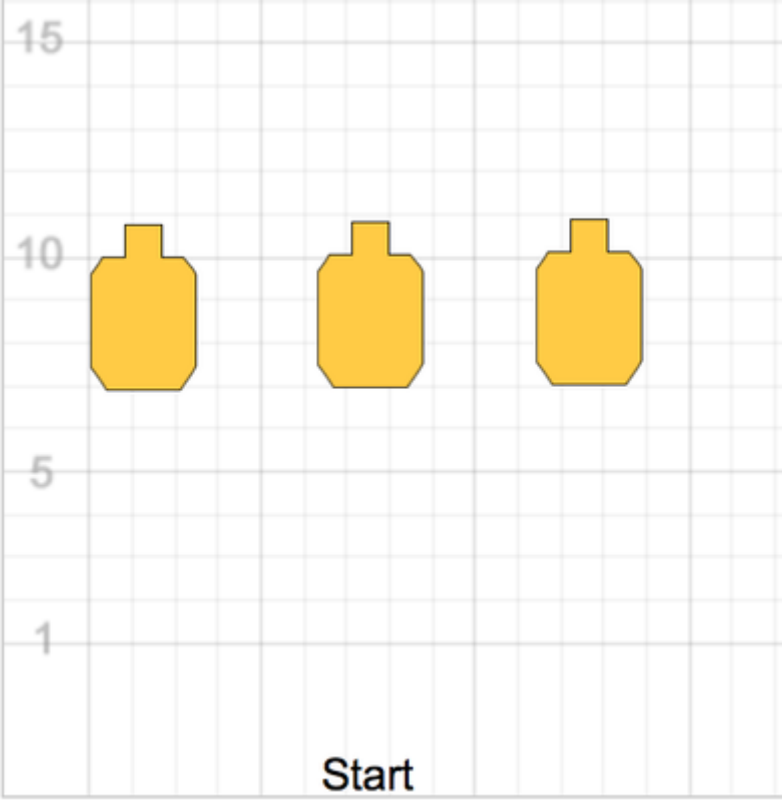
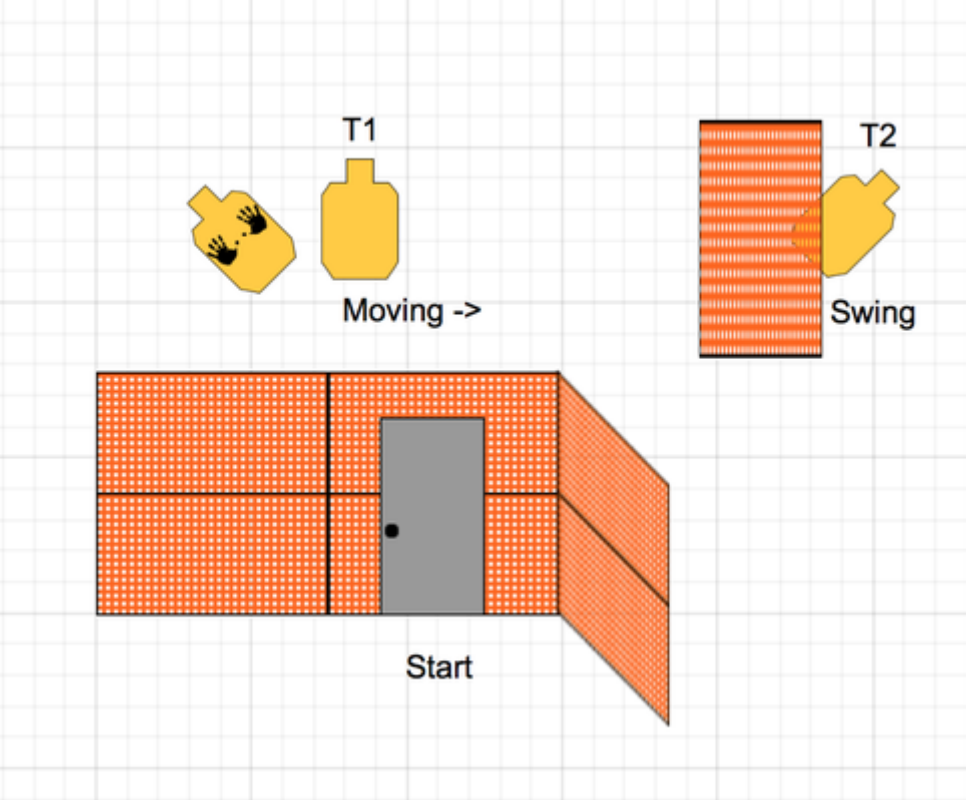
1. 2-2-2



