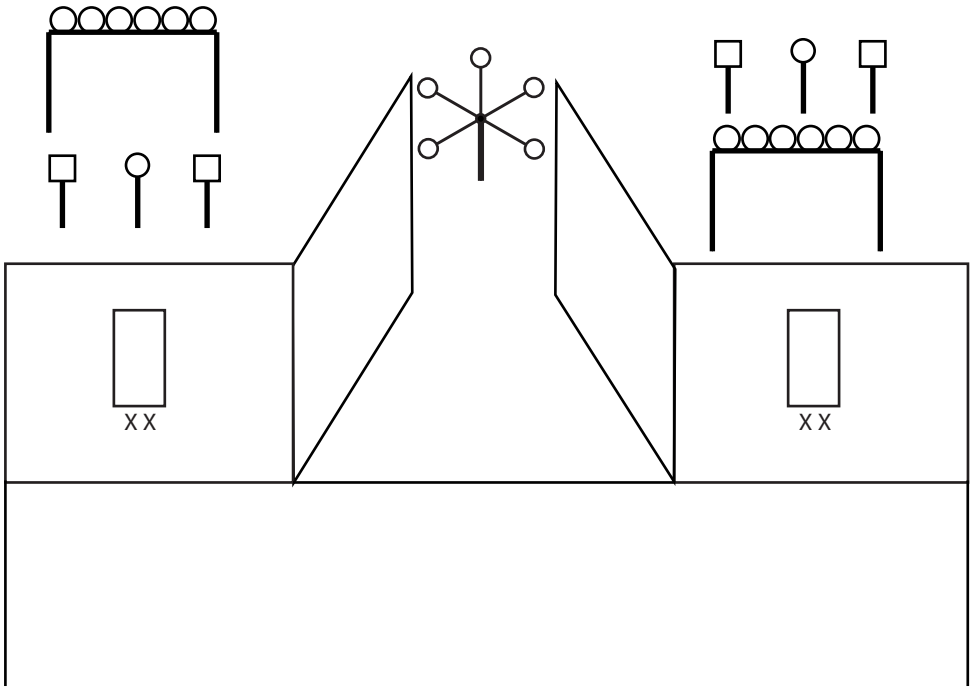


# Mr. Evil's Playground



**START POSITION:** Loaded gun in holster, hands on either set of Xs.

**PROCEDURE:** At start signal, engage targets as they become visible. Steel must fall to score.

**SCORING:** Shots Unlimited

**TARGETS:** 23 steel

**ROUNDS:** 23

**START SIGNAL:** Audible

**STOP SIGNAL:** Last Shot

**Penalties:** Per the ICORE rulebook. Procedurals and misses +5 seconds per occurrence.