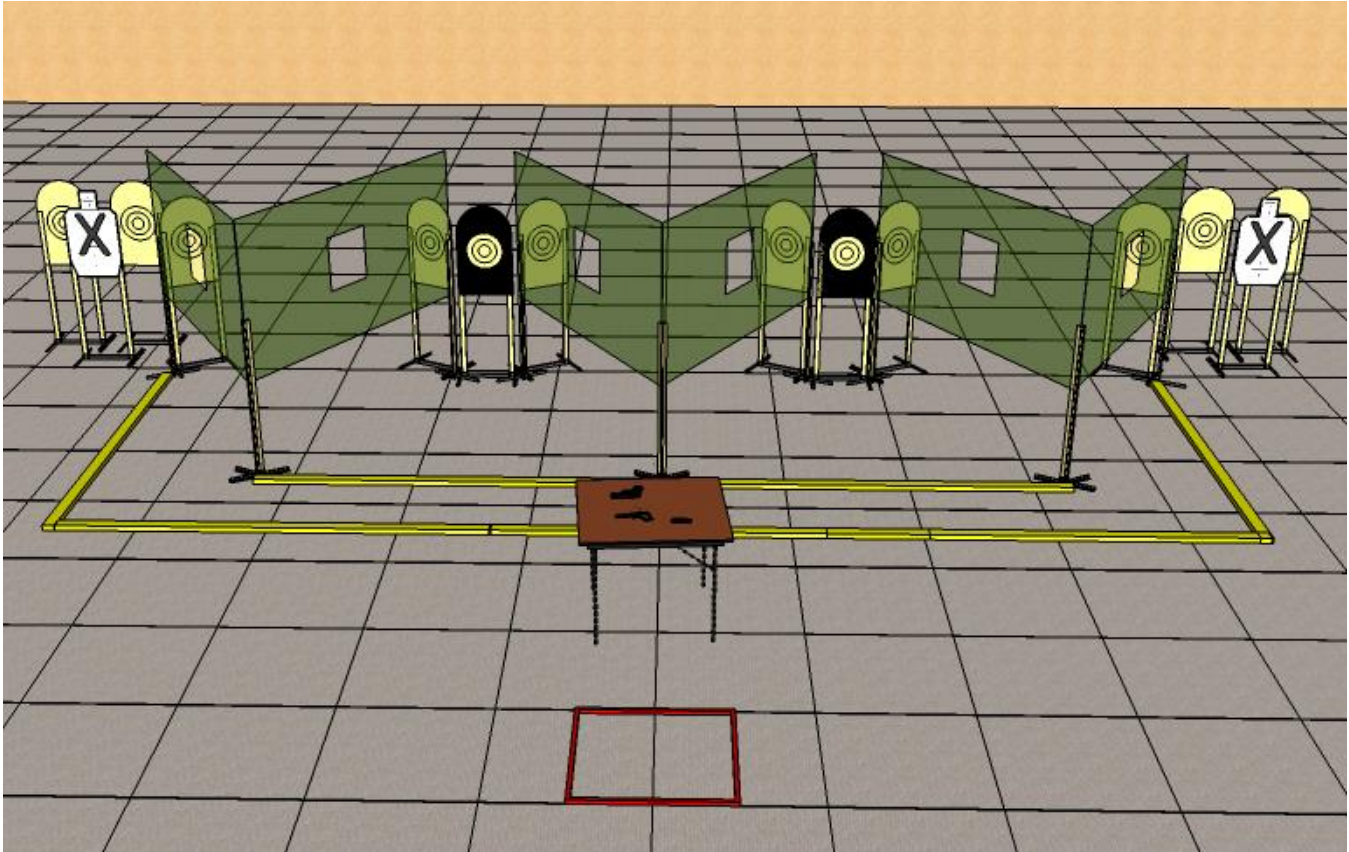




Running W

Designed by

Ken Adams



Start Position: Standing in Box A facing down range. Handgun unloaded and laying flat on table, all ammunition must also start on table.

Procedure: At start signal, enter shooting area and engage all targets as they become visible.

Scoring: Shots Limited

Targets: 12 NRA D-1 Paper

Rounds: 24 Max

Start: Audible

Stop: Last Shot

Penalties: Per the ICORE rulebook. Foot faults, extra hits, extra shots, No shoots, procedurals and misses +5 seconds per occurrence.

Running W

Shots Limited



TGT **A** **B** **C** **M** **Hits**

USE NUMBERS - NOT HASH MARKS

T1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
T12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

R.O. _____

Shooter _____

Total Hits **24**

Time Factor X0 X1 X2 X5

Hit Time Added =

Plus Penalties Of

Clock Time

Total Time

PENALTIES

Procedurals (x5 EACH)

TIME

TOTAL TIME