Scoring	Limited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1

Scenario & Procedure	[redacted] 6 [redacted] 2 [redacted] T1-T3 [redacted] 2 [redacted] ([redacted] MISS) [redacted] T1-T3 [redacted] 2 [redacted] ([redacted] MISS)
Start pos	[redacted] 2 [redacted] 6 [redacted]
Start on	[redacted]
Stop on	[redacted]
Penalties	As per current edition of rules
Safety	L/R
Setup	

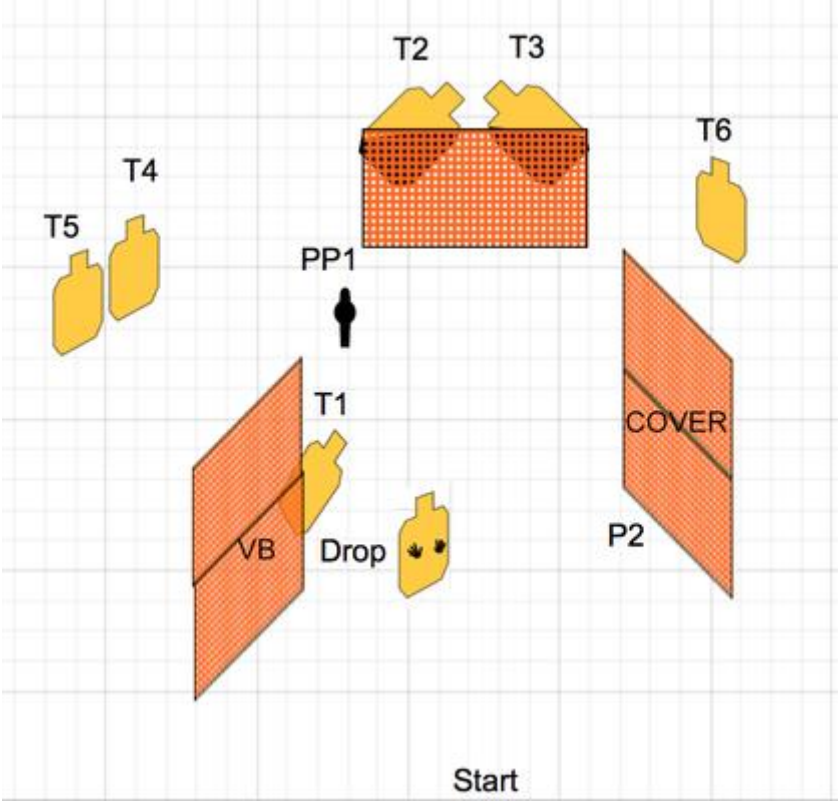
2. HOT AFFAIR



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

Scenario & Procedure	[redacted] ==== [redacted] ([redacted]) [redacted] T1 [redacted] 6 [redacted] T2 [redacted] 2 [redacted] ([redacted])
Start pos	[redacted] Con 1 [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

