



International Confederation Of Revolver Enthusiasts (ICORE)

Rule Book

REVISION: January 1, 2023

3.1.9. New definition of Snubby

ICORE RULE BOOK

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1. SAFETY

- 1.1. All persons, competitors, or spectators must wear eye/ear protection while participating or viewing events. Every new shooter must be cleared with the Match Director (MD) or other appointed individual as having a basic knowledge of firearms and firearm safety rules and must be able to use that knowledge to be a safe competitor.
- 1.2. ICORE functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded at the direction of Range Officers (ROs). The penalty for violation is that the violators will be disqualified from the match.
- 1.3. Any shooter whose revolver breaks the 180 during the course of fire will be disqualified from the match. The 180 is an imaginary line separating uprange from downrange. This line is perpendicular to the centerline of the shooting bay, goes through the shooter, and moves with the shooter throughout the course of fire. This line extends down to the ground and upwards to infinity. The Range Master (RM) retains the final authority on determining the 180 line.
- 1.4. Accidental discharges impacting within 10 feet (3 meters) of the shooter while reloading, between shooting areas, or in a direction deemed unsafe by the RO, will result in disqualification from the match.
- 1.5. Any shooter who displays disruptive behavior or is abusive (verbally or otherwise) toward any other person at a match will be disqualified.
- 1.6. Any shooter who appears to be under the influence of any drug or alcohol immediately before or during the match may be disqualified after a discussion with the RO and either the RM or MD.
- 1.7. Dropping an unloaded firearm behind the firing line necessitates that an RO pick it up, confirm it is not loaded, and in a safe manner return it to the shooter's bag, holster, or vehicle. Any dropped firearm found to be loaded would result in the shooter's disqualification. During the course of fire, any competitor who loses control of or drops his firearm will be disqualified.
- 1.8. All persons at the match must obey ROs with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified and removed from the shooting area.
- 1.9. Unsafe gun handling by a competitor during a match will result in disqualification from the match. See 12.3.
- 1.10. Whenever Steel targets or Steel hard cover are used in a course of fire, precautions must be taken so that competitors, Match Officials, and spectators maintain a minimum distance of 23 feet (7 meters) from them while they are being shot. Steel targets must never be presented at an angle greater than 45 degrees.

2. RANGE COMMANDS

ICORE has based its range commands on the assumption that the shooters will present themselves to the starting position with their firearm unloaded and holstered, prepared to shoot the course of fire. The course of fire will be explained to the shooters from the Written Stage Briefing (WSB) and by a walkthrough from the RO. It is the shooter's responsibility to understand the course of fire. The RO will invite the shooter to the starting box or area and give the following commands:

- 2.1. **"Make ready."** This command signifies the start of course of fire. The shooter may now take a sight picture if he so desires, prepare the revolver in accordance with the written course of fire, and assume the starting position as defined in the WSB.
- 2.2. **"Are you ready?"** The RO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the RO that he is not prepared. When the shooter does not respond negatively to this question, the RO will assume the shooter is ready.

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- 2.3. **"Stand by."** This is the verbal signal given by the RO to the shooter that the start signal will follow soon.
- 2.4. **Start Signal.** The start signal will most often be an audible signal from an electronic timing device. Other options include visual, verbal, or other start signals that must remain the same for all shooters in the match.
- 2.5. **"STOP!"** Any RO assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, ensure the muzzle is pointed in a safe direction, and wait for further instructions from the RO.

Once the shooter has apparently finished shooting, the RO will issue the next three (3) commands:

- 2.6. **"If you are finished, unload and show clear."** If the shooter has finished the course of fire, he will then remove all ammunition from the revolver cylinder and hold the revolver in a position that allows the RO to confirm it is unloaded.
- 2.7. **"If clear, close cylinder, holster."** After the RO issues this command, the shooter is prohibited from firing. While pointing the revolver safely downrange, the shooter must perform a final safety check of the handgun by closing the empty cylinder, then holstering. Any shooter who fires after this command is given will be disqualified.
- 2.8. **"Range is clear."** This command signifies the end of the course of fire. There will be NO forward movement on the range to perform range duties until the RO issues this command.

3. SPECIAL RECOGNITION CATEGORIES

- 3.1. Special Recognition Categories (SRCs) are special categories approved by ICORE to be used at matches to provide an extra means for a competitor to be recognized for his or her achievements. Recognizing SRCs is mandatory at the International Revolver Championship (IRC) and at ICORE events for which ICORE provides award money as described in the current ICORE Policies and Procedures document (at icore.org).
 - 3.1.1. Junior Competitors: Must be under the age of 18 on the first day of the match.
 - 3.1.2. Senior Competitors (S): Must be 55-64 years on the first day of the match. (REV Jan 1, 2020)
 - 3.1.3. Super Senior Competitors (SS): Must be 65-69 years on the first day of the match. (REV Jan 1, 2020)
 - 3.1.4. Grand Senior Competitors (GS): Must be 70+ years on the first day of the match. (REV Jan 1, 2020)
 - 3.1.5. Lady Competitors: Gender as listed on a government-issued ID.
 - 3.1.6. Military Competitors: Active-duty military personnel and retired military personnel as indicated on the applicable Military ID Card; members and retired members of the Reserve Forces and U.S. National Guard as shown on the applicable Military ID Card. (REV May 26, 2021)
 - 3.1.7. Law Enforcement and Emergency Response Provider Competitors (LEER) (REV May 26, 2021)
 - (a) Law Enforcement Competitors: Active sworn law enforcement officers with arrest powers, and retired law enforcement officers, both as indicated on their officer credentials.
 - (b) Emergency Response Provider Competitors: The term "emergency response providers" includes Federal, State, and local governmental and nongovernmental emergency public safety, fire, law enforcement, emergency response, emergency medical, and related personnel, agencies, and authorities. (in the U.S., term also defined by 6 U.S.C. § 101)
 - 3.1.8. International Competitors: Residents of a country outside the host country.
 - 3.1.9. **Snubby: Revolver having a barrel of 3 inches or less and with no optics. (REV Jan 1, 2023)**

