

UDPL Handgun/ICORE Match Division Information

Handgun/ICORE Match Divisions –

Because the UDPL ICORE matches are open to all handgun shooters, the following divisions are included:

Revolvers -

IC-L = ICORE Limited

IC-O = ICORE Open

Semi-Auto Pistols -

TRM = Ten Round (or less) Magazines, no optical sights or compensators

HiCAP = High capacity (10+) mags, no optical sights or compensators

OPEN = Anything goes - within the bounds of safety

From the ICORE Rule Book -

6. A revolver must compete in the Open Division if it has one or more of the following modifications:

- A. Compensating, venting, or metering ports of any kind.
- B. An optical sight including telescopic and red dot sights.
- C. A rib sight, a front sight that extends beyond the muzzle, or a rear sight that extends beyond or behind a factory manufactured sight's location.
- D. Any barrel other than a factory barrel or a factory replacement barrel made by the revolver's manufacturer and included in the revolver manufacturer's spare parts catalog or list.
- E. An underlug, barrel weight, grip weight, or any other modification designed to increase the weight of the revolver.

All other modifications are allowed. **Revolvers not in the Open Division may compete in the Limited Division.** *(Revised 9/11/2002)*

SECTION 6 TARGETS/SCORING

1. The official target of the ICORE organization is the NRA D-1 target. The X-ring is the 4" zone in the middle of the target. The X-ring and the next zone outside of that constitutes the A zone. The next is the B zone, the balance of the target is the C zone. The X-ring may be used as a tie breaker or bonus zone.

2. Standard height for paper means the top of the target is set at 5' 6" from the ground. For plates the top of the plate is at 4' 6" from the ground. The top of 18" X 24" rectangles are at 5' from the ground. Those targets set at "ground" level must have the bottom of the target within 12" of the ground.

3. Hard cover is defined for scoring purposes, as an impenetrable barrier placed closely to and partially in front of a shoot target, any rounds passing through hard cover into the shoot target would be scored as a miss. Any round passing only partially through the hard cover and through the shoot target will be considered as a hit. 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 result 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 higher score.)* **(Revised 5/29/2000)**

4. Soft cover will be described as a vision barrier through which shots may pass and be scored on the shoot targets.

5. No-shoots are targets that are indicated as a non-engageable target. Only full bullet diameter shots will count as a penalty.

6. Scoring is done on a "total time" basis. The accumulated time of all runs, plus target hits, plus penalties equal total time. That will be the score. On the D-1 targets A zone hits add 0 seconds, B zone hits add 1 second, and the C zone adds 2 seconds. If a hit breaks the perforation, the shooter is given the better score. Targets that disappear during the course of fire will not be given penalties for failure to engage, but will receive miss penalties, targets that some portion remains visible will receive both penalties. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit.

7. The following penalties may be assessed during scoring:

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| 1. Miss | 5 seconds. |
| 2. Hitting No Shoot | 5 seconds if hole is full bullet diameter and inside the perforations on border of target. |
| 3. Premature start | 5 seconds. |
| 4. Foot Fault | 5 seconds. |
| 5. Failure to engage | 5 seconds per target. |
| 6. Procedural | 5 seconds. |
| 7. Extra shot | 5 seconds (Shots limited). |
| 8. Extra hit | 5 seconds (Shots limited). |
| 9. Overtime shot | 10 seconds (Fixed time stage). |
| 10. Failure to hit Stop Plate | 30 seconds. |

8. It is the Range Officer's responsibility to insure that scoring for their stage is done properly. Each shooter is responsible for signing their score sheets after they have reviewed it for completeness and accuracy.

9. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.

10. If at anytime a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor will be scored his time and hits for the course of fire until the breakage, and awarded ALL penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string. *(Revised 8/28/2000)*

11. If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor will be awarded penalties as described in Section 6, Rule 10 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 effected within 30 minutes. If the competitor cannot effect repairs or replacement within 30 minutes, penalties are awarded as described in Section 6, Rule 10 for each remaining uncompleted string. *(Revised 8/28/2000)*

12. In the event of breakage, a competitor may complete the match with an "equivalent" revolver after receiving express permission from the Match Director to make the substitution. Any change in ammunition may be checked to assure it meets minimum standards.

ICORE Scoring 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 count.