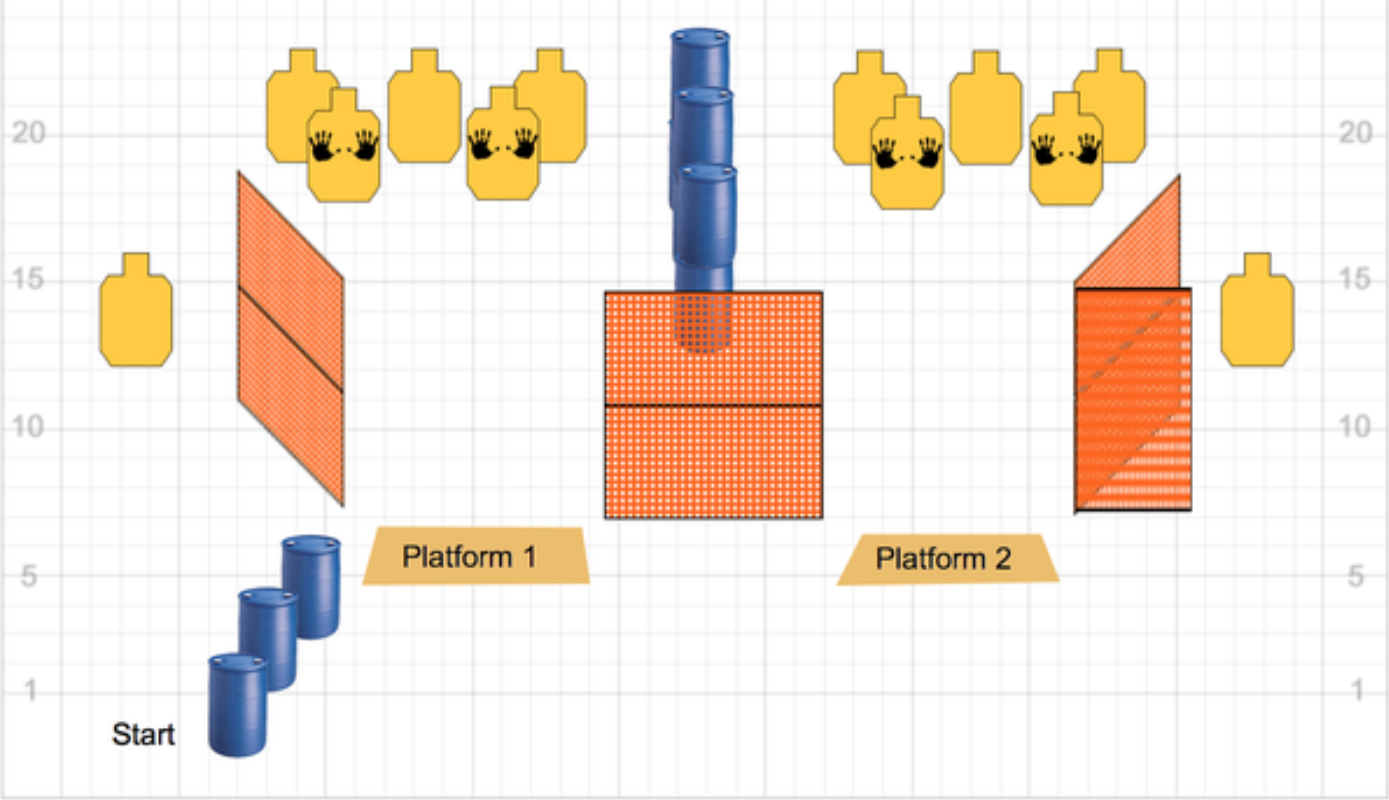
3. Gardening



Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	6 paper, 1 popper, 1 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	[redacted] T1 - T3 [redacted] (T1 [redacted] [redacted]) [redacted] P2 [redacted] P2 [redacted] T4-T5 [redacted] 2 [redacted] [redacted] [redacted] P2 [redacted] T6 [redacted] 2 [redacted] 1 [redacted]
Start pos	[redacted] 1 (+1) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