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4. STAGES

- 4.1. Stages must be set up in a safe manner, without presenting a hazard to any shooter. Ricochets, ground hazards, visibility, local shooters' abilities, and any other item that may constitute a problem such as 180s, shoot-throughs, etc., must be taken into consideration. NOTE: The RM of each event is responsible for this.
- 4.2. Each stage must be presented to every shooter in the same way: shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the stage must be the same for every shooter at the match.
- 4.3. Stages and their descriptions must be set up clearly. Make things easy to understand. Shooting boxes and/or areas and fault lines must be easy to distinguish from the surrounding area. Props are up to the course designers and MDs.
- 4.4. Props must not provide any danger to the competitor. Any prop that is used that requires maneuvering completely over, around, through or under must have an alternative procedure available for those that may be physically unable to follow the directed course procedure. No penalty is to be assessed if the shooter gains no advantage.
- 4.5. The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Shooters who have a disability that prevents them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them. A procedural will be given for taking the alternative.
- 4.6. The course may designate a specific or limited number of shots to be fired during the string or stage. This is called "Shots Limited". If no maximum number of shots are indicated by the Written Stage Briefing (WSB), the shooter may use the extra shots and time to better his score. This is referred to as "Shots Unlimited".
- 4.7. The classifying stages available in the ICORE classifier collection (<http://icore.org/Diagrams.phtml>) used for the purpose of obtaining classification within the ICORE organization must be set up exactly to the specified dimensions, since these stages are used worldwide to find proper classes for ICORE shooters.
- 4.8. (*REV Jan 1, 2022*) Written Stage Briefings (WSBs) are required for all ICORE stages. (For examples of good WSBs, refer to the classifier collection on the ICORE website (<http://icore.org/Diagrams.phtml>)). In addition, the stage RO will read the WSB verbatim to the squad, who may ask questions after. The MD or RM should have pre-determined the length of the stage walkthroughs, and the RO on each stage must also relay that to the shooters. WSBs may be modified by the RM for clarity, consistency, or safety. All WSBs will contain the following information:
 - 4.8.1. Start position, to include revolver-ready condition and hand position.
 - 4.8.2. Procedure.
 - 4.8.3. Scoring method and indication of shots limited or shots unlimited.
 - 4.8.4. Targets, including type and number of targets.
 - 4.8.5. Number of rounds.
 - 4.8.6. Start (audible/visual).
 - 4.8.7. Stop (last shot).
 - 4.8.8. Penalties (per current ICORE Rule Book).
- 4.9. Steel poppers must be painted before each shooter.

5. AMMUNITION AND CHRONOGRAPH *(REV Jan 1, 2022)*

5.1. Ammunition

- 5.1.1. A competitor using a revolver chambered in .38 Special or .357 Magnum may use the factory ammunition listed here and will be exempt from chronograph. The competitor is still subject to calibration challenges.
 - (a) Blazer 38 Special +P 158 FMJ (Part 3519, blazer-ammo.com)
 - (b) American Eagle 38 Special 158 LRN (Part #AE38B, federalpremium.com)
 - (c) Fiocchi Pistol & Revolver Line 38 Special 158 LRN (Stock #38C, fiocchiusa.com)
 - (d) Geco 38 Special 158 LRN (Item #271840050, geco-munitiion.de)
 - (e) Speer Lawman 38 Special +P 158 YMJ (Part #53750, speer-ammo.com)
- 5.1.2. A competitor using a revolver chambered in 9mm may use the factory ammunition listed here and will be exempt from chronograph. The competitor is still subject to calibration challenges.
 - (a) Blazer 9mm Luger 147 FMJ (Part #3582, blazer-ammo.com)
 - (b) Federal Syntech Action Pistol 9mm Luger 150 TSJ (Part #AE9SJAP1, federalpremium.com)
 - (c) Federal Syntech PCC 9mm Luger 130 FN (Part #AE9SJPC1, federalpremium.com)
 - (d) American Eagle Handgun 9mm Luger 147 FMJ (Part #AE9FP, federalpremium.com)
 - (e) Speer Lawman Clean-Fire 9mm Luger 147 TMJ (Part #53826, speer-ammo.com)

