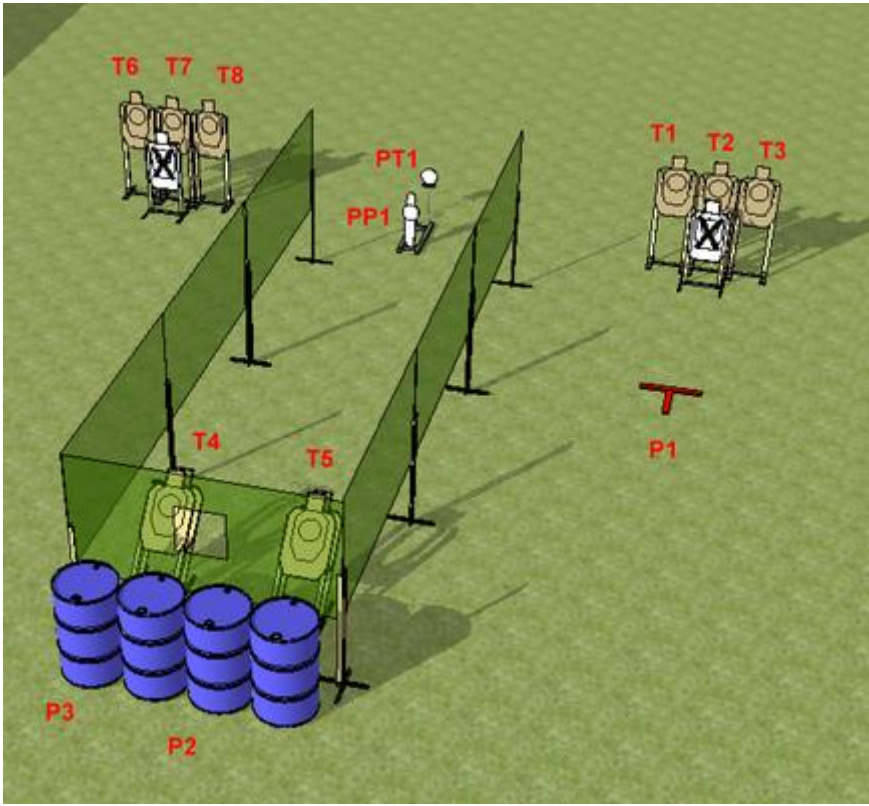
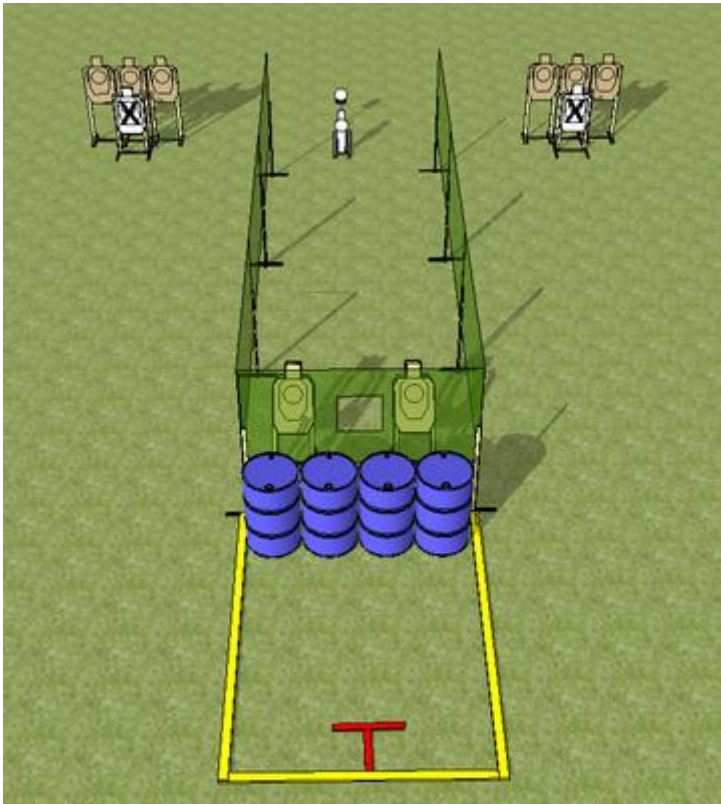