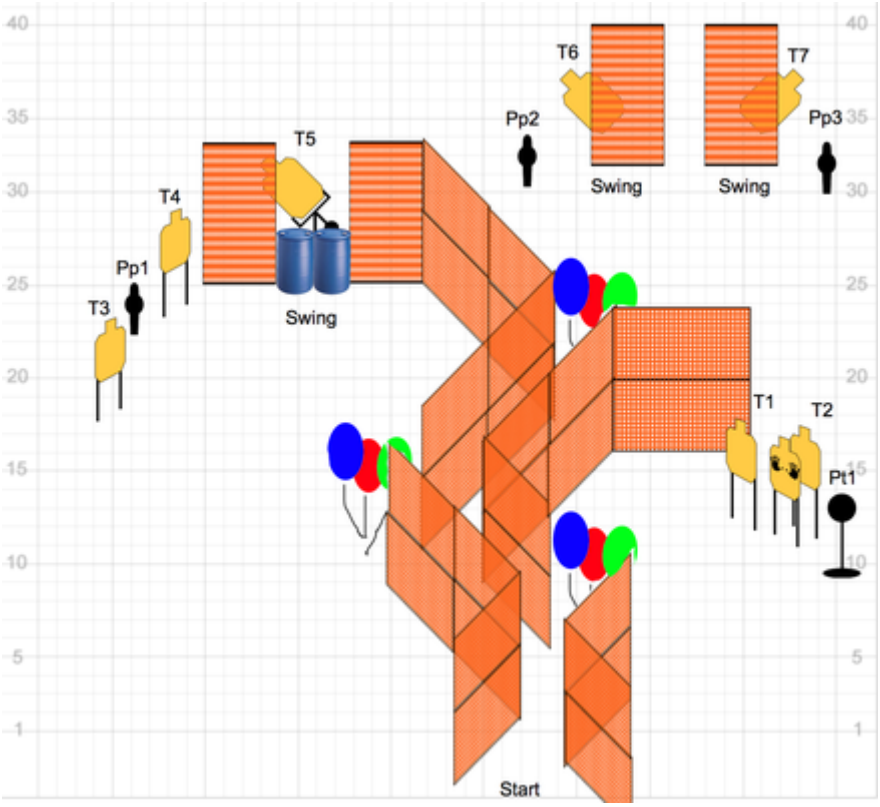
4. Earthquake



Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 4 no-shoot	Total	8 targets	Strings	1

Scenario & Procedure	[redacted] 2 [redacted] 2 [redacted] [redacted] [redacted] ==== [redacted] Unload & Show Clear
Start pos	[redacted] 1 (+1) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

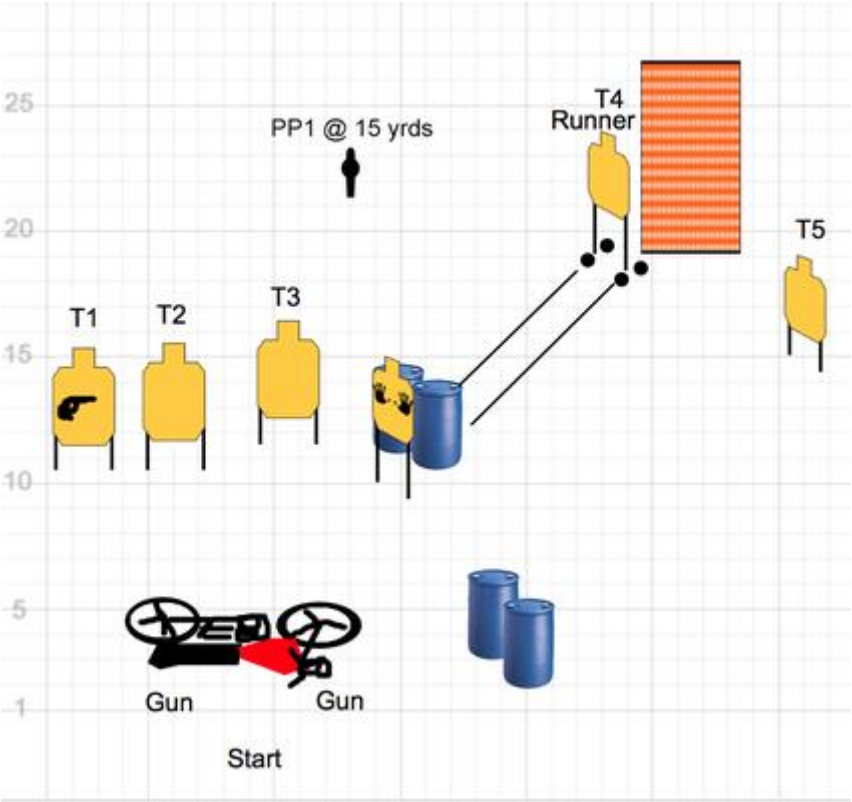
5. Fun Fair



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	7 paper, 3 popper, 1 plates, 3 no-shoot	Total	11 targets	Strings	1

