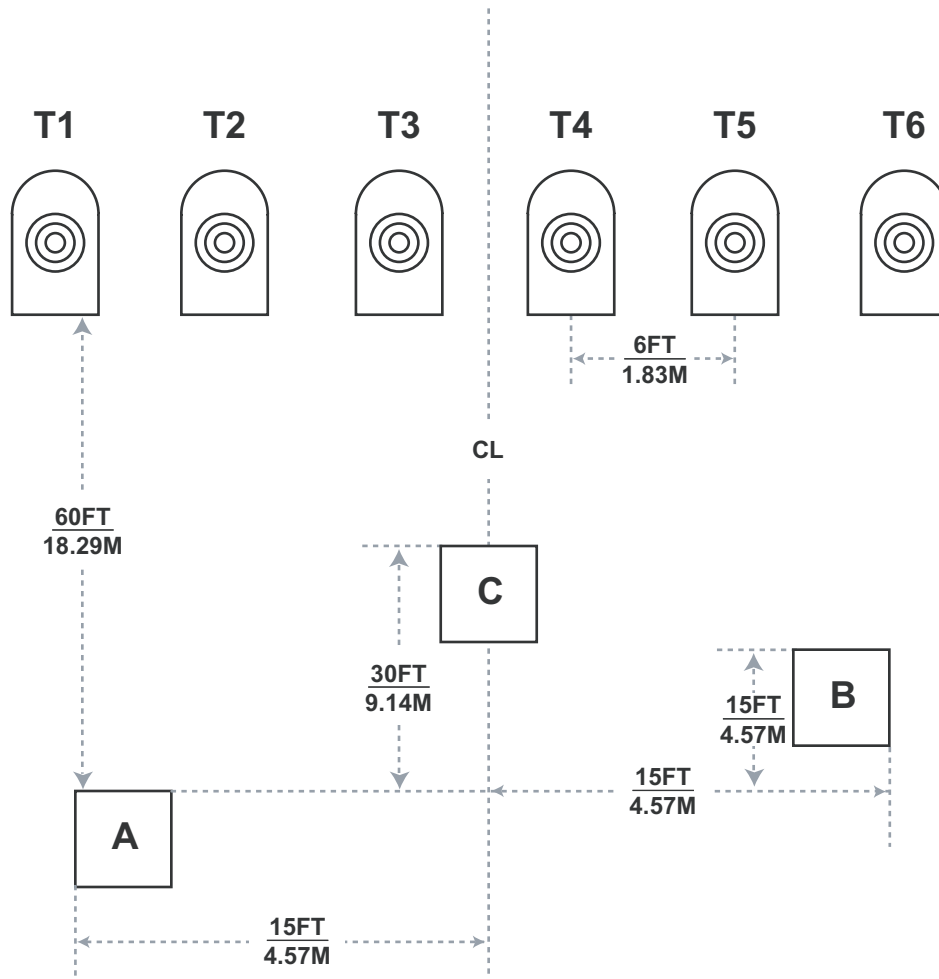




# Speed Racer

**CS-002**  
 Modified by  
 Paul A. Wetzel  
 from USPSA  
 88-101



**Drawing is Not to Scale!**

**Start Position:** Standing in Box A, facing downrange, hands above respective shoulders.

**Procedure:**

At start signal, engage T1 thru T6 with only one (1) round each in any order, then move to Box B and engage T1 thru T6 with only one (1) round each in any order, then move to Box C and engage T1 thru T6 with only one (1) round each in any order.

**Scoring:** Shots Limited

**Targets:** 6 NRA D-1 paper

**Rounds:** 18 maximum

**Start:** Audible

**Stop:** Last shot

**Penalties:** Per the ICORE rulebook. Foot faults, extra shots, extra hits, procedurals and misses +5 seconds per occurrence.

**Stage Setup:** Place targets per drawing dimensions. Set targets T1 thru T6 at standard height with top of target 1.65 m (5 feet 6 inch) +/- 5cm (2 inches) from ground. Alignment is shown to centerlines of boxes and targets, unless otherwise noted.

Shooting boxes are approximately 1m x 1m (3 feet x 3 feet).

# CS-002

## Shots Limited

# Speed Racer



Target	A	B	C	M	Hits
T1					3
T2					3
T3					3
T4					3
T5					3
T6					3

R.O. \_\_\_\_\_

Shooter \_\_\_\_\_

Total Hits					18
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Time Factor	x0	x1	x2	x5
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	+		+	
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Extra Shots	
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Extra Hits	
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Procedurals	
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Notes

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X5=

X5=

X5=

	Clock Time
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	Hit Time Added
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	+ Extra Shots
--	---------------

	+ Extra Hits
--	--------------

	+ Procedurals
--	---------------

	Total
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Name \_\_\_\_\_

ICORE Number \_\_\_\_\_

Date \_\_\_\_\_ Club \_\_\_\_\_

Limited / Open / Retro (Circle one)