5.2. Chronograph

- 5.2.1. A Chronograph stage is mandatory at all Regional matches and the International Revolver Championship. Chronograph (Chrono) is an official stage in the match and is subject to all rules of the Rule Book. A Written Stage Briefing (WSB) is required. The WSB must include the stage's procedure and instructions for the competitor. Competitors must be instructed to not handle their revolvers until under the direct supervision of the RO on the Chronograph stage.
- 5.2.2. Chrono will be run by an ICORE RO who is the CRO for the stage and who is responsible for issuing all appropriate range commands.
- 5.2.3. The Chrono RO will inspect the competitor's handgun and report failures of the following to the RM:
 - 5.2.3.1. Compliance with the requirements of the declared Division and Special Recognition Category (SRC).
 - 5.2.3.2. Safe condition and operation of the revolver.
- 5.2.4. The CRO or RO will collect six (6) rounds at random to be shot through the competitor's revolver over the chronograph. At least one (1) of the six (6) rounds must equal or exceed a power factor (PF) of 120. A seventh round may be collected and weighed to determine an accurate bullet weight if none of the six (6) rounds equal or exceed the 120 PF. The competitor's declared bullet weight will be taken at face value unless there is an obvious discrepancy or if a seventh round was collected. In that case, the actual bullet weight from the seventh round will be used to calculate PF.
- 5.2.5. If none of the six (6) rounds fired over the chrono meet the 120 PF, then the competitor will be penalized. The competitor will be allowed to finish shooting the match but will have 360 seconds added to the score (FAILURE TO MAKE CHRONO).
- 5.2.6. Chrono Stage Procedure

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- 5.2.6.1. The Chrono RO will call the competitor to the table and instruct him to “Make Ready”. The competitor will unholster his revolver, open the action to show a cleared cylinder, and place it on the table with the cylinder open in accordance with the RO’s instruction.
- 5.2.6.2. The Chrono RO will inspect the revolver according to paragraph 5.2.3. and will fire the competitor’s rounds over the chronograph. When this is complete, the RO will place the competitor’s revolver on the table with the cylinder open and unloaded. The RO will continue the instructions in the order described here: (a) The RO will call the competitor to the table and issue the “Unload and show clear” command, at which point the competitor will retrieve his revolver and verify that it is unloaded; (b) The RO will issue the “If clear, close cylinder, holster” and “Range is clear” commands; (c) Once the competitor has complied and left the table, the Chrono RO will call the next competitor to the table.
- 5.2.6.3. Chrono results must be documented as an electronic (e.g., Practiscore) and paper back-up event, or paper-only if electronic scoring is not used for the match. A PASS/FAIL designation with supporting notes is required. This is where the 360-second penalty for FAILURE TO MAKE CHRONO is recorded.

6. EQUIPMENT

- 6.1. All revolvers used in ICORE matches must be .32 magnum caliber or greater. (Exception: Section 11 ICORE RIMFIRE.)
- 6.2. All revolvers and related equipment must be in a safe condition. All revolvers are subject to inspection and approval by the RM or RO.
- 6.3. ICORE requires a holster that will securely hold the revolver. The holster must cover the trigger guard area. Holsters must be attached to the gun belt. The heel of the butt of the revolver is not allowed below the bottom of the belt. (An exception shall be duty rigs and single action rigs.) Tie-downs are allowed on single action rigs only. The RM may require a "holster test". With the gun/belt/holster assembly attached to the tester's waist, the revolver must be retained in the holster when the tester hops. During this hop both of the tester's feet must clear the ground, the tester’s heels must clear the ground by at least three (3) inches, and the tester may not hold or touch the revolver. All retention devices on the holster used to pass the holster test must be engaged when the revolver is holstered.
- 6.4. ICORE requires a belt sufficiently strong enough to hold the holster and loaders in a safe manner. The belt is to be worn about the waist. Women may wear theirs at hipbone level.
- 6.5. ICORE requires sufficient loaders and loader holders as necessary to complete the stage at hand. The holders must be attached to the gun belt. The shooter may do his initial loading from pockets for the “Make Ready” command. All reloads must come from the belt, unless otherwise directed by the WSB or at the direction of the RM or RO. During the course of fire, the shooter may safely retrieve any ammunition that has been dropped. (Note: Dump pouches are not considered to be loader holders for the purpose of this Rule Book.)
- 6.6. A revolver must compete in the Open Division if it has one or more of the following modifications:
 - 6.6.1. Compensating, venting, or metering ports of any kind.
 - 6.6.2. An optical sight including telescopic and red dot sights.
- 6.7. A revolver may compete in the Limited Division if it does NOT have any of the modifications listed in 6.6.
- 6.8. A revolver may compete in the Limited 6 Division if it meets the provisions of 6.7 and has the following additional requirement:

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- 6.8.1. A cylinder with only 6 (six) chambers.
- 6.9. A Classic Division revolver is a Limited Division revolver that has the following additional requirements:
 - 6.9.1. Cylinder with only 6 (six) chambers.
 - 6.9.2. Any barrel other than an unaltered factory barrel or an unaltered factory replacement barrel made by the revolver's manufacturer is not allowed in Classic Division. Alterations to the barrel other than what is required to safely install the barrel are not permitted in Classic Division.
 - 6.9.3. An under lug, barrel weight, grip weight, or any other modification designed to increase the weight of the revolver is not permitted in Classic Division.
 - 6.9.4. Must only use speed loaders to reload. Moon clips are prohibited.
- 6.10. A revolver may only compete in a single Division that must be declared prior to the start of competition.