Scenario & Procedure	[redacted]
Start pos	[redacted] 1 (+1) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

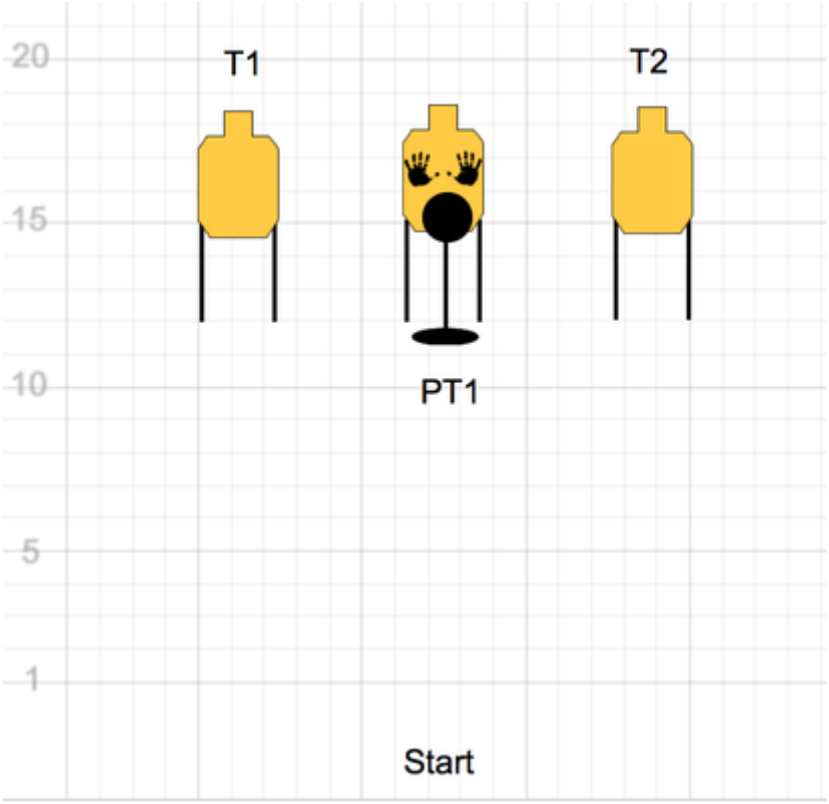
6. Biker Accident



Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	5 paper, 1 popper, 1 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	[redacted] T1-T3 [redacted] 1-1-2-1-1 [redacted] T4 6 [redacted] (T4 [redacted] FTN) [redacted] T5 [redacted] 2 [redacted] ==== [redacted] T5 [redacted] T4 [redacted] [redacted]
Start pos	[redacted] 2 [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

