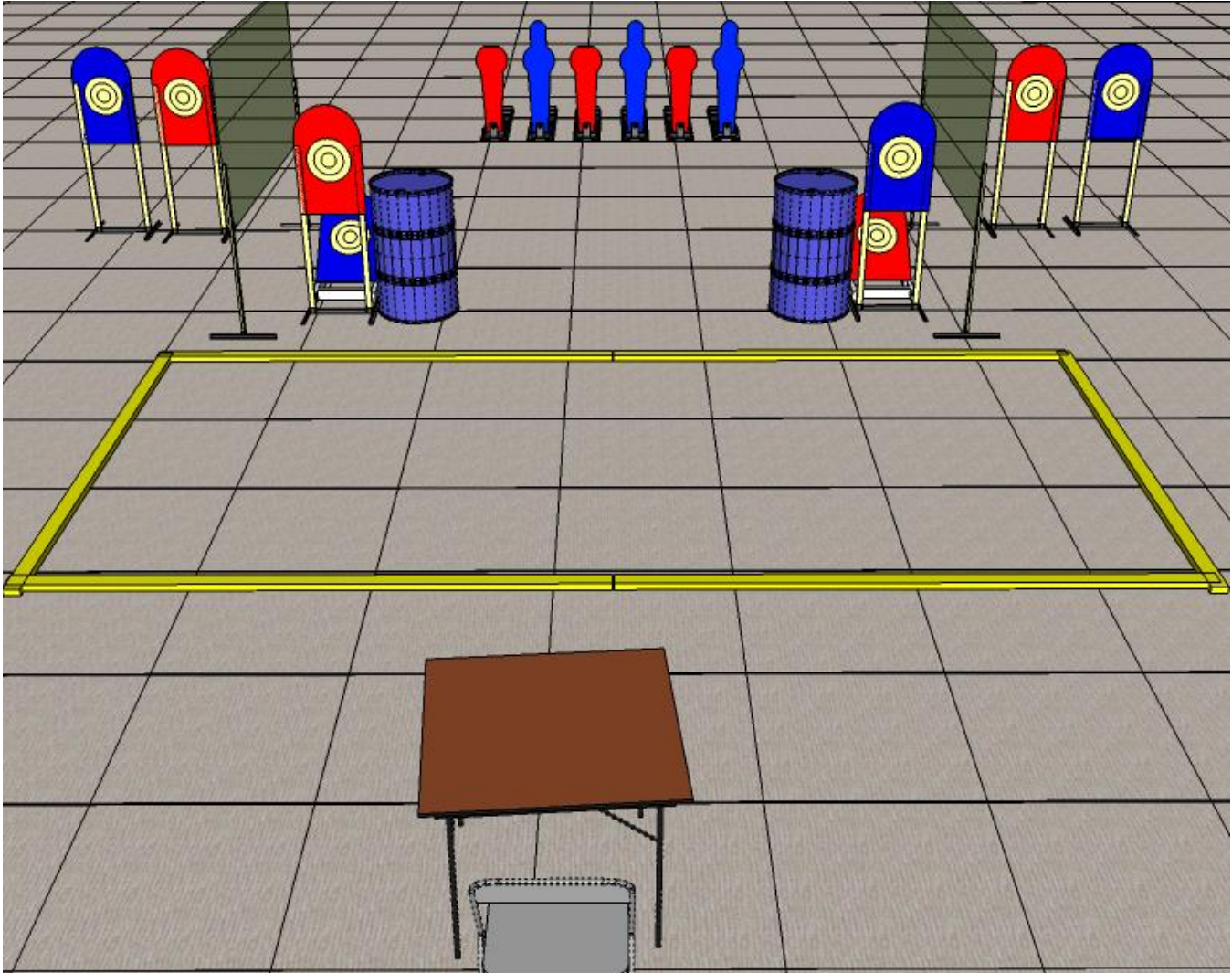




## What Color?

Designed by

Ken Adams



**Start Position:** Sitting in chair with back touching back of chair, handgun loaded and holstered. Hands flat on table.

**Procedure:** At start signal, turn over one disc from top of table, the color is which targets must be shot first. Poppers hit out of color designation equals one procedural per hit. After shooting all targets of one color reverse and shoot the remaining targets.

**Scoring:** Shots Unlimited

**Targets:** 8 NRA D-1 paper, 6 Falling Steel

**Rounds:** 22 Minimum

**Start:** Audible

**Stop:** Last Shot

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

# What Color?

# Shots Unlimited



**TGT            A    B    C    M   Hits**

USE NUMBERS - NOT HASH MARKS

<b>STL</b>	<input type="text"/>			<input type="text"/>	<b>6</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** \_\_\_\_\_

PENALTIES	
<input type="text"/>	Procedurals (x5 EACH)
<input type="text"/>	

TIME
<b>TOTAL TIME</b>
<input style="width: 100px; height: 20px;" type="text"/>

---

Total Hits         **22**

Time Factor          X0    X1    X2    X5

Hit Time Added         =

Plus Penalties Of

Clock Time

Total Time