7. TARGETS / SCORING

- 7.1. The official targets of the ICORE organization are the NRA D-1 and the NRA AP-1.
 - 7.1.1. The X-ring is the 4" (10.16cm) zone in the middle of the target.
 - 7.1.2. The X-ring and the next zone constitute the A zone.
 - 7.1.3. The next is the B zone.
 - 7.1.4. The balance of the target is the C zone.
 - 7.1.5. The X-ring may be used as a tie breaker or bonus zone.
 - 7.1.6. Portions of the target may be painted black to represent impenetrable hard cover.
 - 7.1.7. Portions of the scoring area may be painted or covered with an overlay to represent penetrable soft cover or a special scoring zone. Scoring area paint or overlays may be any clearly contrasting color except white.
 - 7.1.8. Hardcover, soft cover, and special scoring zone marking shall not be used simultaneously on a single target.
 - 7.1.9. Scoring zone perforations on the D-1 and the scoring zone lines on the AP-1 shall always be used to determine the bullet score regardless of paint or soft cover boundaries.
 - 7.1.10. A target may also be painted white or taped with a large black X of 1 inch (2.5 cm) minimum width over the entire target to indicate a non-engageable, no-shoot target.
 - 7.1.11. Whichever types of targets are used in a course of fire must remain the same throughout the entire match for every competitor.
 - 7.1.12. The NRA D-1 and NRA AP-1 are NOT interchangeable. The NRA AP-1 target may NOT be used for classifiers.
 - 7.1.13. The RM or MD should place targets/plates as they prefer and in keeping with the safety requirements already described in Rule 4.1. For Classifiers, targets and plates must still be placed as described in the Classifier Stage Set-Ups.
- 7.2. Hard cover is defined for scoring purposes, as an impenetrable barrier placed closely to and partially in front of a shoot target, or a target with impenetrable portions painted black.
 - 7.2.1. Any rounds passing through hard cover into the shoot target will be scored as a miss.

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- 7.2.2. Any round passing only partially through the hard cover and through the shoot target will be considered as a hit.
- 7.2.3. Both shoot targets and no-shoot targets are considered impenetrable. A full diameter hole in either, made by a shot subsequently striking a shoot or no-shoot target downrange will be scored as a miss on the down range target. If the down range target is a no-shoot target, no penalty is incurred. (Note: If the RO cannot determine which hits on the down range target are the results of a shoot-through, more hits on the down range target than what were shot through a target or hard cover, the shooter is given the better score.)
- 7.2.4. Soft cover may be placed in front of the scoring target or attached to the scoring target as an overlay or painted area.
- 7.3. A no-shoot is a target that is indicated as a non-engageable target. Only full bullet diameter hits will count as a penalty.
- 7.4. Scoring is done on a "total time" basis. The accumulated time of all runs, plus target hits, plus penalties equals total time. That will be the score.
 - 7.4.1. On the D-1 and AP-1 targets, A zone hits add zero (0) seconds.
 - 7.4.2. B zone hits add 1 second.
 - 7.4.3. C zone hits add 2 seconds.
 - 7.4.4. If a hit touches the perforation on the D-1 or the scoring zone line on the AP-1, the shooter is given the better score.
 - 7.4.5. Targets that disappear completely during the course of fire are only susceptible to miss penalties and will not incur penalties for failure to engage.
 - 7.4.6. Moving targets that have some portion of the scoring area remaining visible are susceptible to both miss and failure to engage penalties.
 - 7.4.7. Steel targets are scored as a simple hit or miss.
 - 7.4.8. Knockdown targets must be knocked down to score as a hit.
- 7.5. The following penalties may be assessed during scoring:
 - 7.5.1. Miss -- 5 seconds.
 - 7.5.2. Hitting No Shoot -- 5 seconds per hit if the hole is a full bullet diameter inside the edge of No-Shoot.
 - 7.5.3. Premature Start -- 5 seconds.
 - 7.5.4. Foot Fault -- 5 Seconds.
 - 7.5.5. Failure to Engage (FTE) -- 5 seconds per required target engagement that was omitted.
 - 7.5.5.1. FTE shall not apply for any steel target not engaged due to hitting Stop Plate out of order on a standing steel-only stage.
 - 7.5.5.2. FTE shall not apply for any target not engaged due to Par Time expiration.
 - 7.5.6. Procedural -- 5 seconds, unless significant advantage is gained, then a competitor will be assessed one procedural penalty per shot fired.
 - 7.5.7. Extra Hit -- 5 seconds (Shots Limited).
 - 7.5.8. Extra Shot -- 5 seconds (Shots Limited).
 - 7.5.9. Overtime Shot -- 5 seconds for each shot that is 0.31 second or greater than the fixed time will be

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scored as an overtime penalty. If Bonus scoring is used, then one Bonus point will be lost in addition to the overtime penalty for each overtime shot.