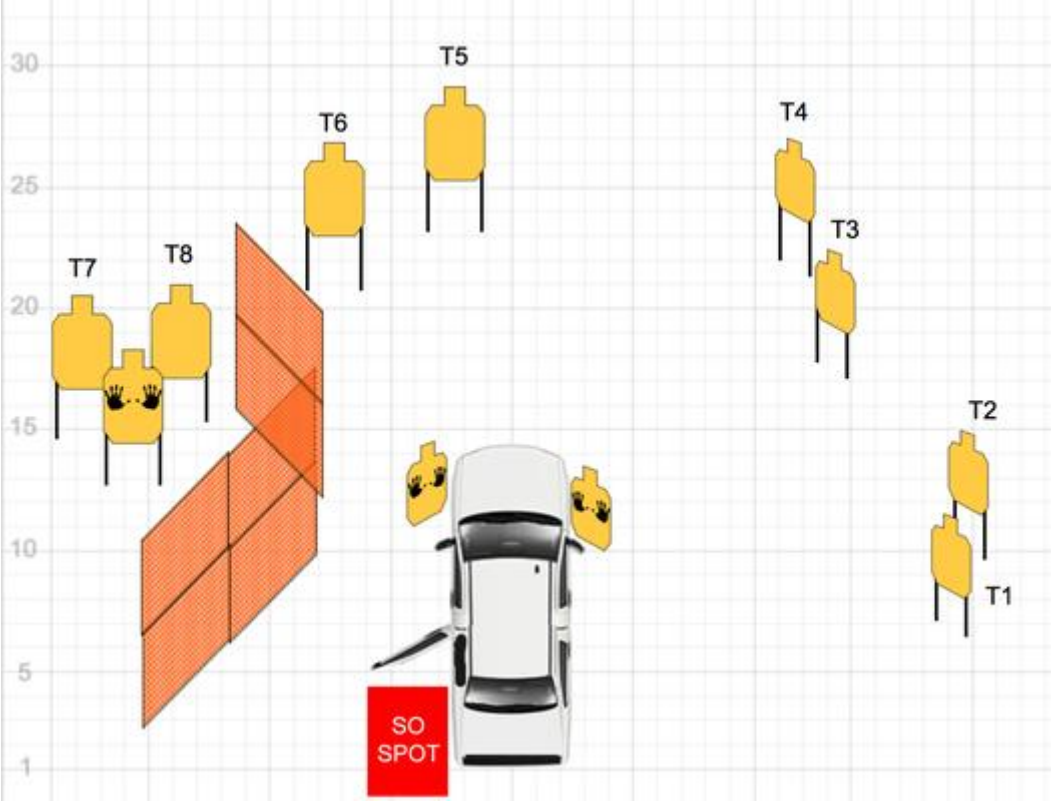
7. AIM



Scoring	Unlimited	Firearm	Handgun	Rounds	7
Targets	2 paper, 1 plates, 1 no-shoot	Total	3 targets	Strings	1

Scenario & Procedure	[redacted] T1 2 [redacted] 1 [redacted] T2 2 [redacted] 1 [redacted] ==== [redacted]
Start pos	[redacted] 1 (+1) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

