

# 1. Street Attack (Rifle)

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun, Shotgun, Rifle	Rounds	14
	7 paper, 1 no-shoot		Total	7 targets	Strings
Targets					
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. Get Low (Rifle)

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun, Rifle	Rounds	12
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 3. Decision Time (Rifle)

NO IMAGE

Scoring	Unlimited	Firearm	Handgun, Shotgun, Rifle	Rounds	8
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 4. Family Hostage (Rifle)

**NO IMAGE**

Scoring	Unlimited	Firearm	Handgun, Shotgun, Rifle	Rounds	10
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Classifier (Rifle)

**NO IMAGE**

Scoring	Limited	Firearm	Handgun, Shotgun, Rifle	Rounds	8
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					