- 7.5.10. Failure to Hit a Stop Plate -- 30 Seconds.
- 7.6. It is the RO's responsibility to ensure that scoring for his stage is done properly.
 - 7.6.1. Electronic scoring is allowed at ICORE events. *(REV Jan 1, 2020)*
 - 7.6.2. Each shooter is responsible for approving his scoring after reviewing it for accuracy. This may include a signature or initials on paper, selection of an electronic equivalent, or another method. *(REV Jan 1, 2020)*
 - 7.6.3. Once a shooter's score has left the control of the original scorekeeper and RO, only the RM can approve changes to the score. Other ROs or staff may not make any changes without first receiving RM approval.
 - 7.6.4. If electronic scoring is used, a different backup record must be kept and approved by the scorekeeper and shooter. The backup record will be the official stage score of the shooter and must be available to the shooter as his personal copy of the original. *(REV Jan 1, 2020)*
 - 7.6.5. If an original score is lost or missing, the shooter's copy, if acceptable by the RM, will be used. If the competitor's copy is unavailable, the competitor will be required to reshoot the stage. If the RM finds that a reshoot is not possible, the shooter will be awarded all penalties for misses, failure to engage, and any other procedural penalties appropriate for the stage.
 - 7.6.6. Scores for all matches above local level (including State, Regional, IRC) should be published as soon as possible after the match. Once the scores are published, a protest period of one (1) hour minimum will begin (unless waived by shooters present).
- 7.7. No shooter or spectator may touch any target until it is scored. Any competitor doing so may be disqualified from the match.
- 7.8. If at any time a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e., barrel blockage, revolver breakage, etc.), the competitor will be scored his time and hits for the course of fire until the breakage. The competitor will be awarded all penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string.
 - 7.8.1. If a competitor discovers that his revolver is incapable of firing after the "Make ready" command but before the "Start Signal", the competitor will be allowed 30 minutes to repair or replace the revolver. (Reference Rule 7.10.). When the RO is made aware of the equipment failure, he will issue the "Unload and show clear" and "If clear, close cylinder, holster" and "Range is clear" commands. The RO will note the time and advise the competitor of the 30-minute rule. If the competitor is unable to repair or replace the revolver within the allotted time, he will be awarded zero (0) time and all penalties for the stage as described in Rule 7.8. NOTE: Some scoring devices may require 0.01 second to be used as opposed to zero (0) time. *(REV Jan 1, 2022)*
- 7.9. If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (e.g., barrel blockage, revolver breakage, etc.), the competitor will be awarded penalties as described in Rule 7.8 for that string. If additional strings are required to complete the course of fire, the competitor may finish the required strings if repairs or replacement can be made within 30 minutes. If the competitor cannot make repairs or replacement within 30 minutes, penalties are awarded as described in Rule 7.8 for each remaining uncompleted string.
- 7.10. In the event of breakage at any time, a competitor may complete the match with an "equivalent" revolver after receiving express permission from the RM to make the substitution. If a competitor uses an equivalent

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revolver without RM permission, it is a match DQ.

7.10.1. Any change in ammunition may be checked to assure it meets PF.

7.11. Calibration of Poppers

7.11.1. Prior to the start of the match, the RM must designate a specific supply of ammunition and a specific handgun(s) to be used as official calibration tools.

7.11.2. It is the responsibility of the RM to ensure the designated calibration handgun and ammunition do not exceed a PF of 120.

7.11.2.1. The power factor should be determined from an average of three (3) bullets using the declared bullet weight.

7.11.3. Once the designated handgun and ammunition have been approved by the RM for use by himself or ROs, they are not subject to challenge by competitors.

7.11.4. Prior to commencement of a match, all steel poppers should be calibrated to fall when hit within the calibration zone. The calibration zone is the continuation of the radius determined by the widest circular portion of the popper. (See Illustration 2, Popper Calibration Zones.)

7.11.4.1. The shot should be fired from the shooting location farthest from the popper being calibrated.

7.11.4.2. The popper must not be engaged at an angle greater than 45 degrees.

7.11.5. Calibration Challenges

If a popper does not fall when hit within the calibration zone, a competitor has three (3) alternatives as described in 7.11.5.1, 7.11.5.2, and 7.11.5.3.

7.11.5.1. The popper is shot again until it falls. No further action is required and the stage is scored as shot.

7.11.5.2. The popper is left standing but the competitor does not challenge the calibration. No further action is required and the stage is scored as shot, with the subject popper scored as a miss.

7.11.5.3. The popper is left standing and the competitor challenges the calibration.

7.11.5.3.1. The popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the stage. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the stage will be scored as shot. If the popper falls for any non-interference reason (e.g., wind action), before it can be calibrated, a reshoot must be ordered and is mandatory.

7.11.5.4. In the absence of any interference or problem with a target mechanism, the calibration test of the subject popper should be done from as near as possible to the point from where the competitor shot the popper.

7.11.5.5. The following four (4) situations will apply:

7.11.5.5.1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.

7.11.5.5.2. If the first shot fired by the calibration officer hits the popper anywhere on its

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frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.

7.11.5.5.3. If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the stage once the popper has been recalibrated.

7.11.5.5.4. If the first shot fired by the RO misses the popper altogether, another shot must be fired until one of the above occurs.

7.11.6. Unlike poppers, metal plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit but fails to fall or overturn, the RO shall declare range equipment failure and order the competitor to reshoot the stage after the faulty plate has been rectified.

7.11.6.1. A plate that has been hit multiple times and falls or overturns before an RO can stop the competitor, will be scored as hit and there will be no reshoot issued.

7.11.6.1.1. Metal scoring targets must be painted after each competitor. An inadvertent failure to paint one or more targets prior to a competitor's attempt at the stage shall not be grounds for a reshoot.

8. PROTESTS

8.1. Competitor protests regarding scoring and/or RO decisions must be made verbally, first to the RO in charge of the stage, then to the RM (or the MD if there is no RM).

8.1.1. If no consensus can be reached, a written protest along with a protest fee of double the normal match fee or \$100, whichever is less, must be submitted to the MD within one hour of the verbal protest.

8.1.2. The MD will choose an Arbitration Committee. It will consist of one (1) Match Official and two (2) competitors. The competitors chosen for the Arbitration Committee must be of the same or less class than the protester.