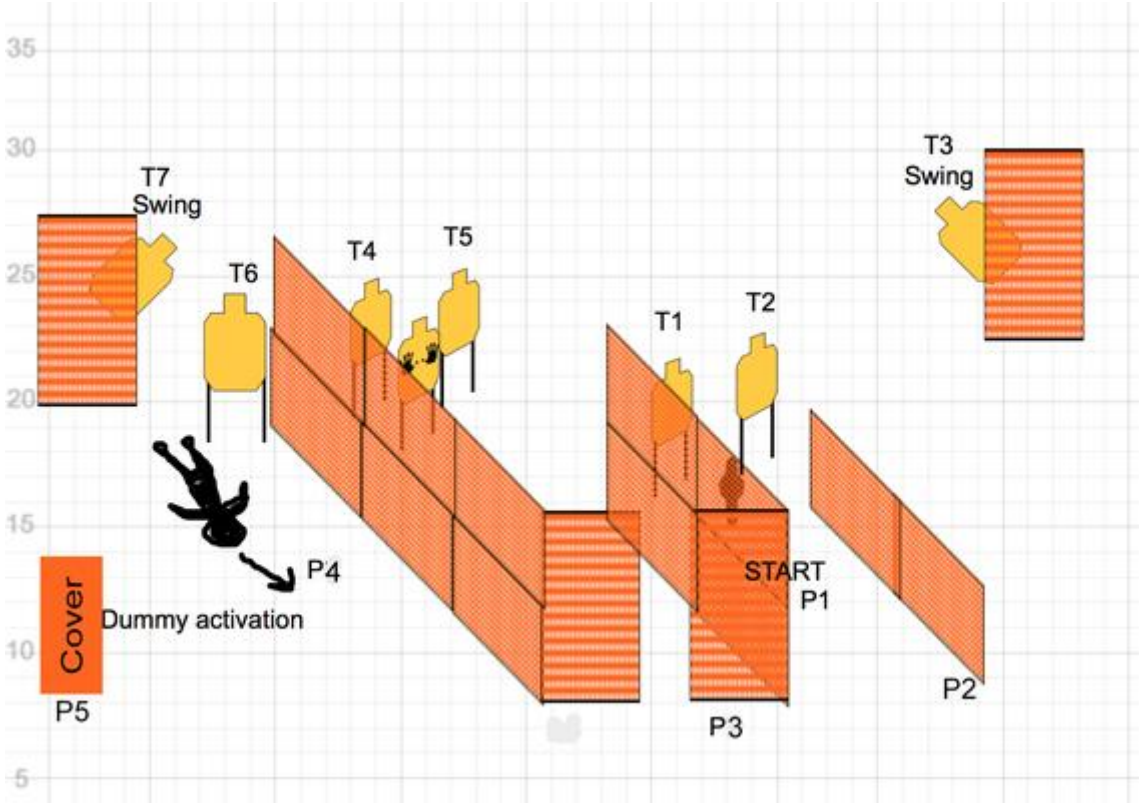
8. Surrounded



Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 3 no-shoot	Total	8 targets	Strings	1

Scenario & Procedure	[redacted] T1 - T4 [redacted] (T1 [redacted]) [redacted] T5-T6 [redacted] (V) [redacted] 2 [redacted] ([redacted]) [redacted] P2 [redacted] T7-T8 [redacted] 2 [redacted]
Start pos	[redacted] 2 [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

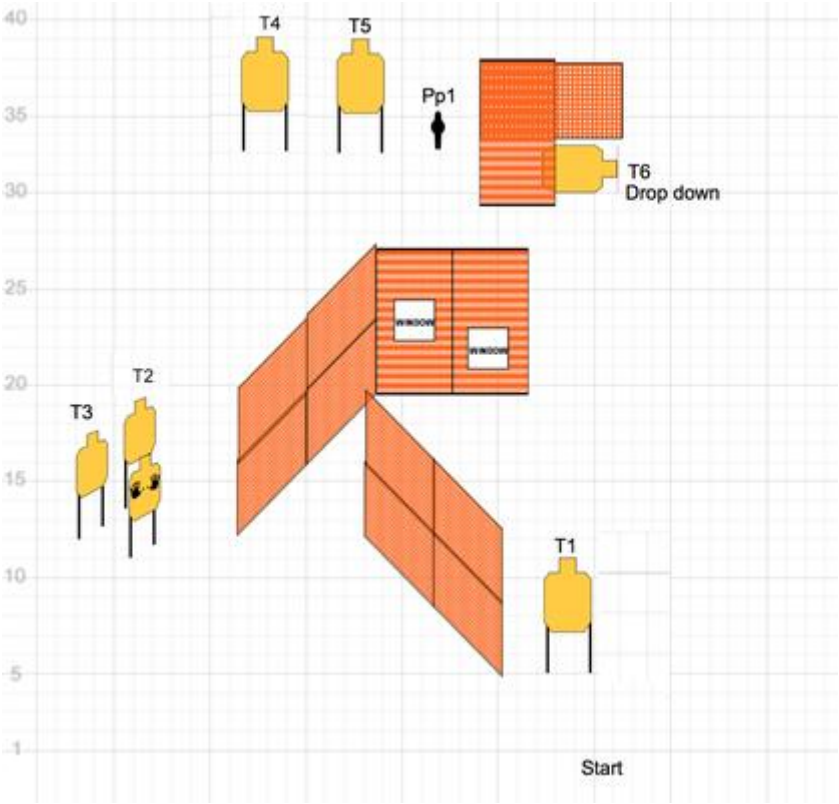
9. Hero or Zero



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	7 paper,	Total	7 targets	Strings	1

Scenario & Procedure	[redacted] T1-T2 [redacted] 1-2-1 ([redacted]) [redacted] T3 ([redacted]) [redacted] P2 [redacted] 2 [redacted] P3 [redacted] T4-T5 [redacted] 2 [redacted] T6 [redacted] 6 [redacted] P5 [redacted] T7 ([redacted]) [redacted] 2 [redacted]
Start pos	[redacted] 1 (+1) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

10. All Basics



Scoring	Unlimited	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper, 1 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	[redacted] T1 2 [redacted] T2-T3 [redacted] 2 [redacted] P2 ([redacted]) [redacted] T4-T5 [redacted] T6 [redacted]
Start pos	[redacted] 3 ([redacted] 1 [redacted]) [redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	