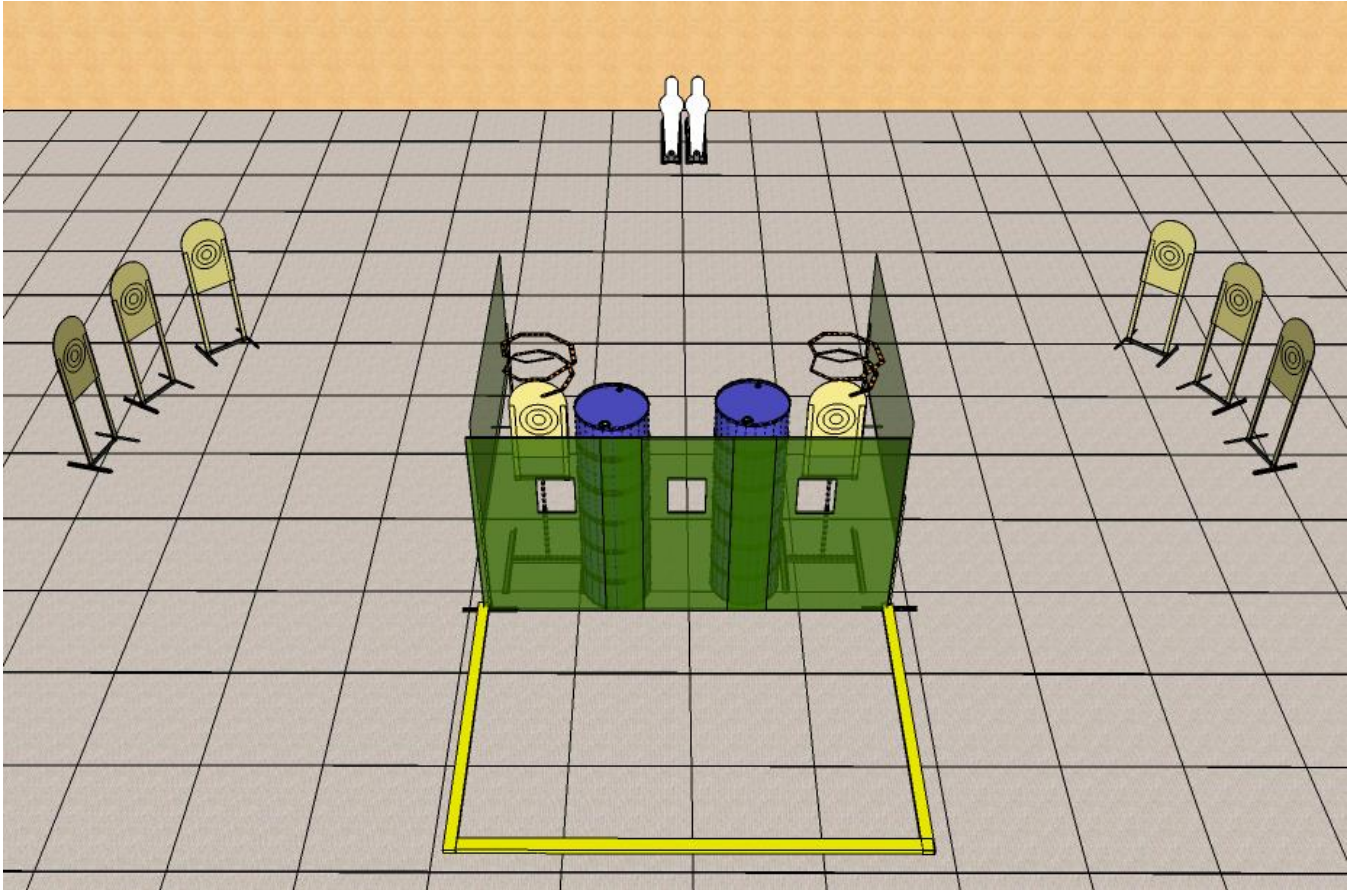




# Slot Machine

**Designed by**  
**Trevor Kolbus**



**Start Position:** Standing in the shooting area handgun is unloaded and holstered. Hands must be touching opposite shoulders.

**Procedure:** At start signal, engage all targets as they become visible. Steel poppers activate twisting targets which are not visible until activated.

**Scoring:** Shots Unlimited

**Targets:** 8 NRA D-1 Paper, 2 Steel Poppers

**Rounds:** 18 Minimum

**Start:** Audible

**Stop:** Last Shot

**Penalties:** Per the ICORE rulebook. Foot faults, procedural and misses +5 seconds per occurrence.

# Slot Machine

# Shots Unlimited



**TGT A B C M Hits**

USE NUMBERS - NOT HASH MARKS

<b>S</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T3</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T5</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T6</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T7</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T8</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>

**R.O.** \_\_\_\_\_

**Shooter** \_\_\_\_\_

Total Hits     **18**

Time Factor X0 X1 X2 X5

Hit Time Added      =

Plus Penalties Of

Clock Time

Total Time

**PENALTIES**

Procedurals (x5 EACH)

**TIME**

**TOTAL TIME**