8.1.2.1. The MD, RM, and the involved RO must not be on the Arbitration Committee.

8.1.2.2. The Committee's decision must be made before final match scores are posted.

8.1.2.3. The Committee's decision must be in writing and is final.

8.1.2.4. If the protester prevails, the fee is refunded; if not, the MD keeps the fee.

8.1.2.4.1. All written protests and written decisions, whether won or lost, should be sent to the Rules Director within 60 (sixty) days.

8.2. If a shooter has a protest, then he should not sign the score sheet.

9. RESHOOTS

9.1. Reshoots are mandatory under the following circumstances:

9.1.1. Range equipment malfunction.

9.1.2. If the RO mistakenly stops a shooter for a suspected safety problem and the problem was not real. Safety concerns that are not of the shooter's doing will also be grounds for a reshoot.

9.1.3. When the Stage has been finished and the score sheet that is given to the competitor is not

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completely or correctly scored.

- 9.1.4. When the RO and the RM concur on special circumstances for granting a reshoot, if the reason is not otherwise covered elsewhere in the rules.
- 9.1.5. When a competitor is ordered to reshoot a stage based on the decision of a popper calibration challenge (Rule 7.11.5).
- 9.1.6. When all targets are not taped, restored, and reset prior to the competitor starting the stage. However, if one or more targets have not been taped, or if previously applied pasters have fallen off the target for the competitor being scored, the RO must judge if an accurate score can be determined. If it can, then a reshoot will not be ordered.
- 9.1.7. If an original score is lost or missing and the shooter's copy is unavailable, then the shooter will be required to reshoot the stage (Rule 7.6.5).

10. CLASSIFICATIONS

For the purposes of ICORE classification, the following scale will be used for Open, Limited, Limited 6, and Classic Divisions:

95% to 100%	GM (Grand Master)
85% to 94.999%	M (Master)
75% to 84.999%	A
60% to 74.999%	B
45% to 59.999%	C
0% to 44.999%	D

- 10.1. Percent calculations are rounded down to three (3) decimals.
- 10.2. ICORE classification will be determined from the average score of the three (3) best classifiers on record. To become ICORE classified in Classic, Limited, Limited 6, or Open Division, four (4) classification stages must be shot and submitted for each Division. The absolute top score will be disregarded for classification purposes.
- 10.3. Classifications will be reviewed on an annual basis and your classification depends on your membership being current.
- 10.4. If adequate classifiers are shot, an ICORE member may maintain distinct classification(s) in Classic, Limited, Limited 6, and Open Divisions.
- 10.5. A member retains the highest classification the member has earned.
 - 10.5.1. Anyone can request a move up or down in the classification system. The request should be submitted to the ICORE Statistician with a supporting letter from a club officer or range officer. It will be considered based on the scores over the past twelve (12) months.
 - 10.5.2. Only one requested move will be honored per year.
 - 10.5.3. An ICORE member may also request a review of someone else's classification.
- 10.6. A member's ICORE classification may reflect finishes in ICORE sanctioned larger matches.
- 10.7. At the MD's discretion, the Lewis Scoring System may be used at all ICORE-sanctioned events, particularly at ICORE regional matches. ICORE's version of the Lewis System assigns a class to each shooter in a match after the match is completed and all final scores are tallied. The 100% performance mark will be the top Open and/or the top Limited shooter's time for the match. Shooters who shoot between 95% and 100% of the

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100% performance mark are assigned to Grand Master class. Shooters who shoot between 85% and 94.999% of the 100% performance mark are assigned to Master class. Shooters who shoot between 75% and 84.999% of the 100% performance mark are assigned to "A" class, and so on through the remaining classes. If the Lewis System is not used, a separate class for unclassified shooters must be used and all shooters in this class will shoot "heads up". (Note: ICORE intends that the Lewis System only be used at a match where there are a high percentage of unclassified shooters.)

- 10.8. Current ICORE membership is required to participate in the Regional Championships and the International Revolver Championship (IRC), for which the ICORE treasury provides award money. Current ICORE membership may or may not be required to participate in any other type of ICORE matches at the discretion of the Board. For any level of ICORE match, only current members are permitted to receive award money that comes from the ICORE Board/treasury.

11. ICORE RIMFIRE

- 11.1. ICORE Rimfire matches can be run separately or in concurrence with standard ICORE matches.
- 11.2. ICORE Rimfire matches conducted in concurrence with a standard ICORE match will have scores easily distinguishable from the standard ICORE match scores.
- 11.3. ICORE Rimfire matches conducted in concurrence with a standard ICORE match can have unique start positions and stage descriptions. These unique stage descriptions will specify any special scoring considerations for the stage, e.g., falling steel and movers.
- 11.4. All existing ICORE Rules will apply with the following exceptions:
 - 11.4.1. Rule 6.1 does not apply to Rimfire Division. Holsters and loader holders are not required.
 - 11.4.2. If a shooter uses a holster and/or loader holder, then Rule 6.3 applies.
 - 11.4.3. If a shooter does not use a holster and/or loader holder, then Rule 6.3 does not apply. In this situation, revolvers may be brought to/from the course of fire in bags, and unbagging/bagging must be done under an RO's supervision.
 - 11.4.4. Rule 10 regarding shooter classifications. Shooters in ICORE Rimfire matches are to be placed in one class, or "heads up".
 - 11.4.5. Rimfire shooters will not be classified per Rule 10, and no classification scores are to be submitted.