1. 3 on the side



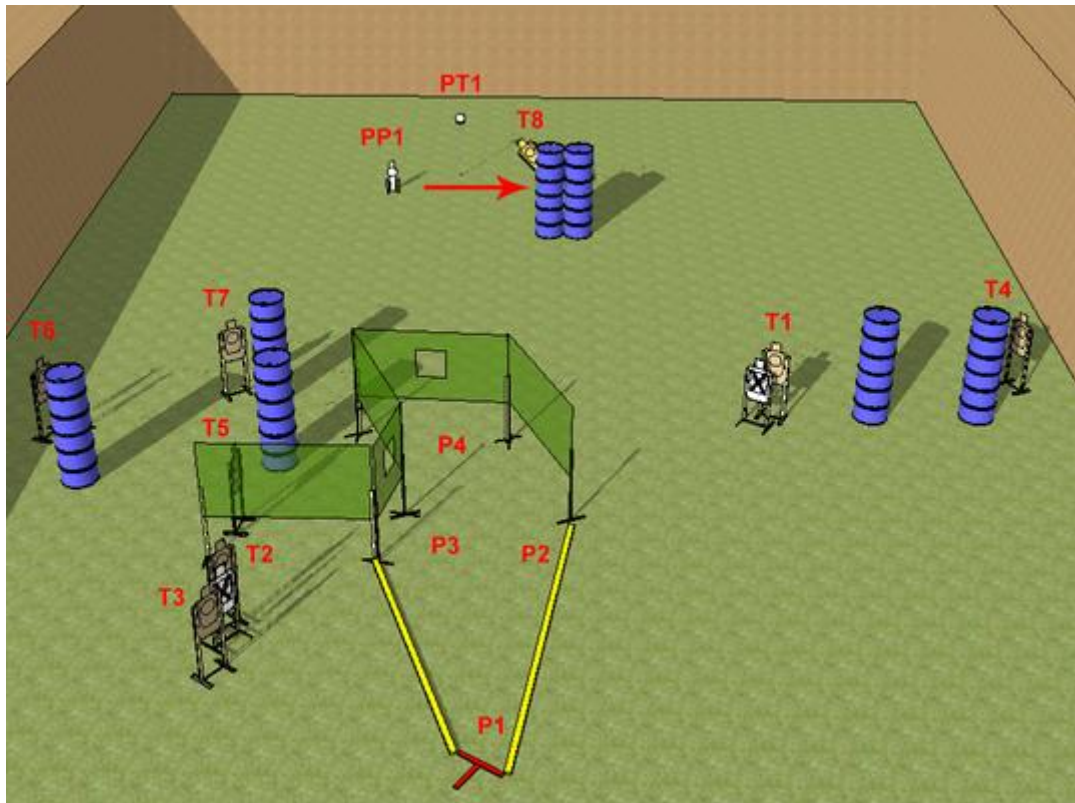
Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 1 popper, 1 plates, 2 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. U



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 1 popper, 1 plates, 2 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	Free Style Condition 2				
Start pos	Gun magazine inserted not chambered & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

