

# ICORE Match



**LIPSA**

## The O.K. Corral



**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata

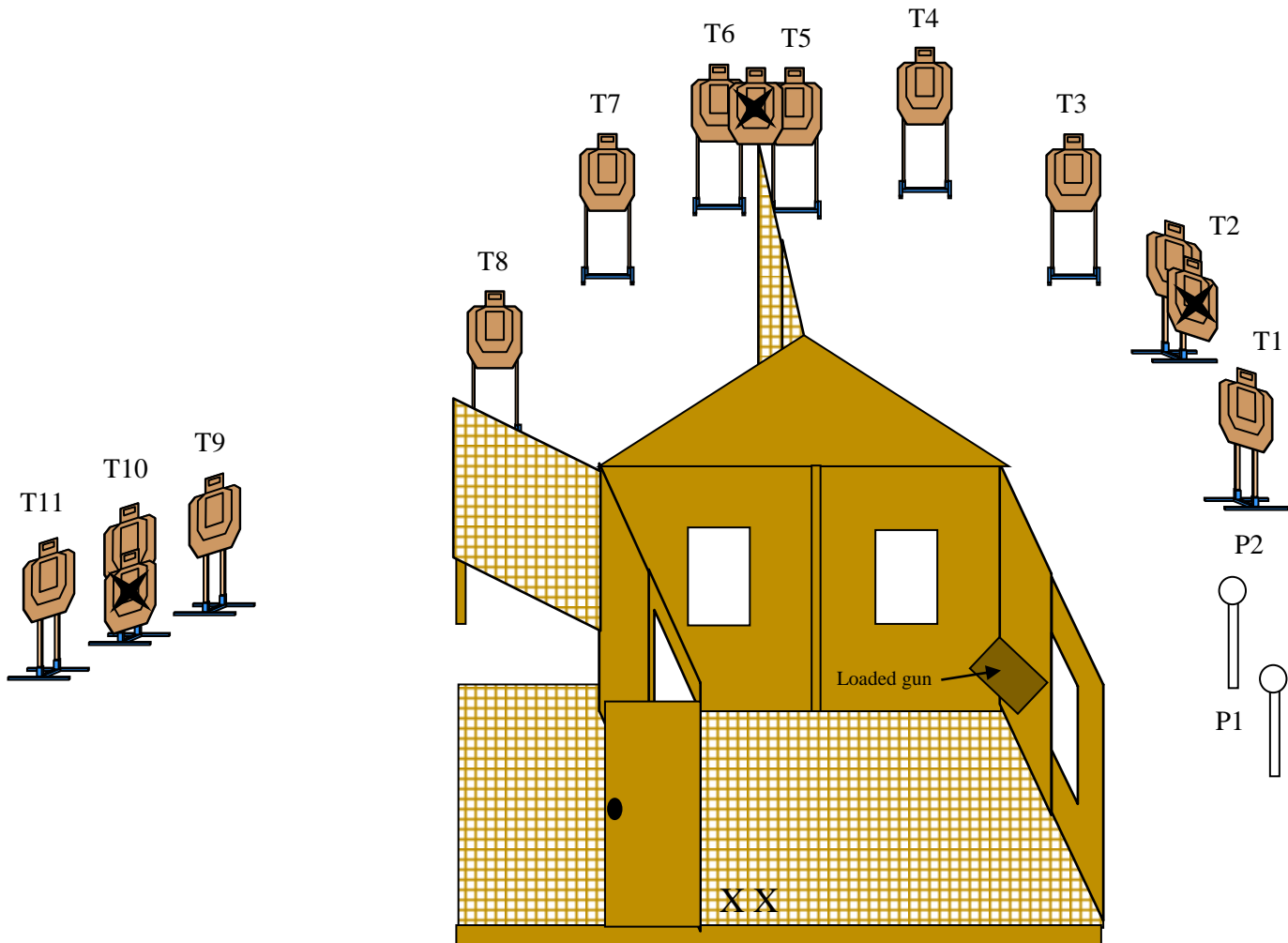
**START POSITION:** Standing on X's. Hands relaxed at sides. Gun loaded on shelf.

### STAGE PROCEDURE

At signal, pick up loaded from shelf, then engage all targets and steel as they become visible through windows and through door.