12. DEFINITIONS

- 12.1. ICORE Divisions. The four official Divisions are Classic, Limited, Limited 6, and Open, and each Division requires a unique classification.
- 12.2. Cold Range. All revolvers must be unloaded. Firearms must only be handled in designated safe areas. Absolutely no ammunition or dummy rounds may be handled in a safe area.
- 12.3. Unsafe Gun Handling. Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, and any other actions deemed unsafe by the match staff.
- 12.4. Course of Fire. The period of time between "Make ready" command and "Range is clear" command.
- 12.5. Freestyle. Being the shooter's choice, generally standing supported, kneeling, or prone, etc., firing position.
- 12.6. Strong Hand. In the case of a right-handed person this means his right hand only, unsupported by his opposite hand. The holster position determines the strong hand side. Drawing, reloading, or clearing malfunctions may be done with the assistance of the weak hand.

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- 12.7. Weak Hand. In the case of a right-handed person this means his left hand only, unsupported by his right hand. Draws must be done using the strong hand, then the revolver will then be transferred to the weak hand. Drawing, reloading, clearing malfunctions, and re-holstering may be done with the assistance of the strong hand.
- 12.8. Kneeling. Having a minimum of one knee on the ground.
- 12.9. Prone. Body horizontal on the ground.
- 12.10. Power Factor (PF). Equals bullet weight in grains multiplied by velocity in feet per second (as measured by a chronograph) divided by 1000.
- 12.11. Soft Cover. A penetrable vision barrier through which shots may pass and be scored on a shoot target.
- 12.12. No-Shoot. A target that is indicated as a non-engageable target.
- 12.13. Range Master (RM). Has authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire, and the application of these rules. All match disqualifications and appeals to arbitration must be brought to his attention.
- 12.14. Match Director (MD). Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff, and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules that are the domain of the RM. For matches without a RM, the MD will also assume the duties of a RM.
- 12.15. Chief Range Officer (CRO). The primary authority over all persons and activities in the stages under his control. Oversees the fair, correct, and consistent application of these rules. Works under the authority of the RM.

13. ICORE RULE CHANGE SYSTEM

ICORE is, and must be, an organization driven by the membership. This is particularly important regarding the rule book, which used to be the sole responsibility of the Board of Directors. Now any member can submit rule changes.

To submit a rule change, copy the form from the back of this rule book, fill out the copy, and forward it to the Rules Director at the address shown here. The Rules Director will review it and return an initial response as to whether the proposal will be submitted to the BOD for a review/vote.

If the Rules Director determines that the proposal warrants submitting to the Board, the Rules Director will forward it and his recommendation regarding the rule change. Upon action by the Board, the Rules Director will inform the initiator of the Board's decision, and if necessary will notify the membership of the new or revised rule.

The address for proposed Rule changes is as follows:
rules@icore.org

CLOSING REMARKS

The sport of revolver competition is a challenging arena in which different skills may be acquired and honed. Each member is responsible for his own behavior and should contribute to the general safety and enjoyment of other shooters. The intent of this handbook, as stated at the beginning, is to provide a basis for safety, fairness, and fun in competition. As a member of ICORE, your intent should be the same. We want to encourage people to remain in the sport. We want to interest others in joining the game.

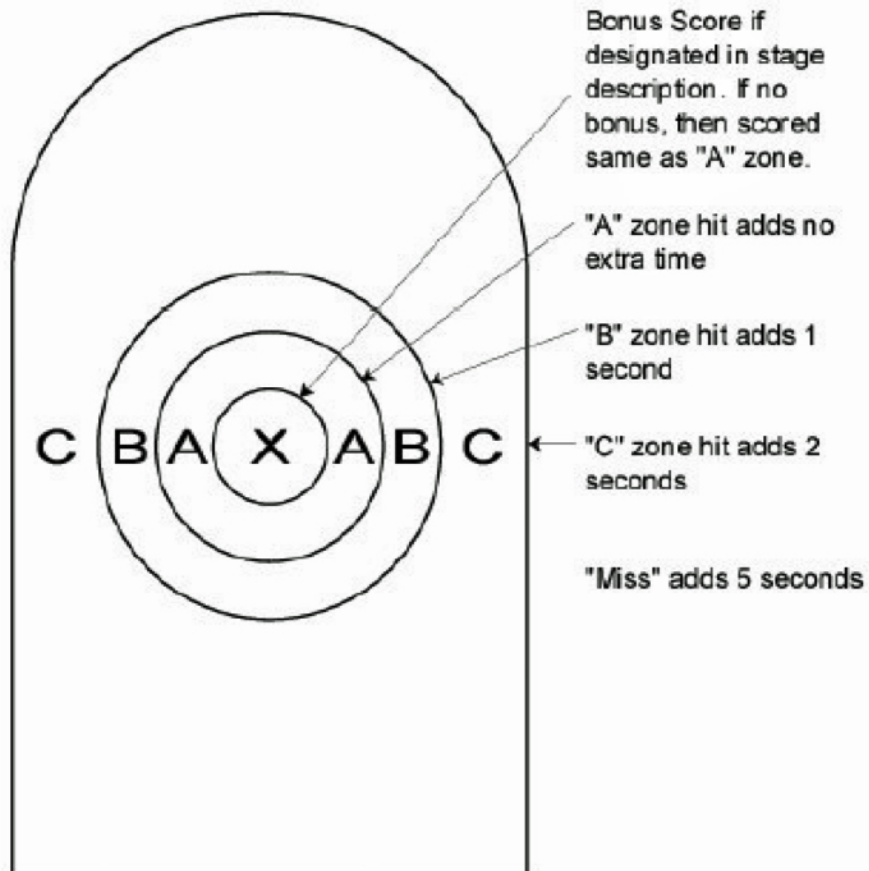
As always, DVC to you and yours.