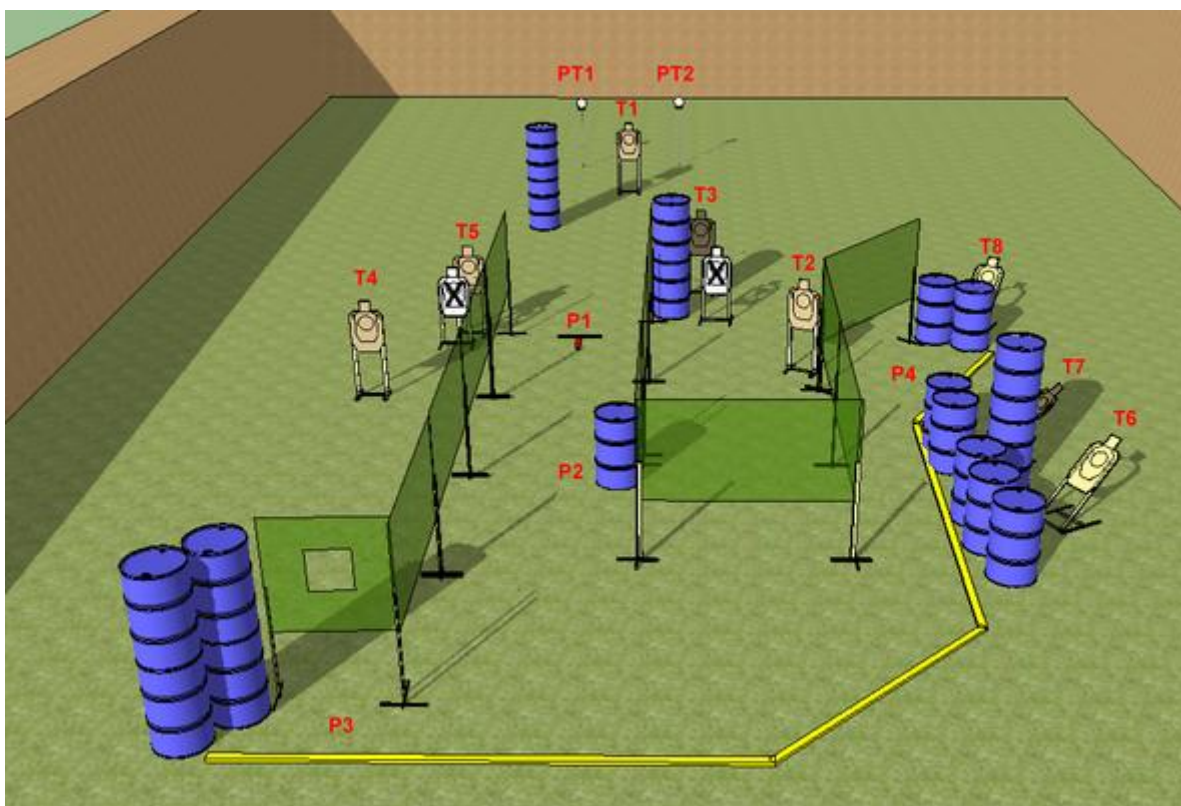
3. They are Everywhere



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 1 popper, 1 plates, 2 no-shoot	Total	10 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

