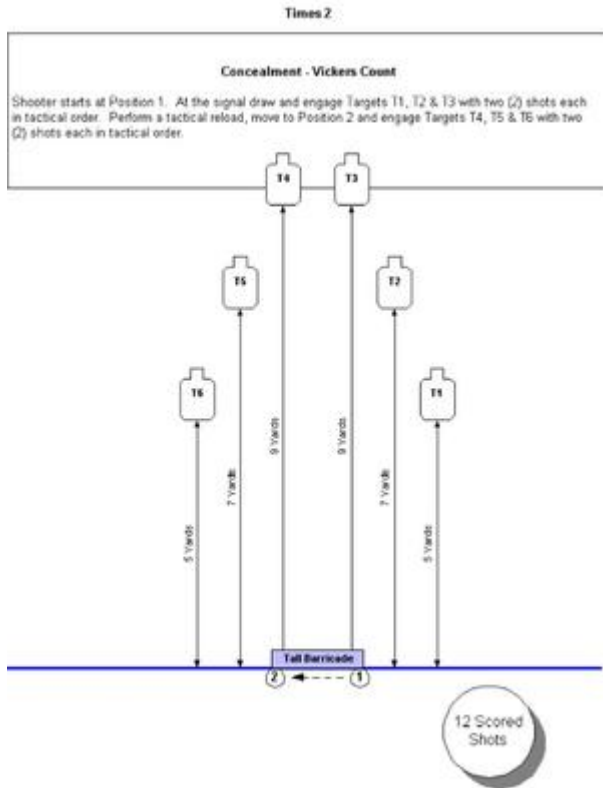


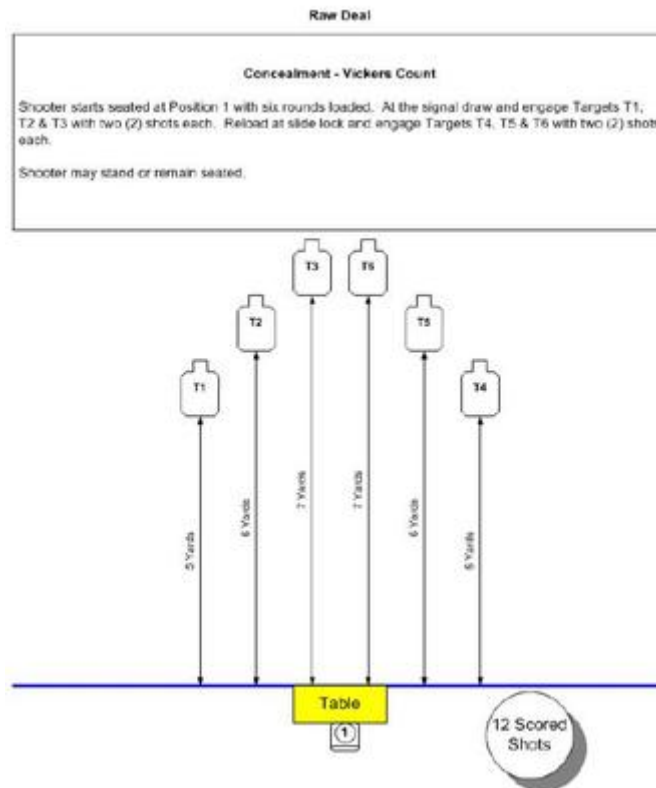
1. Times 2



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	

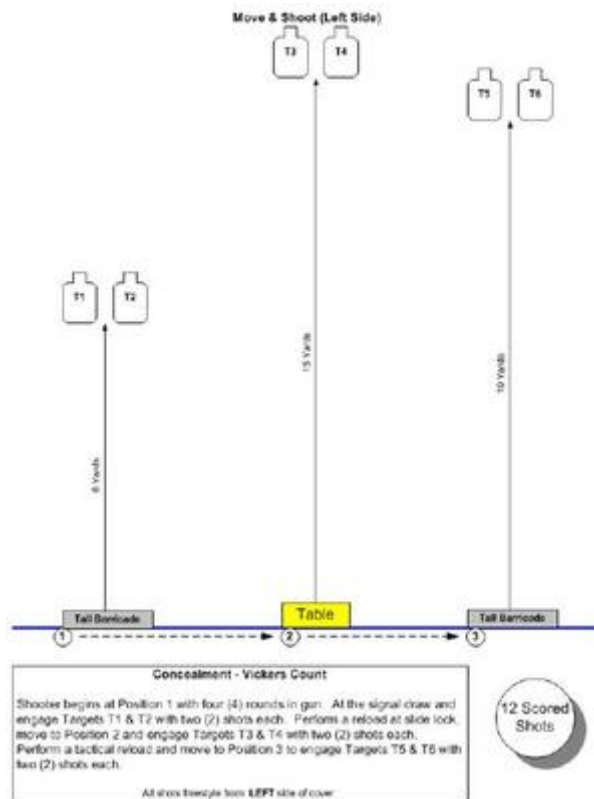
2. Raw Deal



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

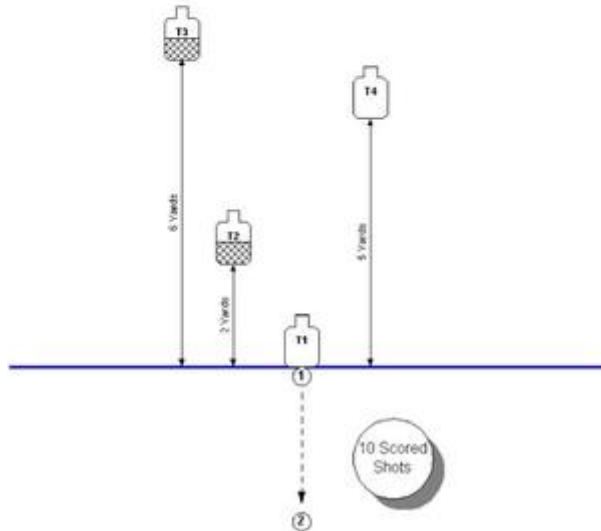
Scenario & Procedure	Shooter begins at Position 1
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

4. Batter Up

Batter Up

Concealment - Vickers Count

Shooter begins At Position 1. At the signal draw and engage Targets T1, T2 & T3 while retreating to Position 2 with two (2) shots each.