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Illustration 1: ICORE Scoring For NRA D-1 Target

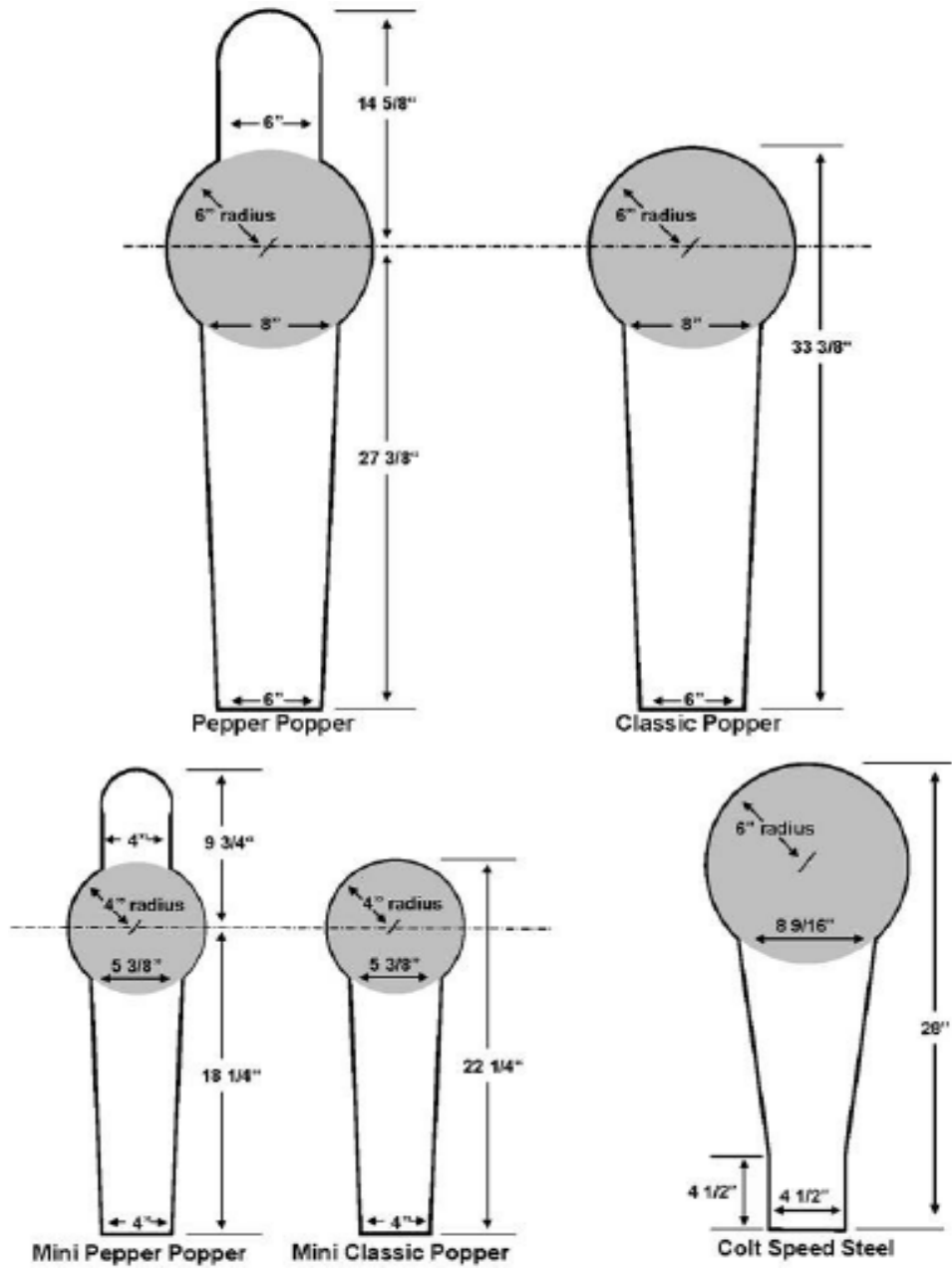
ICORE Scoring for NRA D-1 Target

Bullet holes that touch the perforation on a Shoot target count for the higher score. Bullet holes on a No-Shoot must be a FULL BULLET DIAMETER to incur the penalty. Holes in non-scoring areas must be a FULL BULLET DIAMETER to incur the miss.



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Illustration 2: Popper Calibration Zones



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Illustration 3: ICORE Rule Modification Proposal Form

Rule Number: _____ Proposal No. _____

Date Proposal Sent to Rules Director: _____

Initiated By: _____ Member # _____ Phone: _____

Email: _____

The rule currently reads:

Undesired Effect:

Proposed solution. Modify the rule to read:

Desired Effect:

FOR BOARD USE

Returned to Initiator: YES NO Date _____

Submitted to BOD: YES NO Date _____

Accepted: YES NO Date _____

Modified/Amended: YES NO Date _____

Effective Date: _____

Comments:

Name: _____



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“ICORE Official Page”