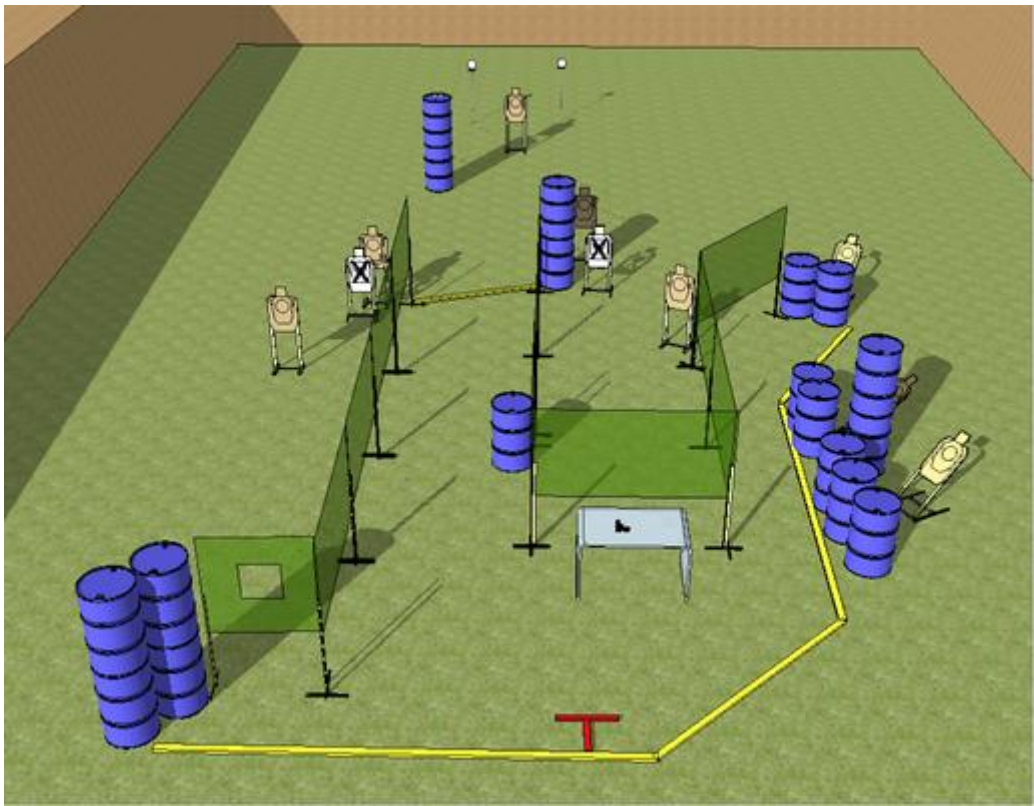
4. Run n Gun



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 plates, 2 no-shoot	Total	10 targets	Strings	1

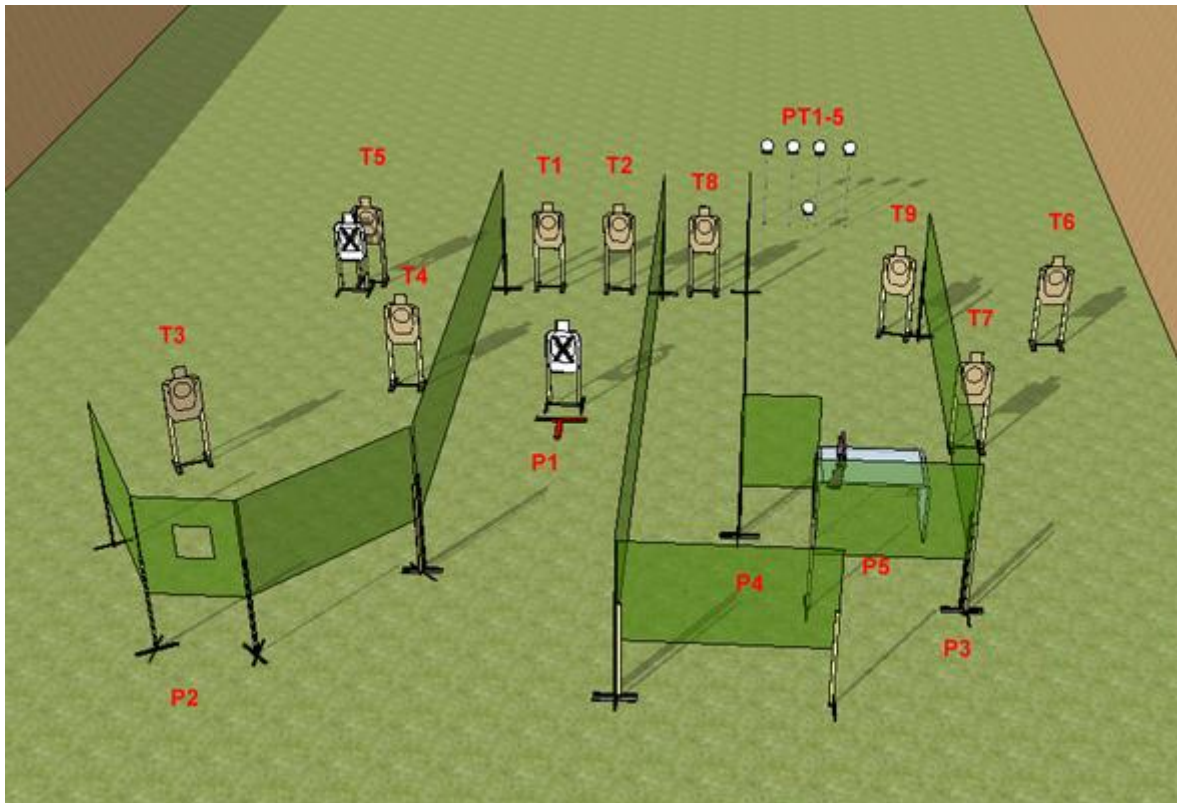
Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

