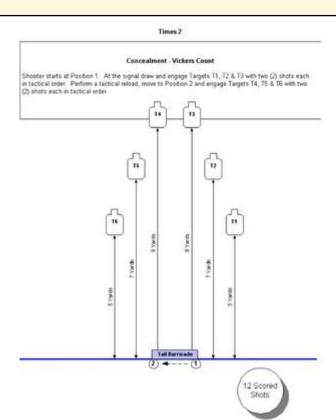
1. Times 2



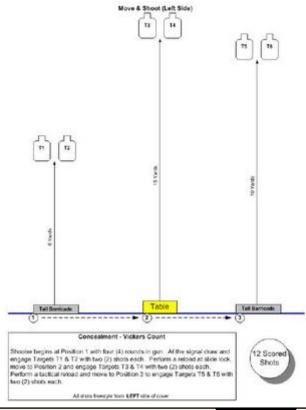
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Shooter starts at Position 1. At the signal draw and engage Targets T1, T2 & reload, move to Position 2 and engage Targets T4, T5 & T6 with two (2) sho			order. Perform a tad	ctical
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Raw Deal

Concealment - Vickers Count Shooter starts seated at Position 1 with six rounds loaded. At the signal draw and engage Targets T1, T2 & T3 with two (2) shots each. Reload at side lock and engage Targets T4, T5 & T6 with two (2) shots each. Shooter may stand or remain seated.

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Shooter starts at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Move & Shoot



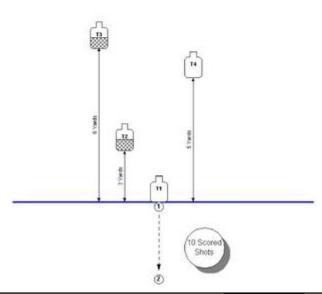
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Shooter begins at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Batter Up

Batter Up

Concealment - Vickers Count

Shouter bugins Al Poulson 1. At the signal draw and engage Targets T1, T2 & T5 white retreating to Position 2 with two (2) shots each. At Position 2 perform a factical reload and engage Target T4 with two (2) shots to the body and two (2) shots to the head. Confines to cover the threats until the command "Unload and Show Clear." Failure to cover will result in a procedural penalty.



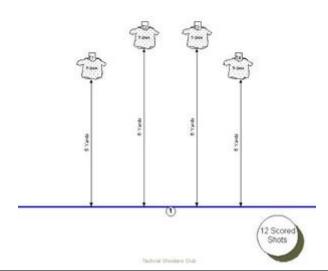
Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	Shooter begins at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Circle (Semi) of Bad Guys

Circle (Semi) of Bad Guys

Concealment - Vickers Count

Shooter starts at Position 1. At the signal draw and engage Targets T1, T2 , T3 & T4 in tactical sequence with three (3) shots each. Reload at slidelock.



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	Shooter starts at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. Randy's #3

Randy's #3

Concealment - Vickers Count

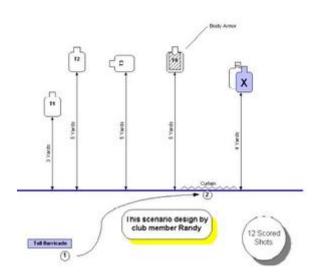
Shooter begins at Position 1.

At the signal draw and engage Target Theth two (2) shots.

Move toward cover at Position 2 and engage Targets T2 & T3 with three (3) shots each while moving.

At Position 2 engage Targets T4 & T5 with two (2) shots each.

Reload at slidolock behind cover. At shots fiscatyle.



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	5 paper, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	Shooter begins at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					