1. Just want to relax

Scoring	Unlimited	Firearm	Handgun	Rounds	18	
Targets	9 paper, 5 no-shoot	Total	9 targets	Strings	1	
Scenario & Procedure	On start signal retrieve gun, load it, stow ammo on your body, then engage all targets with 2 rounds in tactical priority.					
Start pos	Unloaded gun and ammo on table. Slide forward or cylinder closed.					
Start on	Audible signal					
Stop on	Last shot					
Penalties	As per current edition of rules					
Safety	L/R					
Setup						

2. Bad Guys Everywhere

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 plates, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	On signal, engage all targets in tactical priority as you see them. Steel must and steel must fall.	be engaged from b	pehind the line at SP	'. All paper gets 2 ro	ounds
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 Starbucks

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 5 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	On signal, engage T1 & T2 on your way to cover. Engage all remaining targe	ets as you see the	m. All paper gets 2 ro	ounds, and steel m	ust fall.
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. Mozambique Standard

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Gun loaded with 6 rounds. Second magazine also loaded with 6. Remaining to body and 1 to head in any order.	mag(s) to division	capacity. On signal,	engage each targe	et with 2
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	All targets are equal threat.				

5. Test Your Skill Standard

Scoring	Limited	Firearm	Handgun	Rounds	6
Targets	3 paper, 2 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	Gun and 1rst mag loaded to 6 rounds. Remaining loaded to division capacity Move to P2 and repeat SHO. Move to P3 and repeat WHO.	γ. On signal, draw a	and engage each tar	get with 2 rounds fr	eestyle.
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					