5. Run n Gun - Part 2



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 plates, 2 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	Free Style				
Start pos	Gun not loaded & All mags on table				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

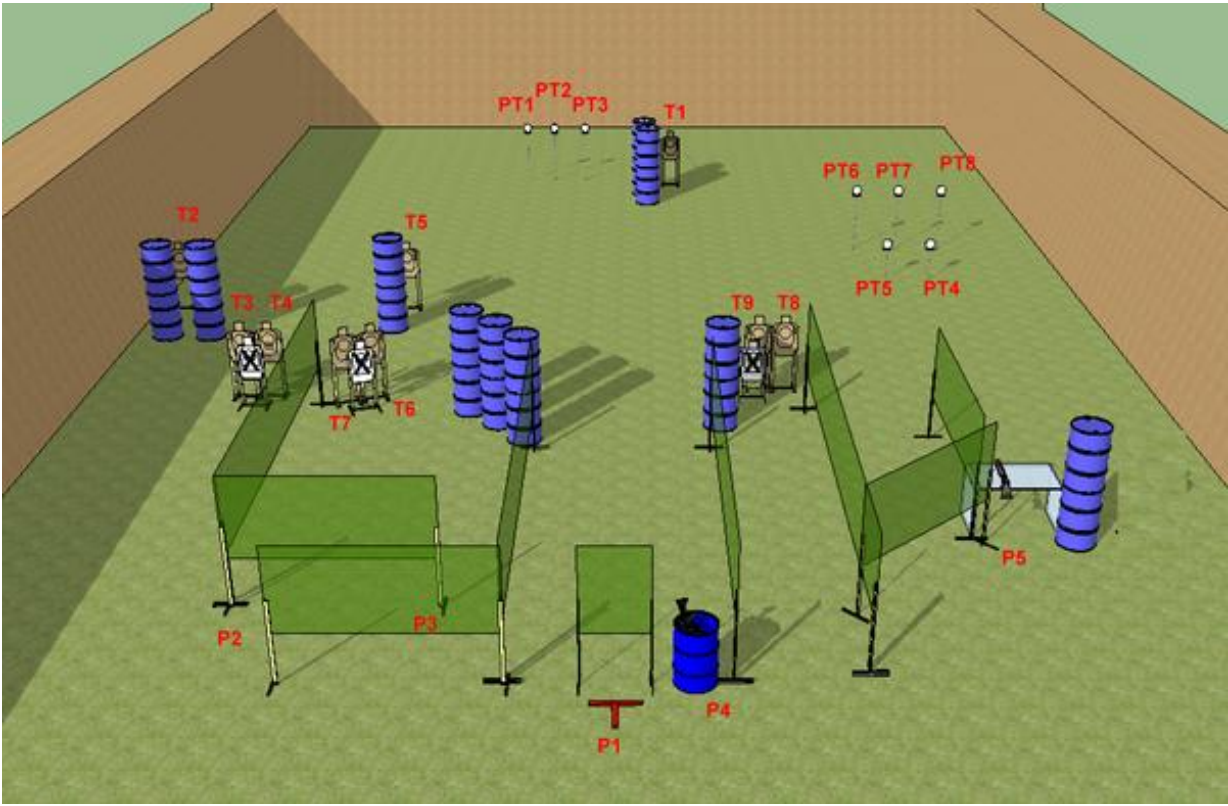
6. Where's my Shotgun?