### SCORING

**SCORING:** Shots Unlimited, 24 rounds  
**TARGETS:** 11 NRA. 2 Plates  
**SCORED HITS:** Best 2 per NRA, KD steel  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
 No-shoot hit +5 seconds  
 Miss +5 seconds



**Stage 1**

# ICORE Match



## LIPSA Wild Bill's Bad Guys



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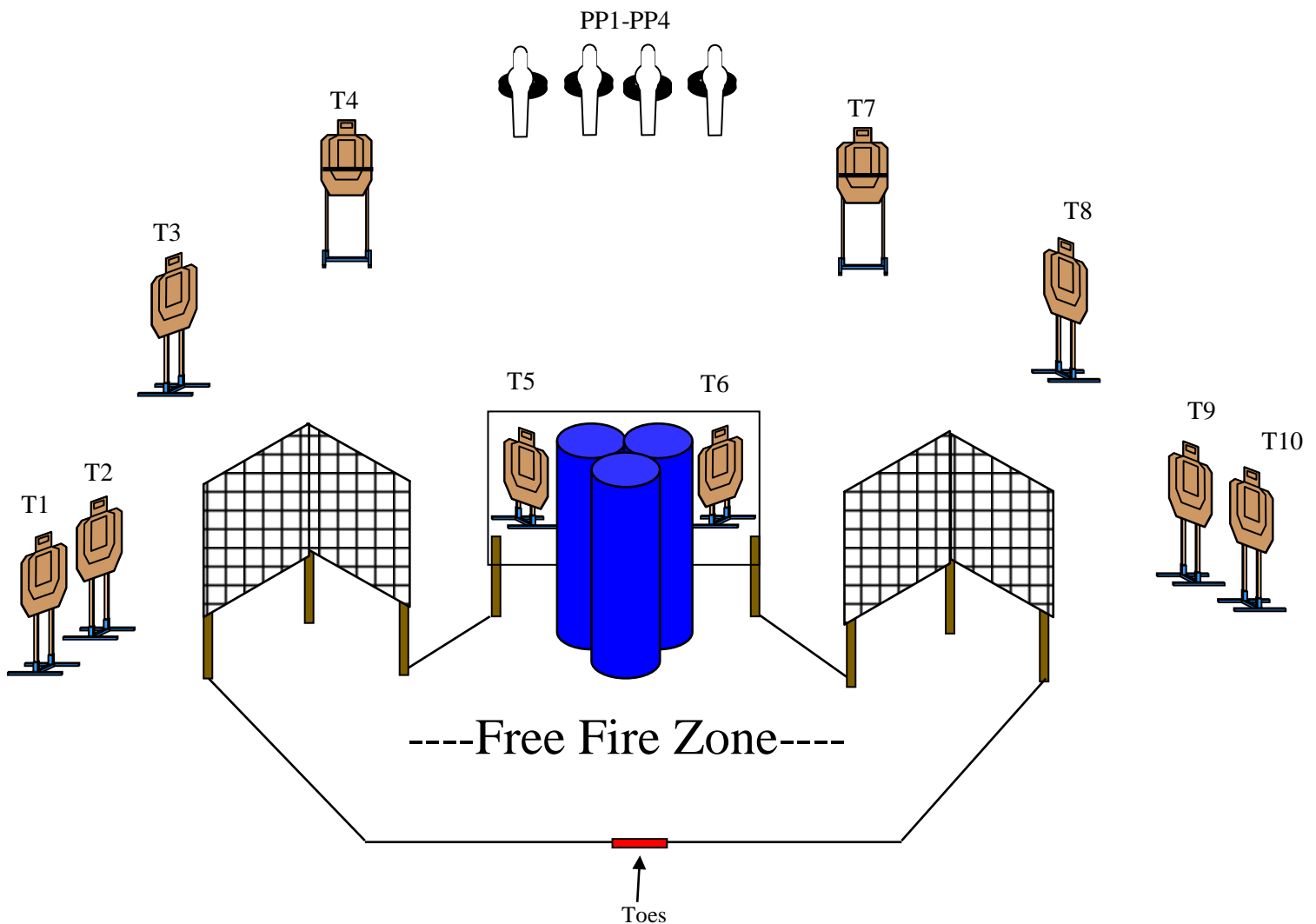
**START POSITION:** Standing with toes touching **RED** mark, hands relaxed at sides. Gun loaded and holstered. PCC start is gun loaded. Safety on. Muzzle pointed down range. Butt of gun touching belt.