 At Position 2 perform a tactical reload and engage Target T4 with two (2) shots to the body and two (2) shots to the head.
 Continue to cover the threats until the command "Unload and Show Clear." Failure to cover will result in a procedural penalty.



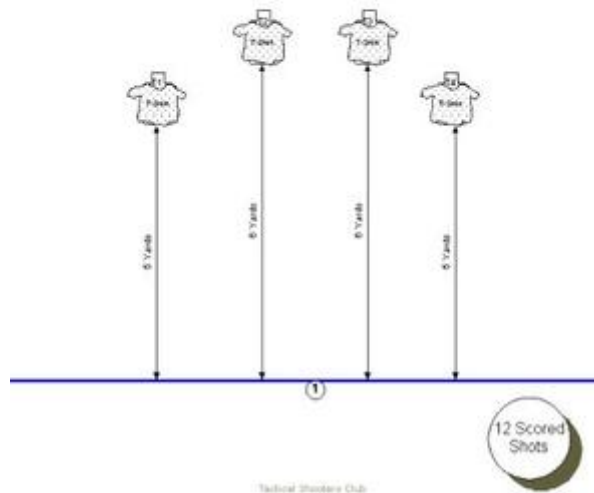
Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	4 paper,	Total	4 targets	Strings	1

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 sidelock.

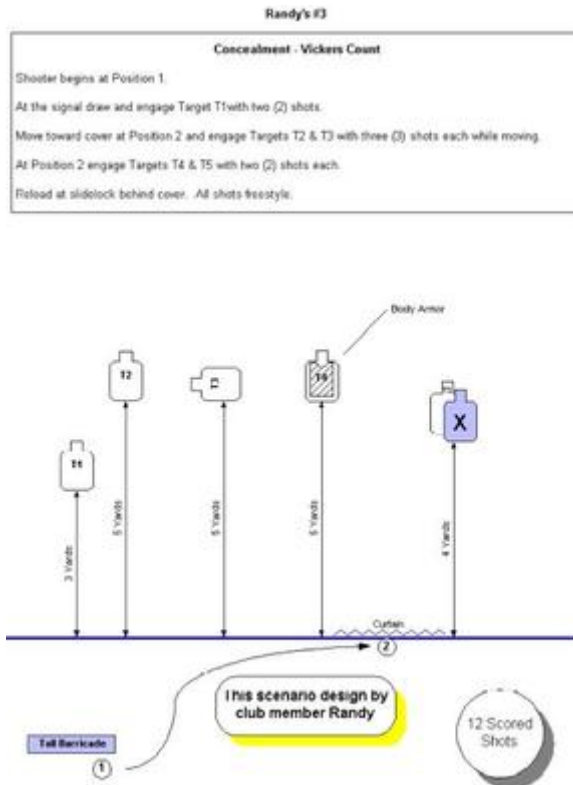


Tactical Shooters Club

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					