Scoring	Unlimited	Firearm	Handgun	Rounds	23
Targets	9 paper, 5 plates, 2 no-shoot	Total	14 targets	Strings	1

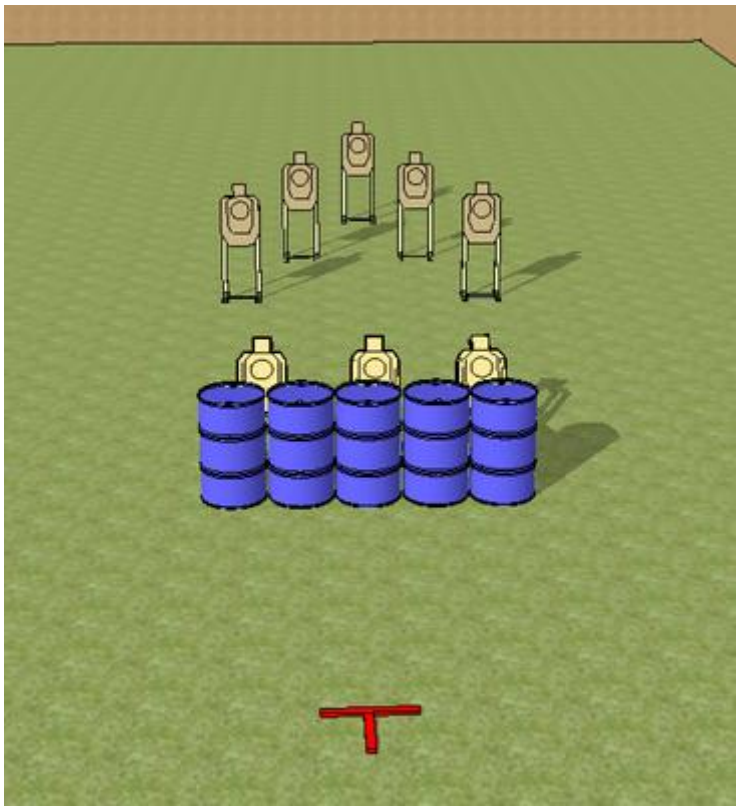
Scenario & Procedure	
Start pos	Gun loaded & holstered. Shotgun loaded 5+1 & on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

7. Busy man



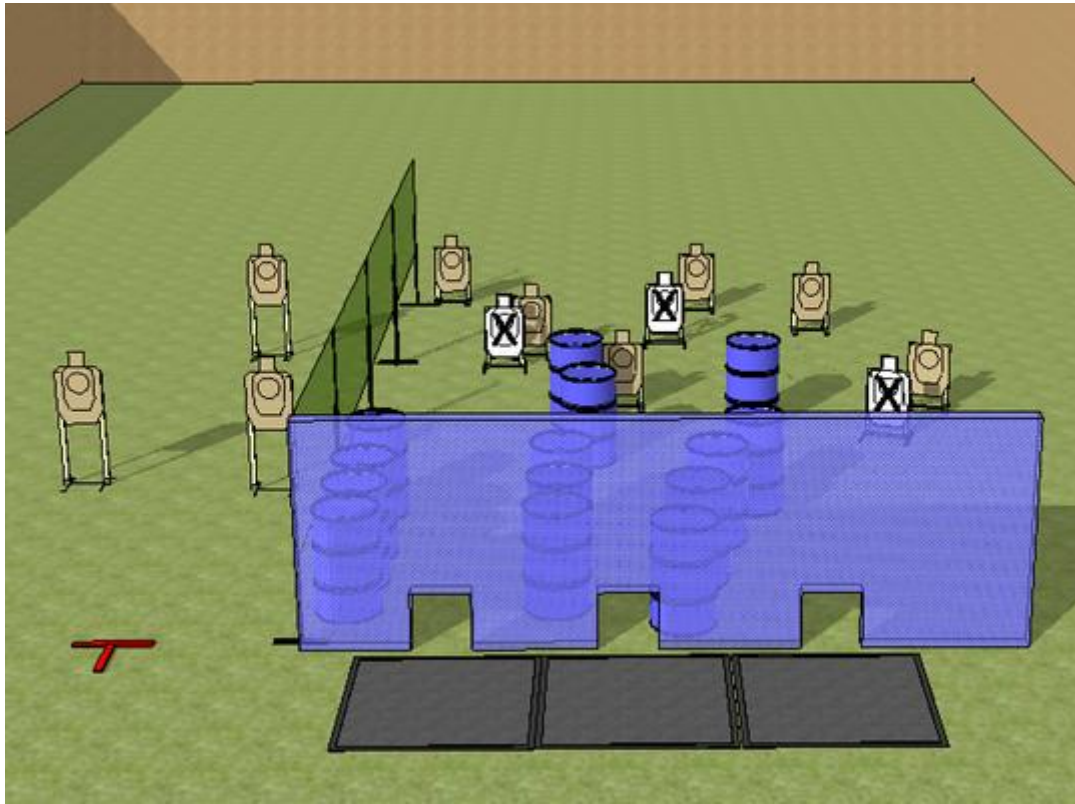
Scoring	Unlimited	Firearm	Handgun	Rounds	26
Targets	9 paper, 8 plates, 3 no-shoot	Total	17 targets	Strings	1
Scenario & Procedure	No concealment				
Start pos	Gun loaded & holstered, Rifle Loaded at low ready, Shotgun loaded 5+1 on table				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

8. 5 ups 3 downs



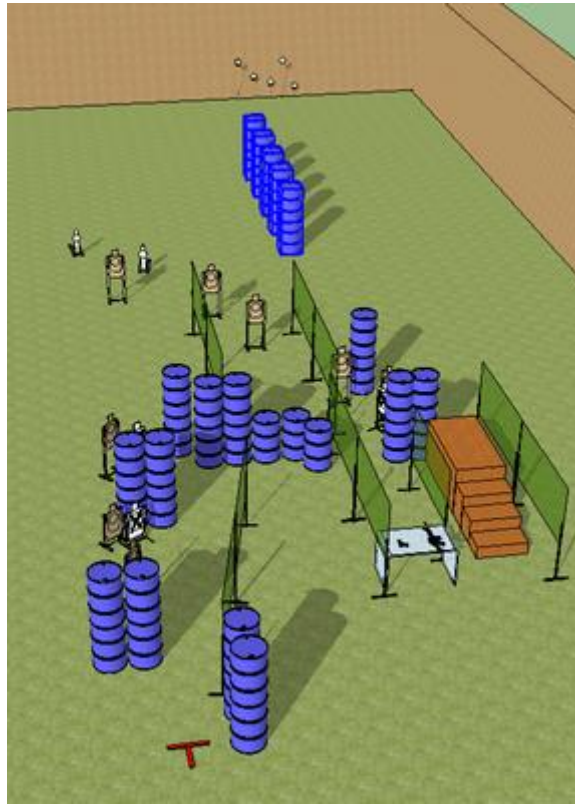
Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper,	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

9. 3 Below



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	No concealment				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

10. Sniper Fight



Scoring	Unlimited	Firearm	Handgun	Rounds	23
Targets	8 paper, 2 popper, 5 plates,	Total	15 targets	Strings	1
Scenario & Procedure	War Zone - Must survive Fight your way to your Sniper Rifle. Place your hand gun on the table with safety on or gun is empty. Pick up the Rifle then take a prone on the deck and execute 5 well-aimed shots. No Concealment				
Start pos	Gun loaded & holstered, Rifle Loaded on table				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					