### STAGE PROCEDURE

At signal, step completely into Free Fire Zone, then engage all targets and steel as they become visible from within the fault lines.

### SCORING

**SCORING:** Shots Unlimited, 24 rounds  
**TARGETS:** 10 NRA, 4 steel  
**SCORED HITS:** Best 2 per NRA, KD steel  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
No-shoot hit + 5 seconds  
Miss + 5 seconds



**Stage 2**

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## LIPSA I'll be your Huckleberry



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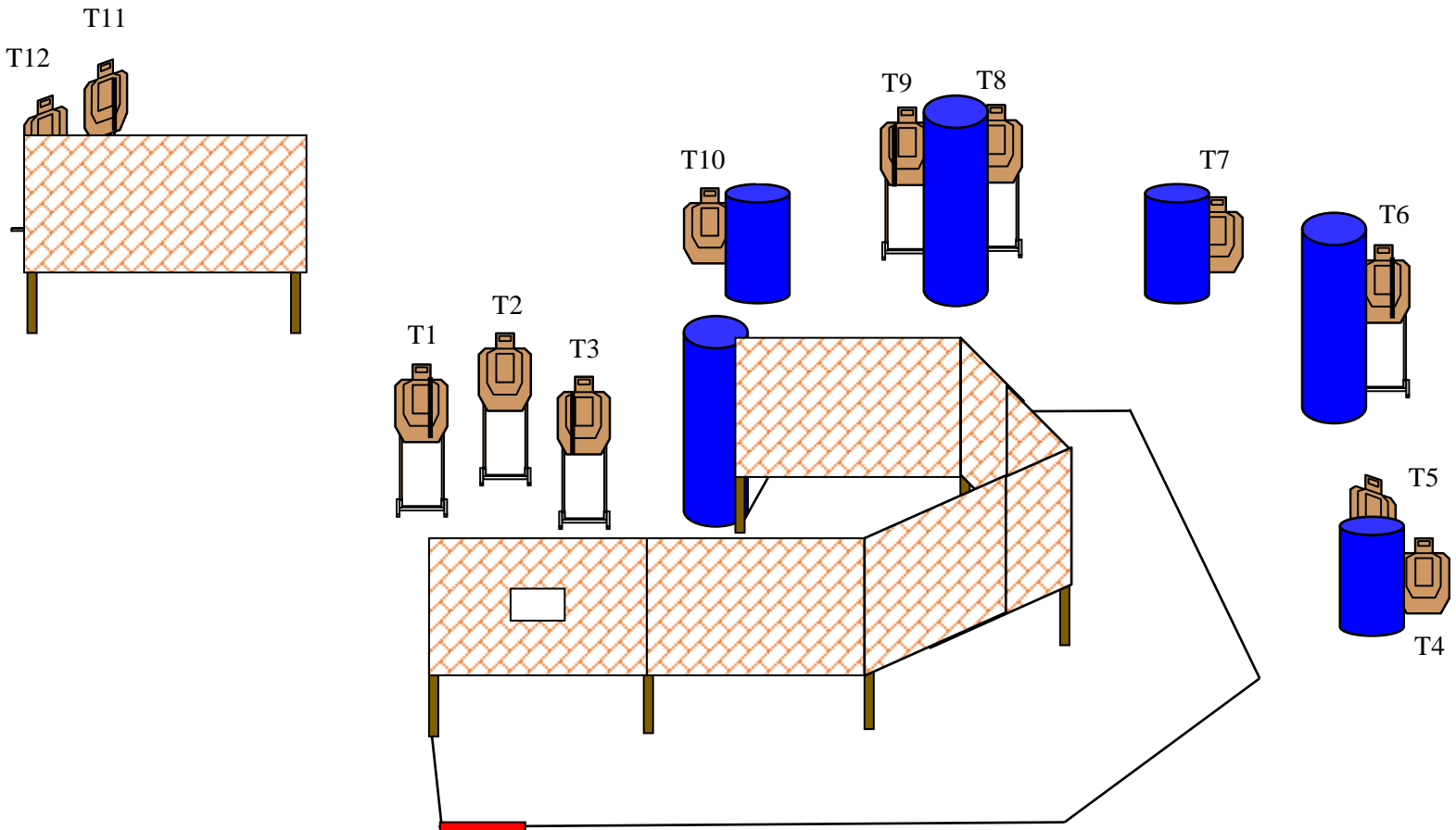
**START POSITION:** Standing with heels touching **RED** mark, hands relaxed at sides. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage all targets as they become visible from within the Free Fire Zone.

