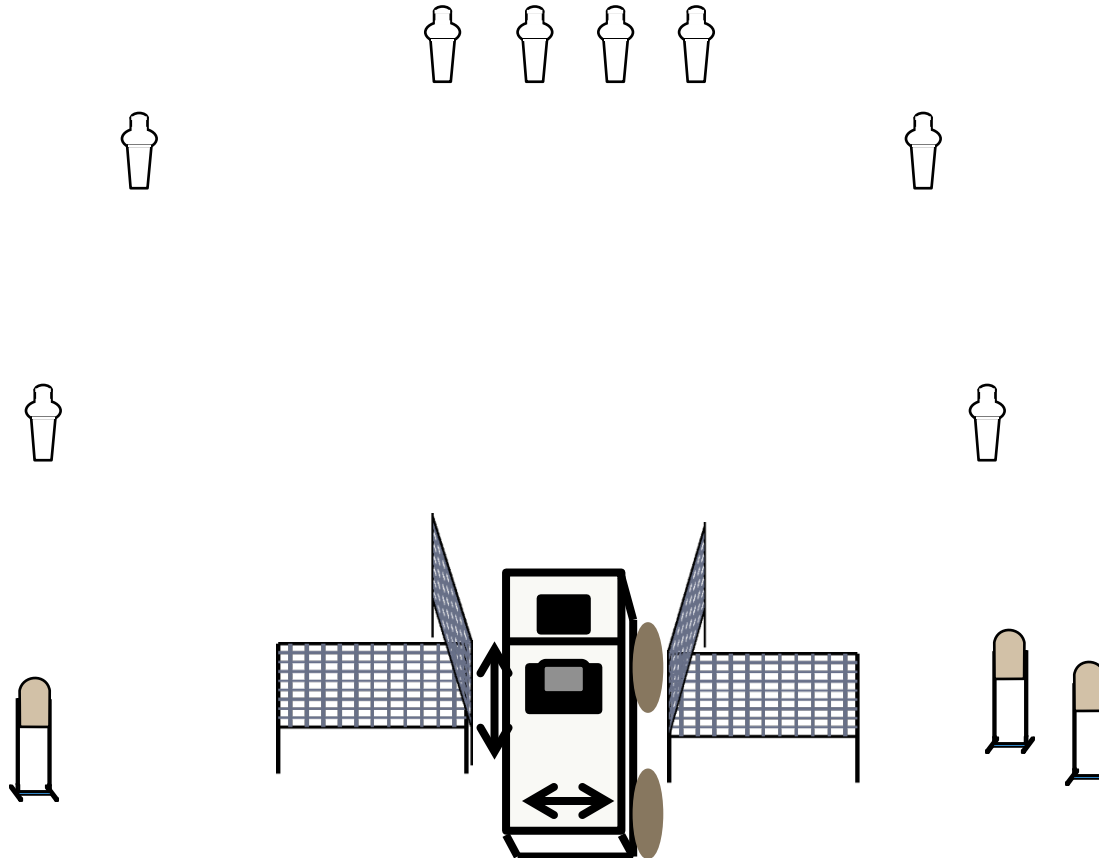
**SCORING:** 14 rounds, Unlimited

**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.

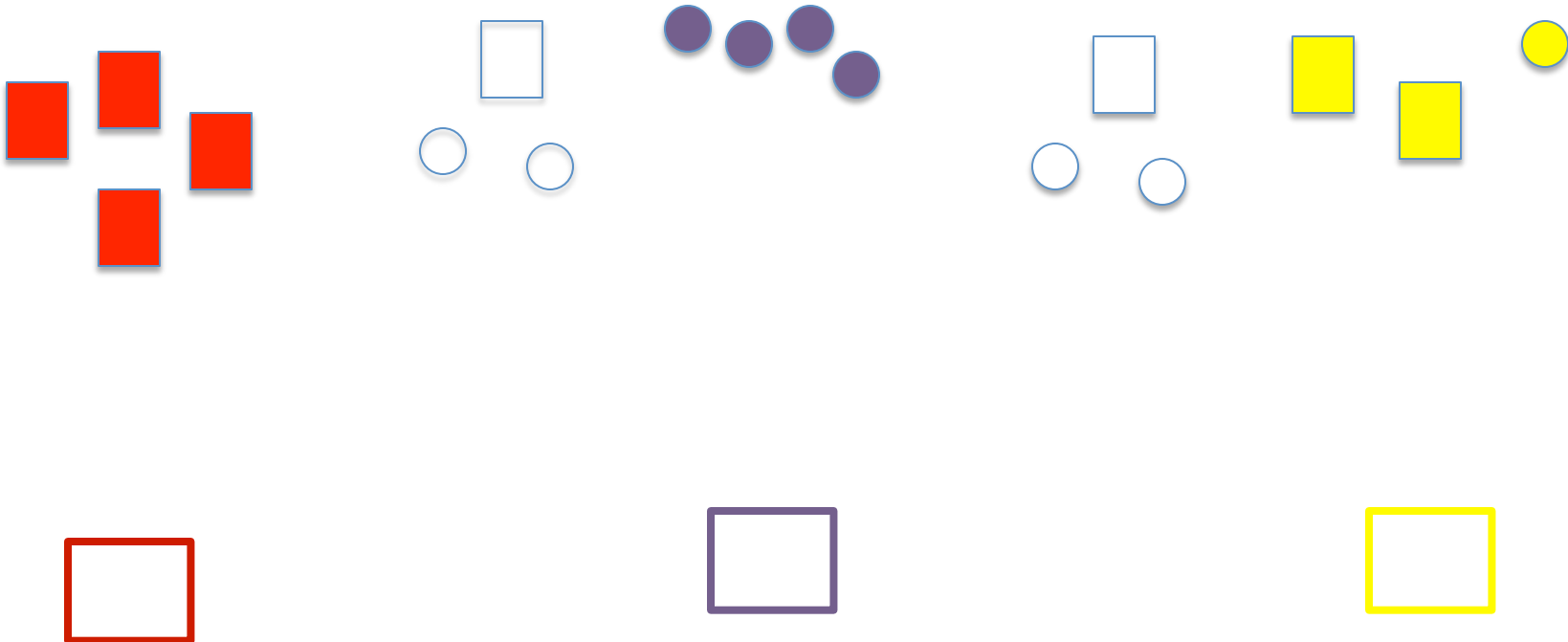
**SCORING:** 25 rounds, Unlimited

**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 12 Top Break

Course Designer: Jenx  
