

# 1. Stop-n-Rob

**NO IMAGE**

<b>Scoring</b>	Unlimited	<b>Firearm</b>	Handgun	<b>Rounds</b>	12
<b>Targets</b>	3 paper, 3 popper,	<b>Total</b>	6 targets	<b>Strings</b>	1
<b>Scenario &amp; Procedure</b>					
<b>Start pos</b>	Gun loaded & in your strong hand in the box pointed at the torso of T-1				
<b>Start on</b>	Audible signal				
<b>Stop on</b>	Last shot				
<b>Penalties</b>	As per current edition of rules				
<b>Safety</b>	L/R				
<b>Setup</b>	PP2 should trip drop turn and should be in line for a shoot through from T-1				