

# 1. Getting Out of a Jam

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 3 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					

## 2. Getting Out of a Jam 2

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 3 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. Trouble at the Art Gallery

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 6 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. House Cleanng Time

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 5 no-shoot	Total	8 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. Drill Limited Symmetry

No image

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 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. Drill Low Cover 3

No image

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	6 paper, 3 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					