## 1. Tactical Tim

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 15 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 6 paper, 3 popper, | Total | 9 targets | Strings | 1 |
|  <br> Procedure | Shooter is squared up with 3 targets hands at surrender. On audible signal draw firearm and shoot 2 shots per target body mass. Fall back to P2 to engage the poppers from behind the vehicle cover ,mag change and engage paper targets 4 to 6 from the opposite side. |  |  |  |  |
| 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. Run n Gun

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 15 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 6 paper, 3 popper, | Total | 9 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | Shooter starts hands relaxed at sides on the audible signal, shooters rush to the table to pick up firearm and 1 (ONE) magazine loaded with 6 rounds. Then shooters rush to table 2 to pick up secondary mag and then move to $p 2$ and engage targets $P 1,2,3$ and $T 4,5,6$ |  |  |  |  |
| Start pos | Gun Condition 4 on table |  |  |  |  |
| Start on | Audible signal |  |  |  |  |
| Stop on | Last shot |  |  |  |  |
| Penalties | As per current edition of rules |  |  |  |  |
| Safety | L/R |  |  |  |  |
| Setup |  |  |  |  |  |

