

# Combat-Pistol 3.0.3 (aka: the "Hoodlum Shuffle")

**11 Shots** (with or w/o reloading)

With all hits well-centered.

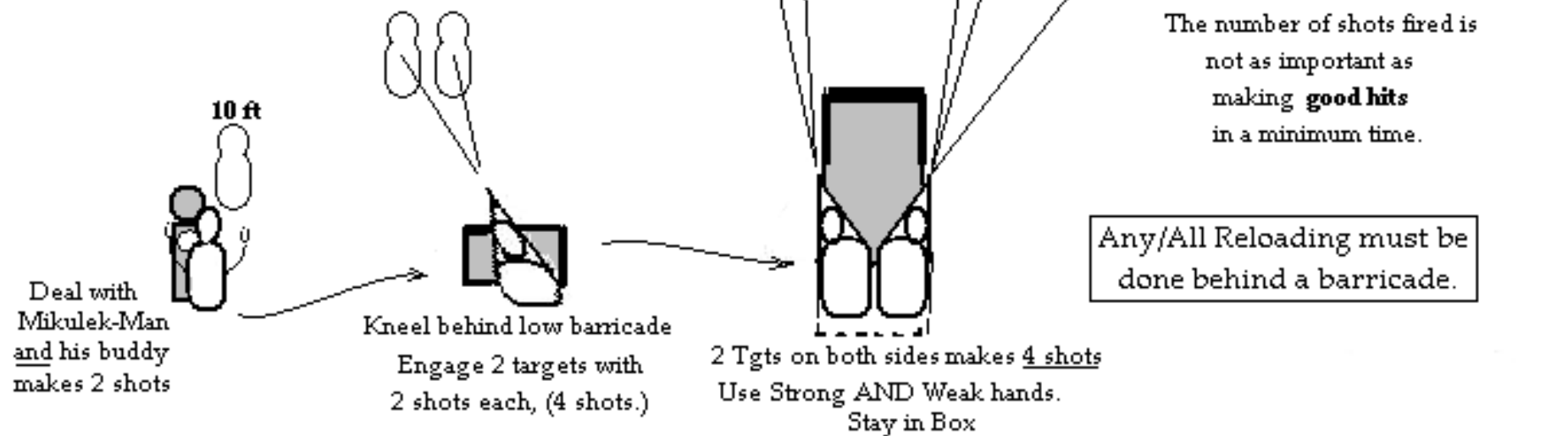
## Performance Goals

Minimum = Under 30 seconds.

Good = Under 25 seconds.

Very Good = Under 20 seconds.

Competitive Skill Levels are UNDER 12 Seconds!



1. To start the clock Shooter "Makes his move" to deal with Mikulek-Man and buddy, (1 shot each.)
2. Quickly take cover behind low barricade and engage 2 targets, (2 shots each = 4 shots,) then reload.
3. Move to tall barricade, engage 2 targets from each side, (weak-hand required for 2 shots.)
4. Then shooter stops the clock with a "knock-down" (solid) hit on the distant target.