### SCORING

**SCORING:** Shots Unlimited, 24 rounds  
**TARGETS:** 12 NRA  
**SCORED HITS:** Best 2 per NRA  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
No-shoot hit +5 seconds  
Miss +5 seconds



**Stage 3**

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## Miculek's Reloads



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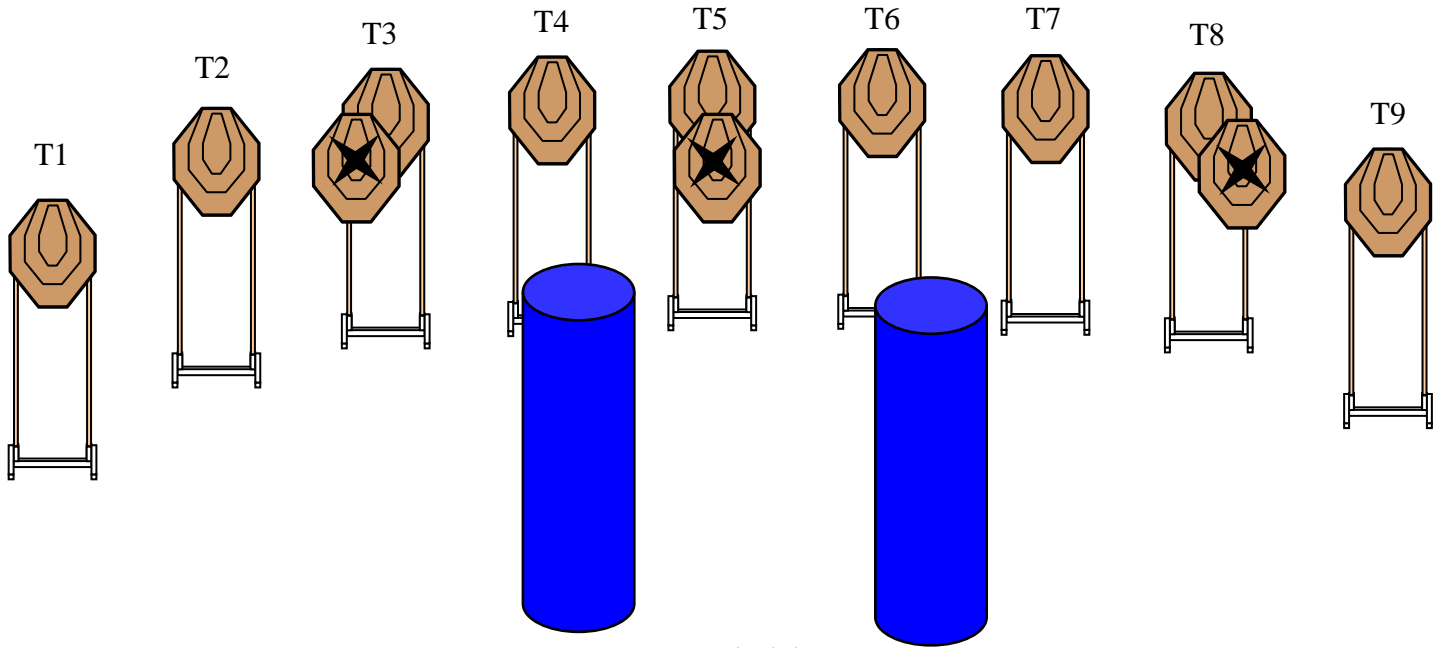
**START POSITION:** Standing with toes touching **RED** mark, hands relaxed at sides. Unloaded gun and all speed loaders/moon clips on table.

