# 1. First Shots

| Scoring                    | Limited                         | Firearm | Handgun   | Rounds  | 9 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 1 paper,                        | Total   | 1 targets | Strings | 1 |
| Scenario<br>&<br>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                      |                                 |         |           |         |   |



| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 4 paper,                        | Total   | 4 targets | Strings | 1  |
| Scenario<br>&<br>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. Paintball Attack

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 6 paper, 2 no-shoot             | Total   | 6 targets | Strings | 1  |
| Scenario<br>&<br>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. Delivery Madness

| Scoring        | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
|----------------|---------------------------------|---------|-----------|---------|----|
| Targets        | 8 paper, 2 no-shoot             | Total   | 8 targets | Strings | 1  |
|                |                                 |         |           |         |    |
| Scenario       |                                 |         |           |         |    |
| &<br>Procedure |                                 |         |           |         |    |
| Tiocedule      |                                 |         |           |         |    |
| 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. You Can Run...

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 6 paper, 3 no-shoot             | Total   | 6 targets | Strings | 1  |
| Scenario<br>&<br>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. Centipede

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 14 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 7 paper,                        | Total   | 7 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

## 7. Black Hawk Down

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 17 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 8 paper, 1 plates,              | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

## 8. Free Phone Stand Riot

| Scoring                    | Unlimited                               | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---|---------|-----------|---------|----|
| Targets                    | 5 paper, 2 popper, 2 plates, 2 no-shoot | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>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                      |   |         |           |         |    |

## 9. Antifa Protest

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 8 paper, 3 no-shoot             | Total   | 8 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

# 10. Home Invasion

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 8 paper, 3 no-shoot             | Total   | 8 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |