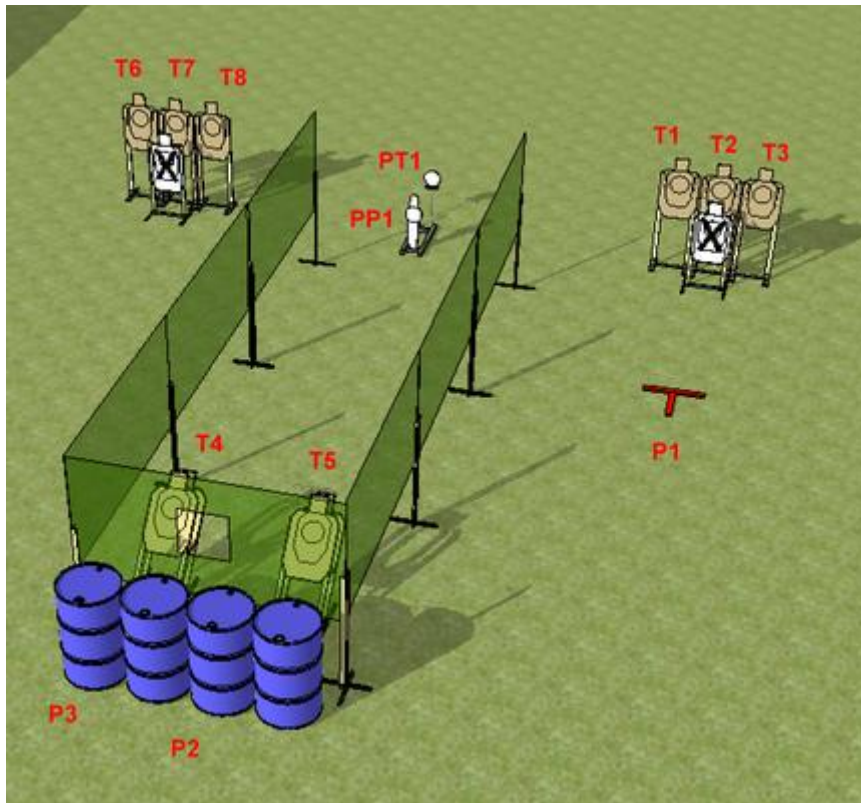
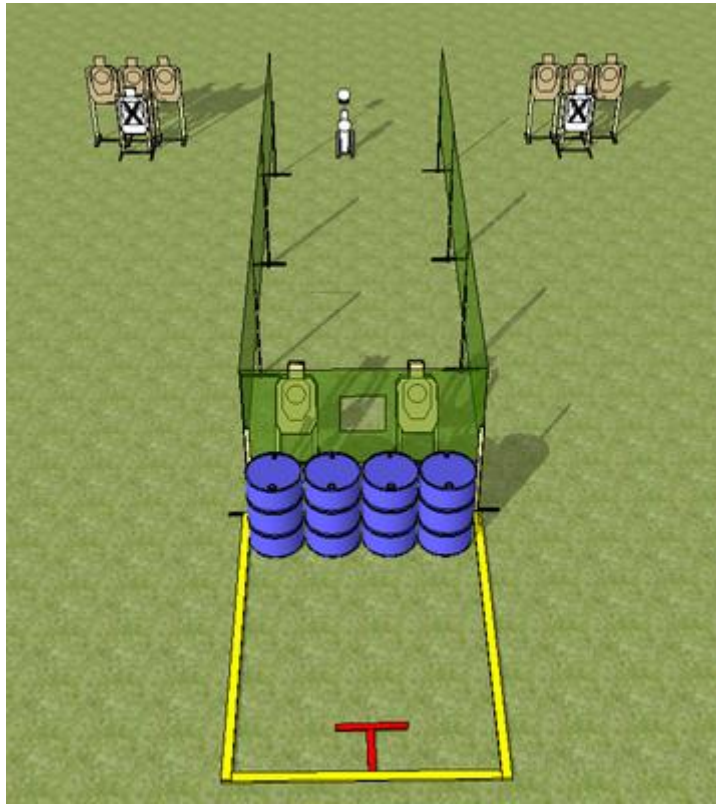


1. 3 on the side



| | | | | | |
|----------------------|---|---------|------------|---------|----|
| 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 | | | | | |

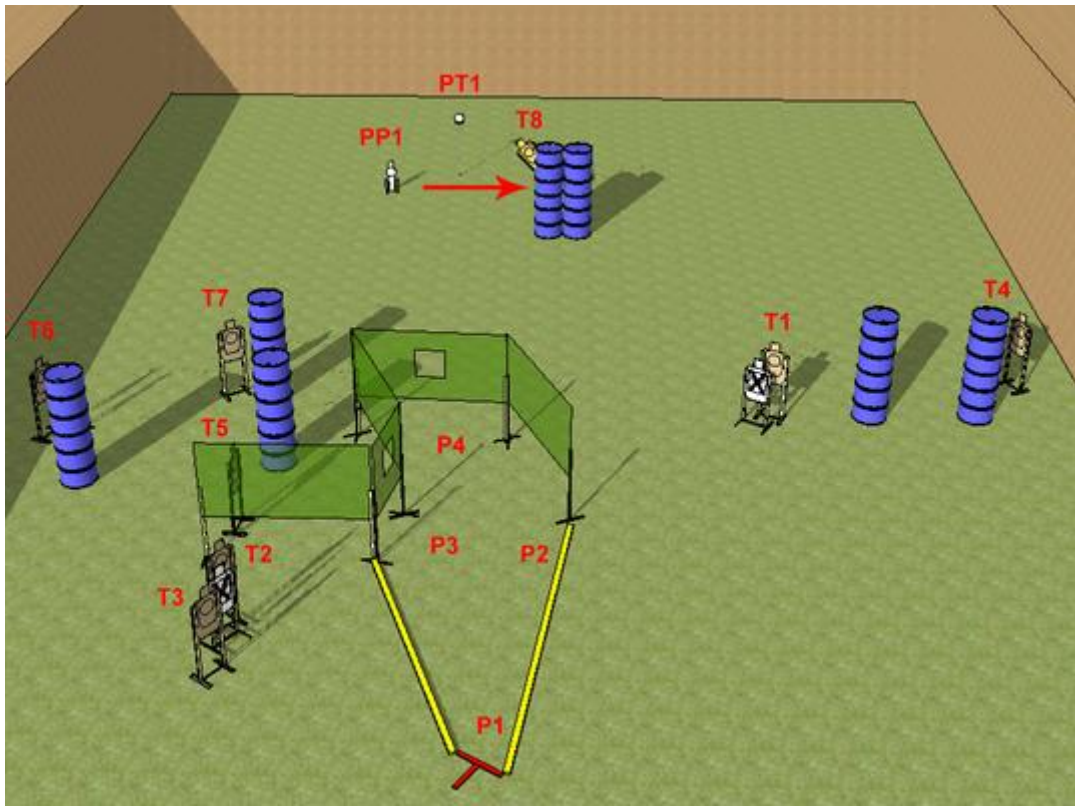
2. U



| | | | | | |
|----------------|---|----------------|------------|----------------|----|
| 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 | |

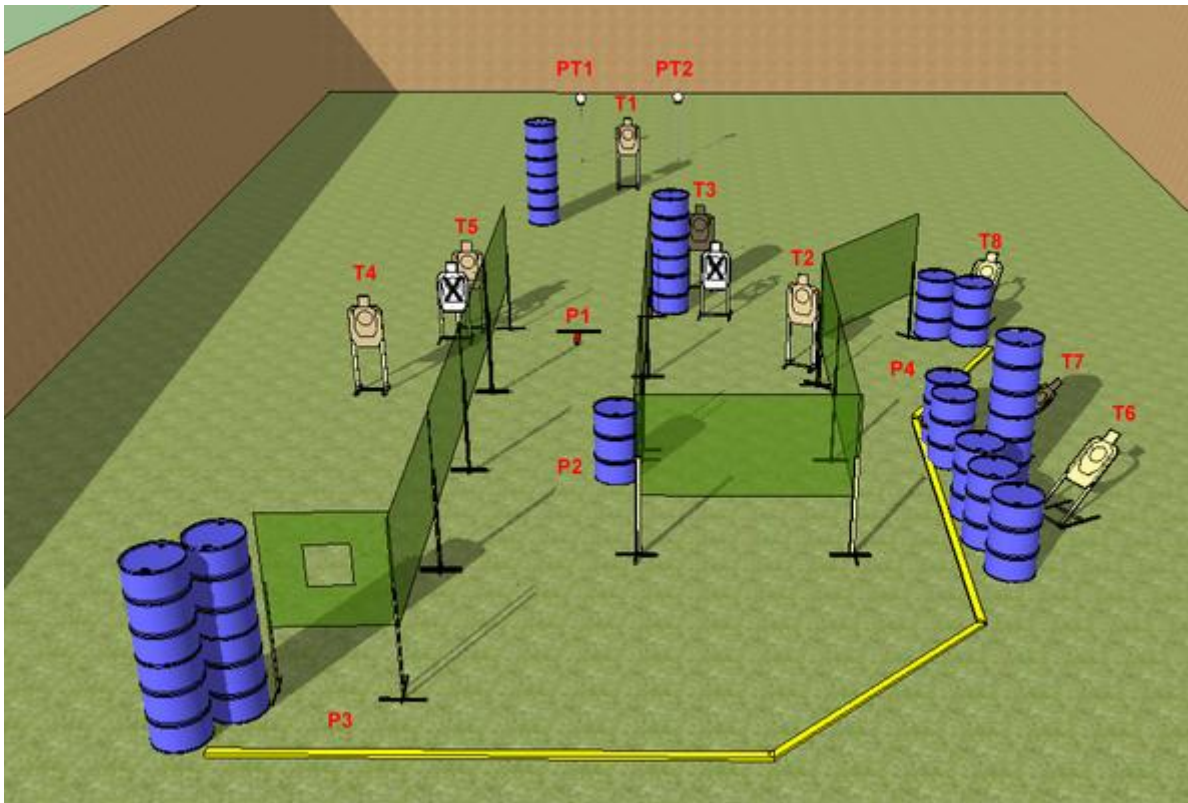
3. They are Everywhere



| | | | | | |
|---------|---|---------|------------|---------|----|
| 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 | |

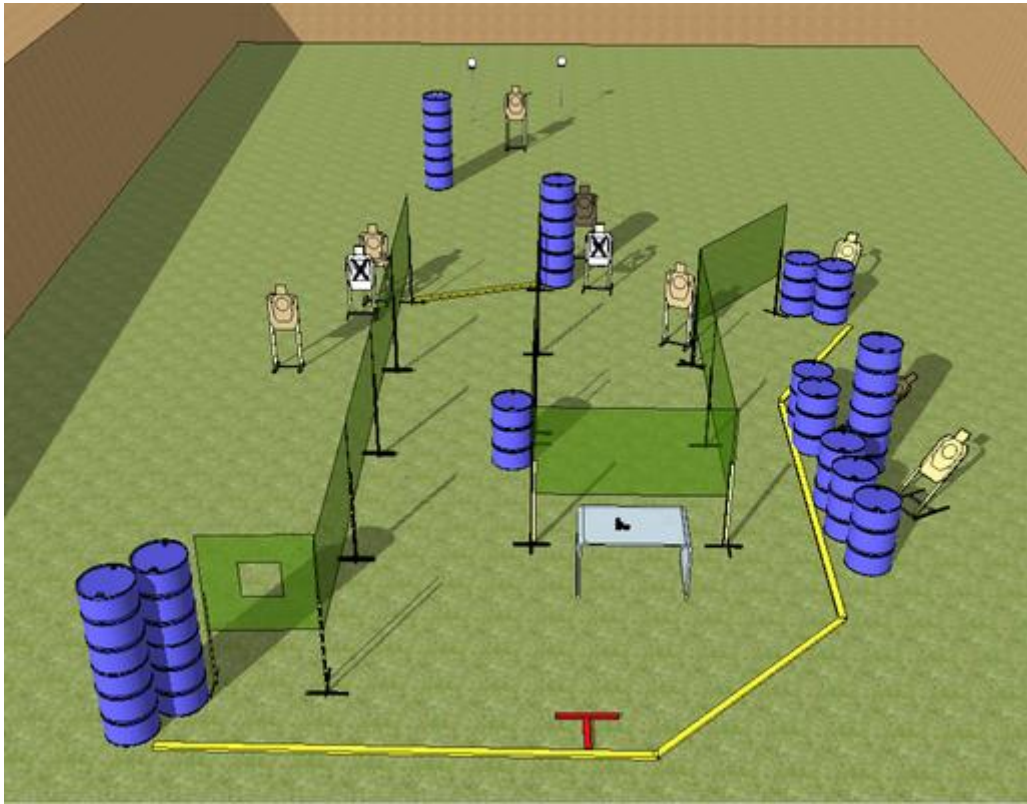
4. Run n Gun



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

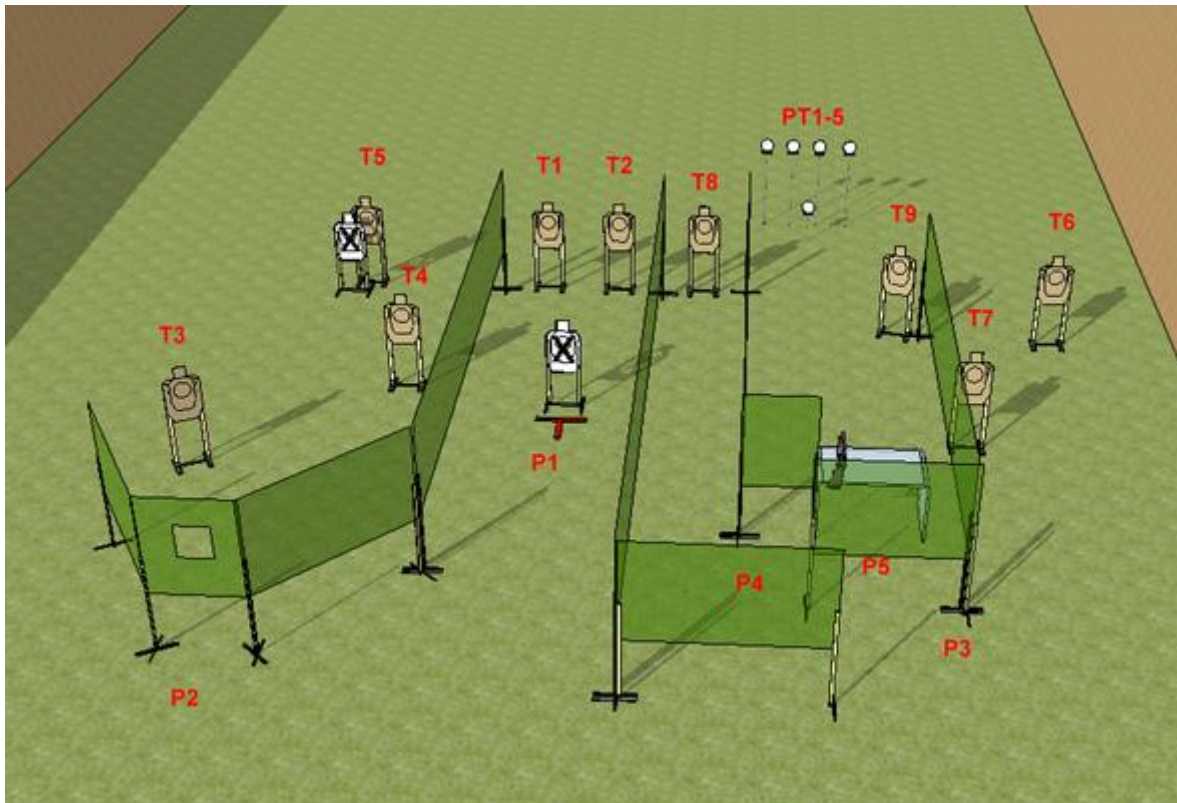
| | |
|----------------------|---------------------------------|
| Scenario & Procedure | |
| Start pos | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety | L/R |
| Setup | |

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 | | | | | |

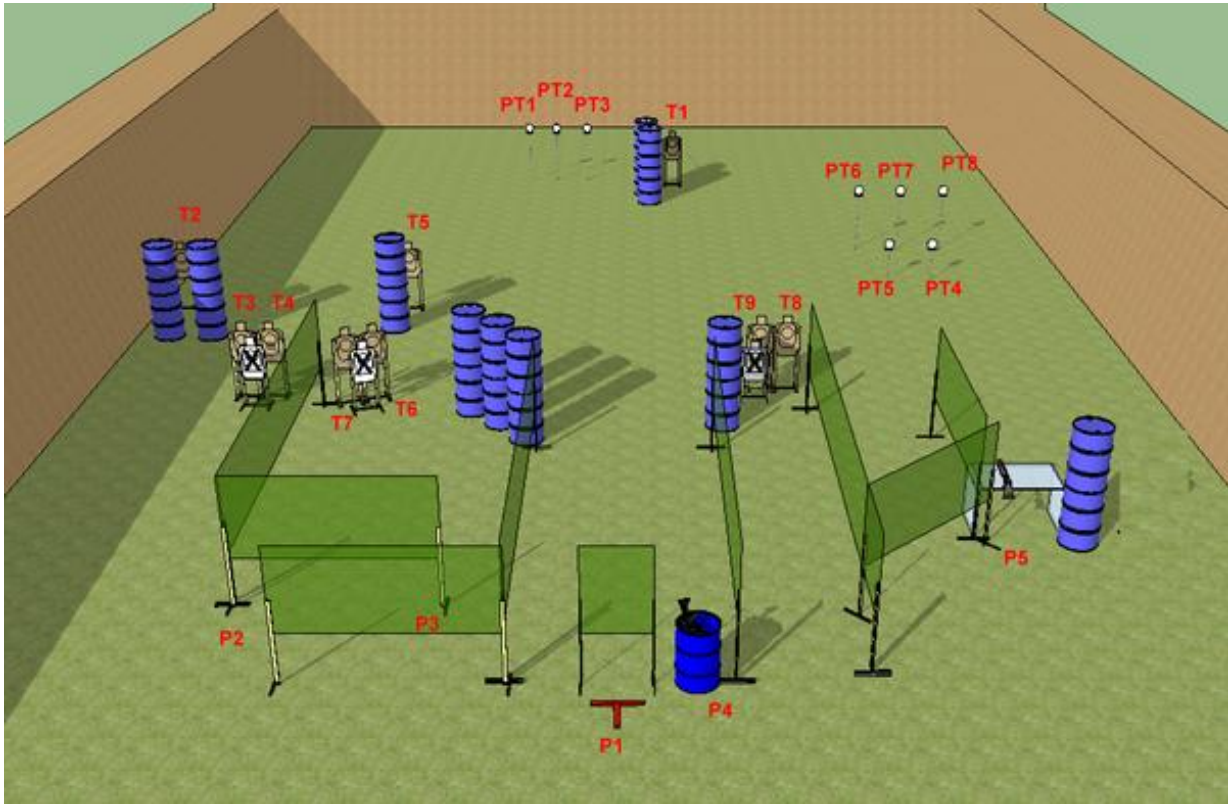
6. Where's my Shotgun?



| | | | | | |
|---------|-------------------------------|---------|------------|---------|----|
| 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 | |

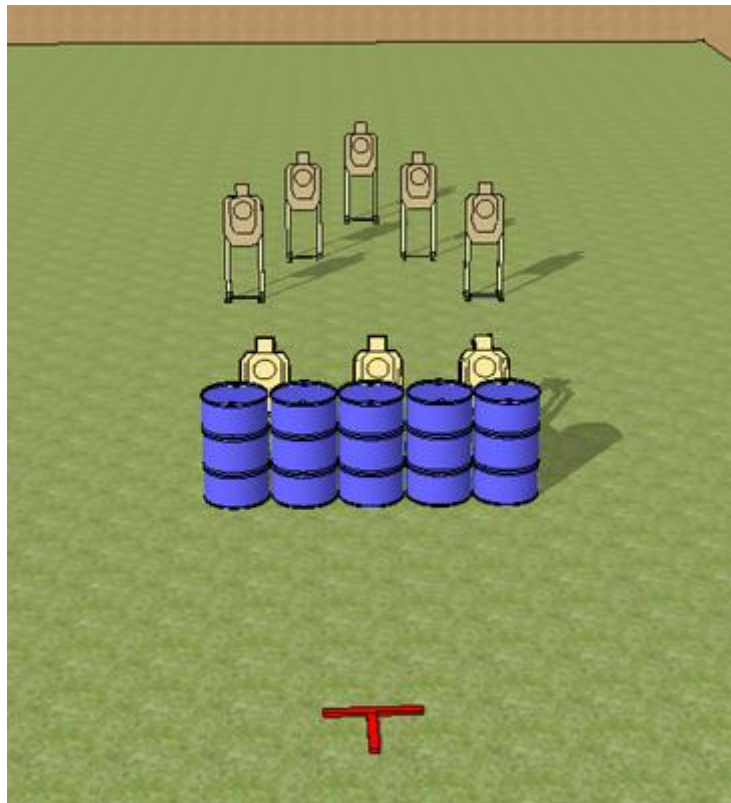
7. Busy man



| | | | | | |
|---------|-------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 26 |
| Targets | 9 paper, 8 plates, 3 no-shoot | Total | 17 targets | Strings | 1 |

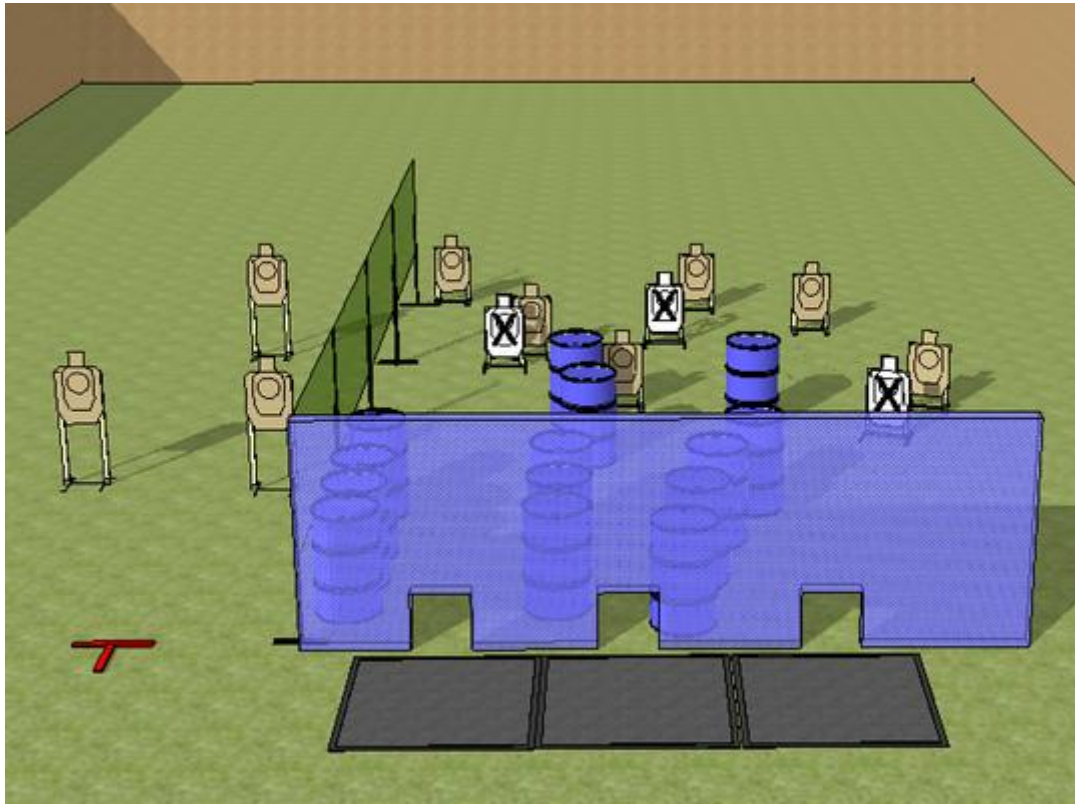
| | |
|----------------------|--|
| Scenario & Procedure | No concealment |
| Start pos | Gun loaded & holstered, Rifle Loaded at low ready, Shotgun loaded 5+1 on table |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety | L/R |
| Setup | |

8. 5 ups 3 downs



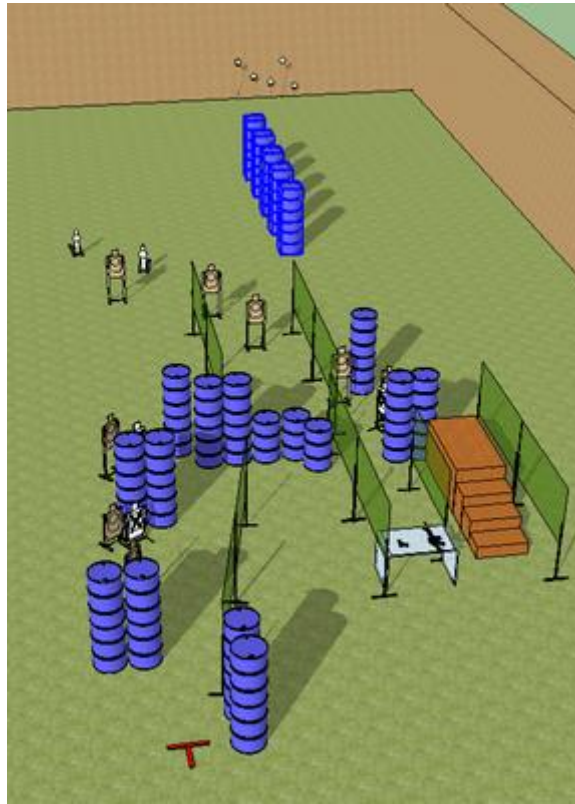
| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start 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 | | | | | |