### STAGE PROCEDURE

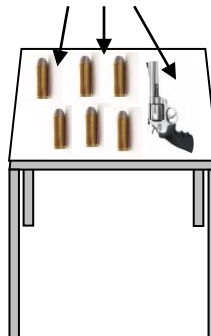
At signal, pick up and load revolver with ammo from table, then engage T1-T9 as they become visible from the Free Fire Zone. **All reloads must come from table.**

### SCORING

**SCORING:** Shots Unlimited, 18 rounds  
**TARGETS:** 9 NRA  
**SCORED HITS:** Best 2 per NRA  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
 No-shoot hit +5 seconds  
 Miss +5 seconds



Unloaded gun  
and all ammo



**Stage 4**

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## Earp's Enemies



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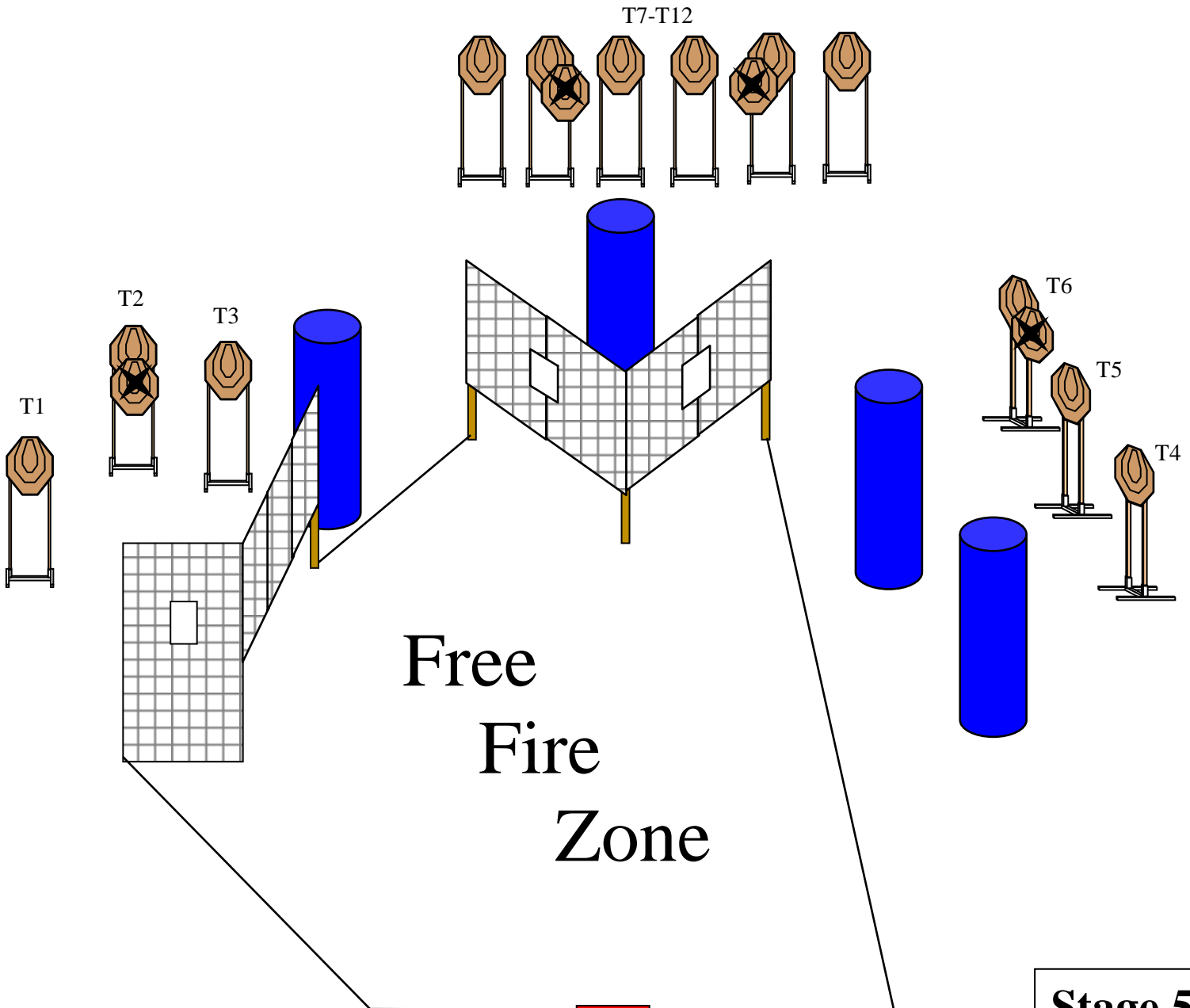
**START POSITION:** Standing with heels touching **RED** mark, hands relaxed at sides. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage all targets as they become visible from within the Free Fire Zone.