Rules: Per ICORE Rulebook

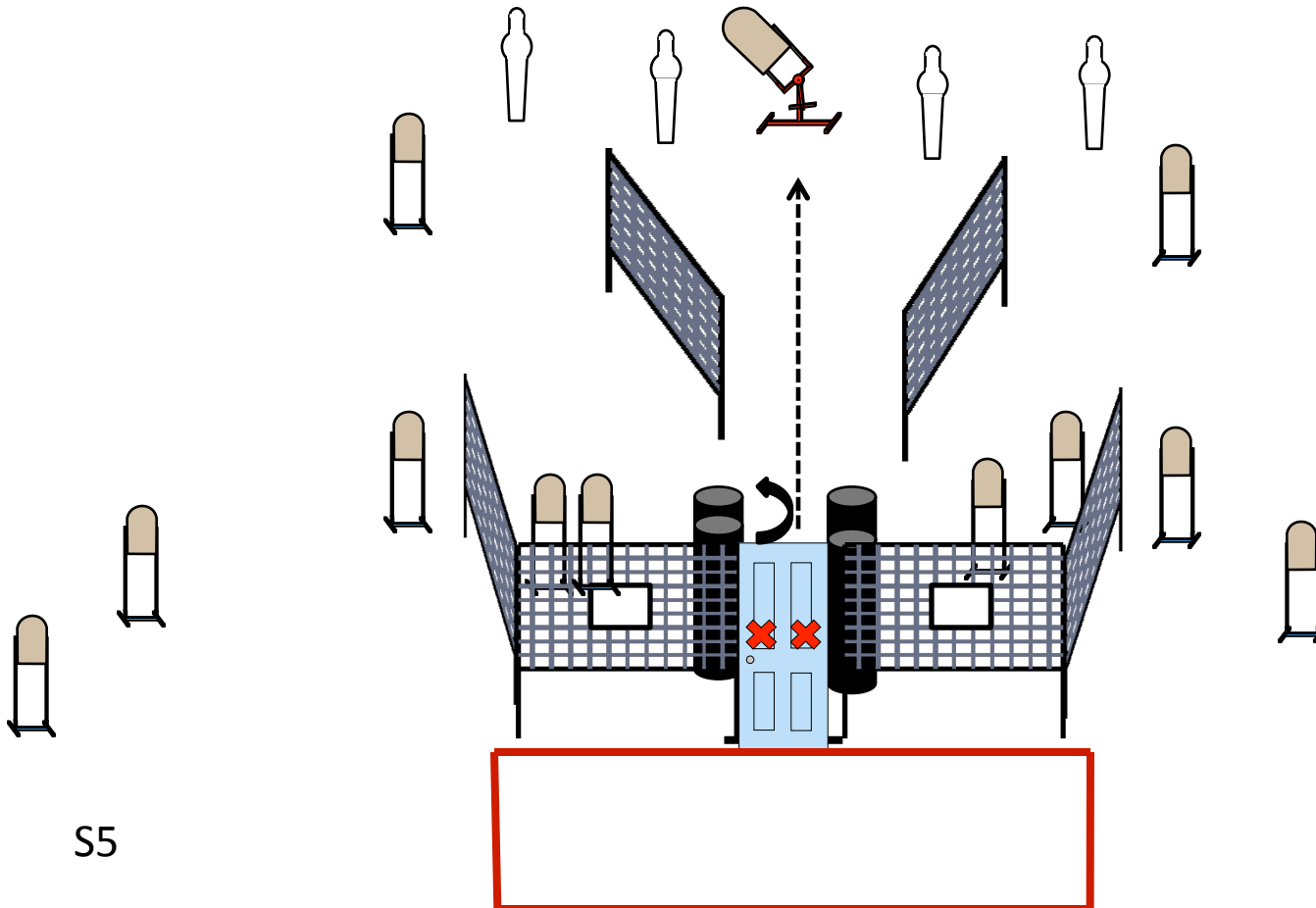


**START POSITION:** Standing anywhere in the shooting area, palms on marks

**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 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

