

ICORE Information

Guns:

- Revolvers must be of .32 caliber or larger.
- Double action revolvers are best suited for this game.

Ammo:

- A match normally requires 80 to 120 rounds per shooter
- Ammunition must have a power factor of 120 or more.
- Power factor is calculated by multiplying bullet weight x velocity and dividing by 1000.
- For example, a 38 special 158 gr. bullet traveling at 800 fps is calculated as follows: $158 \times 800 = 126,400$,
 $126,400/1000 = 126.4$ power factor.
- Some factory ammo meets these requirements.
Consult the ICORE.org web site or the match director.
- Magnum loads are not needed and not allowed to shoot on the club's steel. They would also have a negative impact on the shooters score, due to the excessive noise and recoil.

Other Gear:

- Shooters will need a hip holster (strong side carry only, no cross draw rigs).
- 4-6 speed loaders with ammo carriers that attach to the belt.
- Shooters also need eye and ear protection.

Scoring:

- Your score is the amount of time used to complete the course of fire, plus time added for poor hits on the targets.
- Each shooters final score is the combined times from all stages of fire, plus extra time added for poor hits on the targets and any other penalties earned.

Match Fees:

- Match fee of \$15.
- First time shooters shoot Free.
- Fee discounts available, see match director.
- New shooters are allowed to shoot semi-autos first 2 matches, see match director for more details.