

# 1. That;'s a lot of tragets L to R

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	12 paper, 4 no-shoot	Total	12 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. That's a lot of targets R to L

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	12 paper, 4 no-shoot	Total	12 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					

### 3. They just won't stop coming L to R

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 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. They jus wont stop coming R to L

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 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. The Ins and Outs of a gunfight LtoR

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 4 no-shoot	Total	9 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					

## 6. The Ins and Outs of a Gunfight RtoL

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 4 no-shoot	Total	9 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					