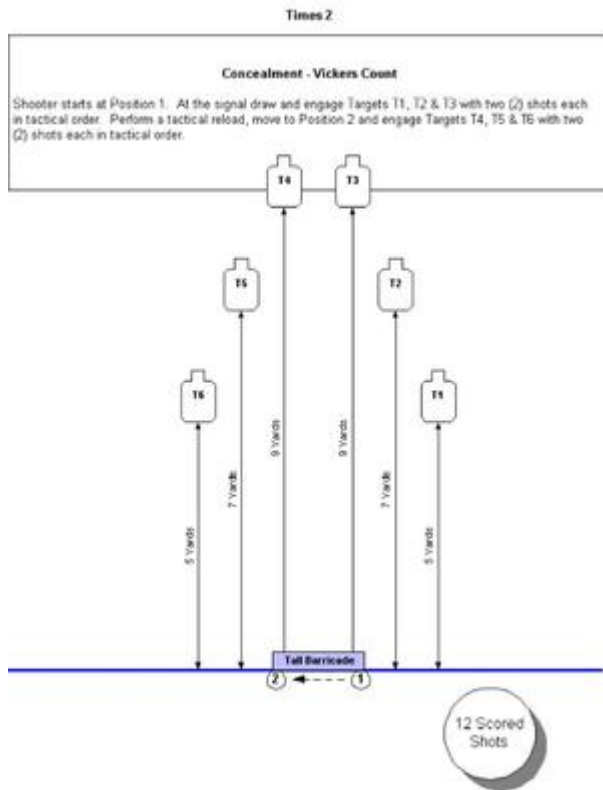
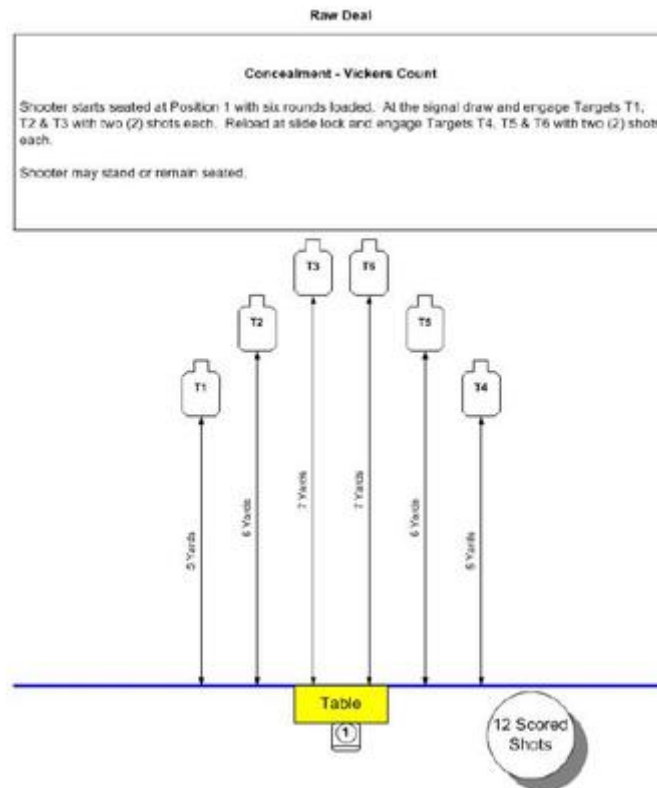


1. Times 2



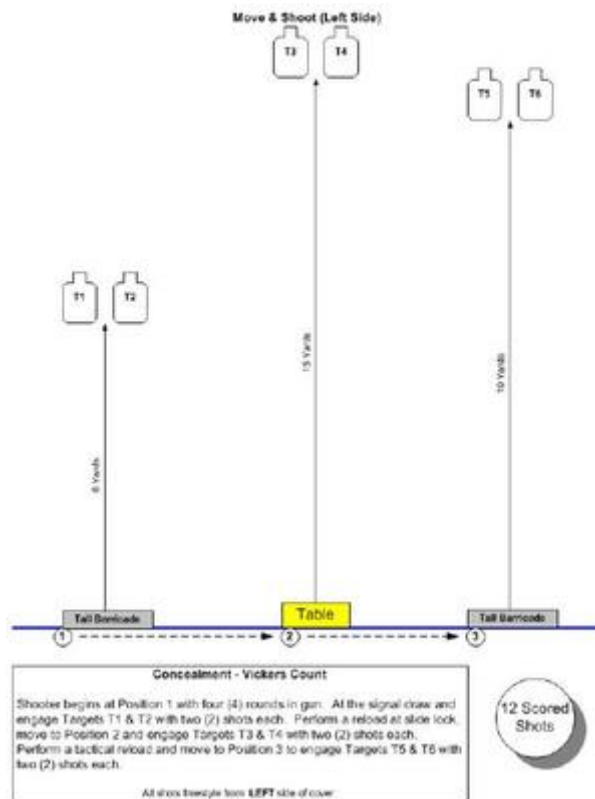
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Shooter starts at Position 1. At the signal draw and engage Targets T1, T2 & T3 with two (2) shots each in tactical order. Perform a tactical reload, move to Position 2 and engage Targets T4, T5 & T6 with two (2) shots each in tactical order.				
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



