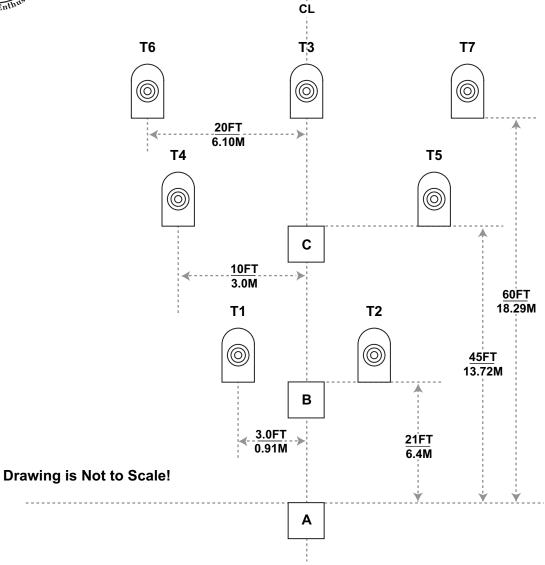


## Phoenix Triangle

# CS-022 Designed by Steven Bressan



Start Position: Standing in Box A, facing downrange, hands relaxed at sides.

#### Procedure:

At start signal engage, from Box A engage only T1, T4 and T6 with only two (2) rounds each in any order, perform a manadatory reload and then engage only T2, T5 and T7 with only two (2) rounds each in any order. From Box B engage only T3, T4 and T5 with only two (2) rounds each in any order. From Box C engage only T3, T6 and T7 with only two (2) rounds each in any order.

Scoring: Shots Limited
Targets: 7 NRA D-1 paper
Rounds: 24 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 T7 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-022 Shots Limited

### **Phoenix Triangle**



| Target         A           T1 | B C         | M Hits 2 2 4 4 4 4 | R.O.<br>Shooter |                                 | Z. Revolver Enthusins |
|-------------------------------|-------------|--------------------|-----------------|---------------------------------|-----------------------|
| Т7                            |             | 4                  |                 |                                 |                       |
| Total<br>Hits                 | + +         | = 24               |                 |                                 | 1                     |
| Time x0                       | x1 x2       | х5                 |                 | Clock Time                      |                       |
|                               |             |                    |                 |                                 |                       |
|                               | + +         | =                  |                 | Hit Time Added                  |                       |
|                               | + + +       | = X5=              |                 | Hit Time Added<br>+ Extra Shots |                       |
|                               |             | $\vdash$           |                 |                                 |                       |
| Notes                         | Extra Shots | X5=                |                 | + Extra Shots                   |                       |

| Name_ |  |  |  |
|-------|--|--|--|
|       |  |  |  |

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

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

Limited / Open / Retro (Circle one)