

1. Warm Up Standard

No image

Scoring	Limited	Firearm	Handgun	Rounds	6
Targets	1 paper,	Total	1 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. Hallway Surprise

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 4 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Scenario: While at the water fountain you hear gunshots down the hall in your office. As you advance down the hall you see robbers threatening your co-workers. Protect the hostages and yourself. Procedure: On the signal engage all paper with 2 rounds each and the steel until it falls in tactical priority.				
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. Driveway Trouble

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	<p>Procedure: On the signal engage T1-T3 from SP outside vehicle. Engage remaining targets in tactical priority. All targets Start Position: Seated in the driver seat with your loaded gun holstered, seat belt buckled, both hands on the steering wheel. When ready, unbuckle belt, open door, exit vehicle. A random start signal will occur after exiting vehicle.</p>				
Start pos	Start Position: Seated in the driver seat with gun holstered, seat belt buckled, both hands on wheel				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Park Problems

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 4 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Scenario: While your group has taken the neighborhood kids to the park a gang of misfits are attacking the kids. Procedure: On the signal engage the exposed targets with 2 rounds each on the way to the port at P1. Steel and the drop turner (T8) must be engaged from a seated position behind the barrels or from low cover. (one knee) All paper gets 2 and steel must 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					

5. Drill: Accuracy Standard 1

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Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper, 4 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	Procedure: On the signal engage each target with 2 rounds each in tactical priority. (near to far)				
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. Good Luck Standard

No image

Scoring	Limited	Firearm	Handgun	Rounds	9
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Start Position: Standing at P1 gun down loaded to 6 rounds and holstered. Remaining mags loaded to division capacity. Procedure: On the signal engage 1 target your choice with 3 rounds. Move to P2 and engage a different target with 3 rounds then reload and from P3				
Start pos	Gun downloaded to 6 rounds & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					