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					

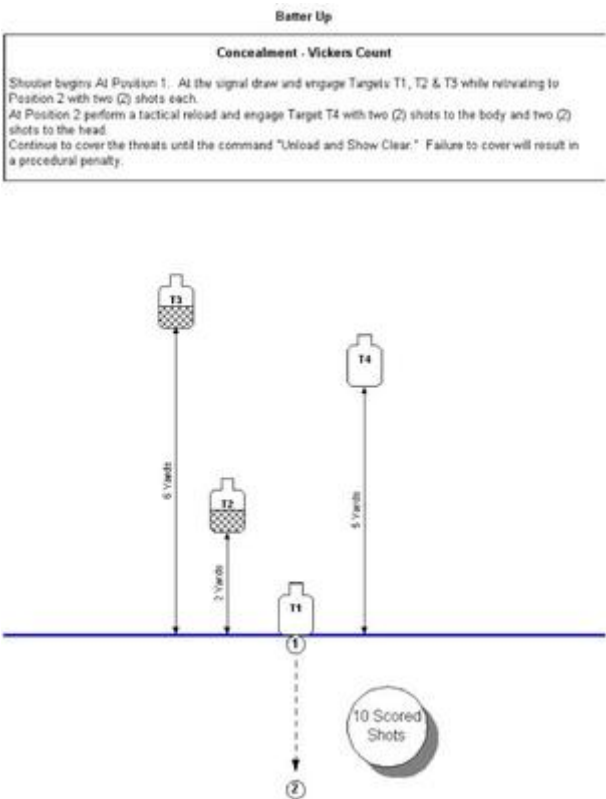
3. Move & Shoot



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

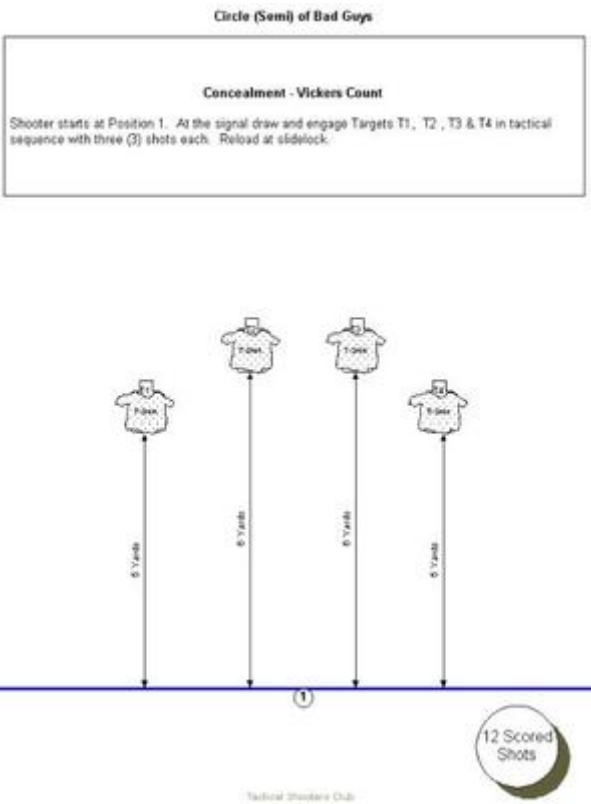
Scenario & Procedure	Shooter begins at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Batter Up



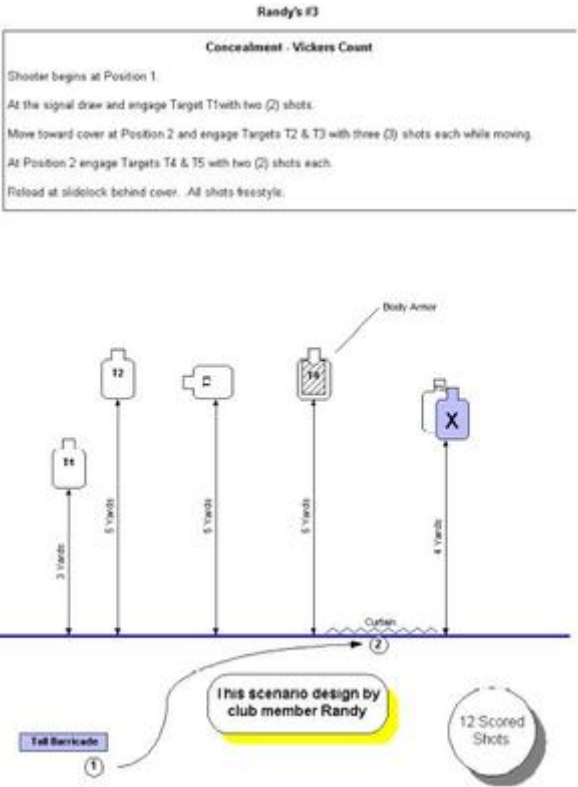
Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	Shooter begins at Position 1				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Circle (Semi) of Bad Guys



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



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					