### SCORING

**SCORING:** Shots Unlimited, Time Plus  
**TARGETS:** 12 NRA  
**SCORED HITS:** Best 2 per NRA,  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
No-shoot hit +5 seconds  
Miss +5 seconds



**Stage 5**

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## Revolver Ready



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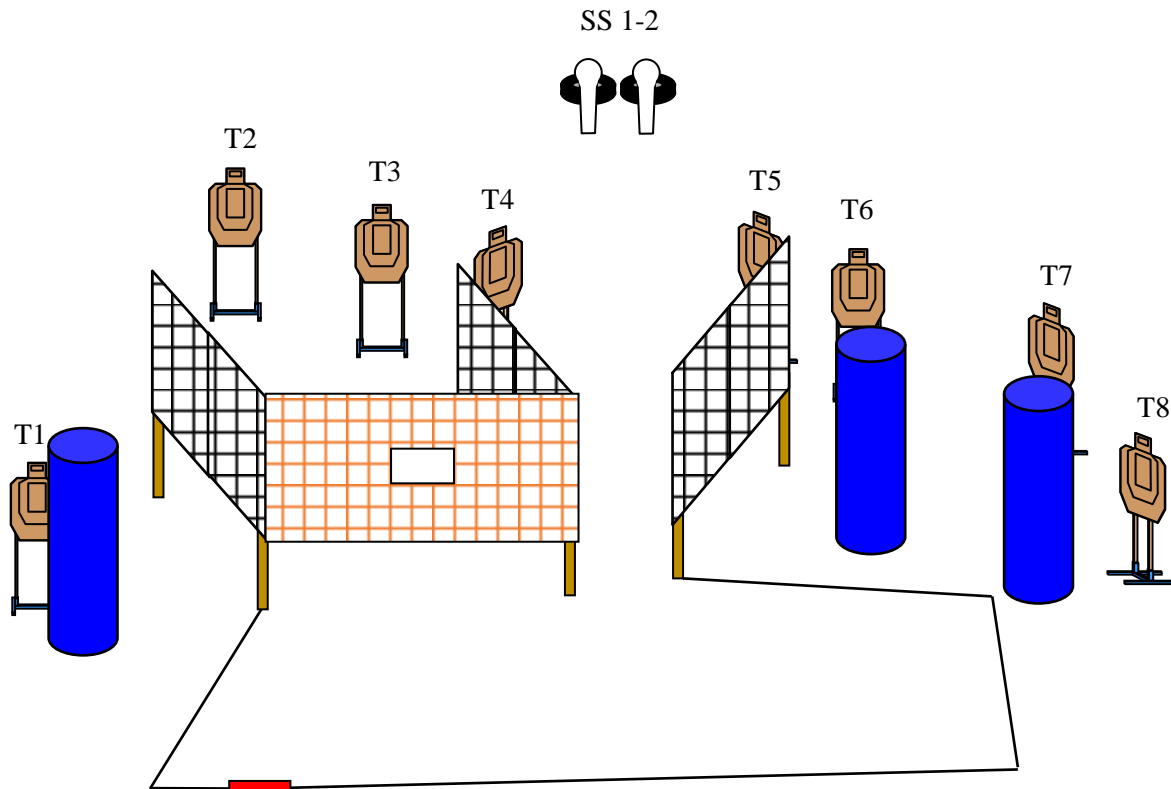
**START POSITION:** Standing with heels touching **RED** mark, hands relaxed at sides. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the fault lines.

### SCORING

**SCORING:** Shots Unlimited, 18 rounds  
**TARGETS:** 8 NRA, 2 steel  
**SCORED HITS:** Best 2 per NRA, KD steel  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



**Stage 6**