

1. Cover 3 Ways

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
| Targets | 8 paper, 1 popper, | Total | 9 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 | | | | | |

2. Point Blank Break

No image

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|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
| Targets | 9 paper, 1 popper, 1 no-shoot | Total | 10 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. Watch Your Muzzle

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
| Targets | 8 paper, 1 plates, 3 no-shoot | Total | 9 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. Gone Wick Too

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 9 paper, | Total | 9 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. Desparado

No image

| | | | | | |
|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 9 paper, 1 plates, 3 no-shoot | Total | 10 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 | | | | | |

6. Zombies

No image

| | | | | | |
|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 13 |
| Targets | 13 paper, | Total | 13 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 | | | | | |