## 1. Office Invasion

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 9 paper, 4 no-shoot | Total | 9 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | Scenario: A quiet day at work suddenly changes. Because of your Trump 2020 sign out front, ANTIFA has targeted you for destruction. They attack your employees with clubs, pipes and knives, they are in fear of their life, lt's up to you the save them! Start Position: Standing at SP gun loaded to division capacity and holstered, Holding clipboard. Procedure: At the signal engage T1 and T2 while standing still at SP, T3 should be engaged somewhere between SP and P1., then from P1 and engage T4 thru T6 thru the port, on to P2 for T7 and T8, then finish up T9 from P3. T3 can be reengaged as necessary from P2 or P3. All targets get 2 rounds each. |  |  |  |  |
| Start pos | Gun loaded \& holstered. Holding Clipboard |  |  |  |  |
| Start on | Audible signal |  |  |  |  |
| Stop on | Last shot |  |  |  |  |
| Penalties | As per current edition of rules |  |  |  |  |
| Safety | L/R |  |  |  |  |
| Setup | T3 is 15 yards |  |  |  |  |

## 2. Home Robbery

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 8 paper, 1 popper, 2 no-shoot | Total | 9 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | Scenario: Returning home from a movie you notice a suspicious light on inside your house. Start Position: Standing at SP facing the barrels, gun loaded to division capacity and holstered. Procedure: On the signal take out the "light" (steel target) and T1 from SP then on the move or between SP and P1 engage surprise targets as they become visible while making your way to P1. From P1 engage T5 and T6 then move to P2 for T7 and T8 All paper gets 2 rounds each and steel until it falls. |  |  |  |  |
| 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. Guarding the Gate

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 8 paper, 2 popper, 4 no-shoot | Total | 10 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | Scenario: While in the guard shack at a high security technology plant you notice the gate is being penetrated by hostiles. Sound the alarm to the plant then deal with the situation. Start Position: Standing at SP on either side of the fault line. Gun loaded to division capacity and holstered. Procedure: On the signal engage T1-T6 and the steel through the port in tactical priority. Engage remaining targets using cover. All paper gets 2 rounds each and steel until it falls. You may start either right or left of port and that will determine your 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 |  |  |  |  |  |

## 4. Morning Interruption

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 8 paper, 1 popper, 2 no-shoot | Total | 9 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | Scenario: While reading the morning paper on your deck with your coffee you notice hoodlums entering through the back gate. Defend yourself and your property. Start Position: Seated at P1 gun loaded to division capacity placed on the X on the table with muzzle pointed downrange. Morning paper in your hands. Magazines on your belt. Procedure: On the signal engage all targets in tactical priority while seated with 2 rounds each and steel until it falls. Engage Drop turner as it becomes visible |  |  |  |  |
| Start pos | Gun loaded \& placed on X on table. Paper in hands. Mags on belt. |  |  |  |  |
| Start on | Audible signal |  |  |  |  |
| Stop on | Last shot |  |  |  |  |
| Penalties | As per current edition of rules |  |  |  |  |
| Safety | L/R |  |  |  |  |
| Setup |  |  |  |  |  |

## 5. "Drill: Get off the X"

## NO IMAGE

| Scoring | Limited | Firearm | Handgun | Rounds | 12 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| $\begin{array}{r} \text { Scenario } \\ \text { \& } \\ \text { Procedure } \end{array}$ | PROCEDURE: Starting at P1 gun holstered and downloaded to 6 rounds. At signal draw and engage T 1 with 3 rounds from retention, then on the move or between SP and P1 engage T2 with 3 rounds Strong hand only. Then once at P1 engage T3 with 4 rounds to the body and 2 rounds to the head freestyle. |  |  |  |  |
| Start pos | Gun loaded to 6 rounds \& holstered. |  |  |  |  |
| Start on | Audible signal |  |  |  |  |
| Stop on | Last shot |  |  |  |  |
| Penalties | As per current edition of rules |  |  |  |  |
| Safety | L/R |  |  |  |  |
| Setup |  |  |  |  |  |

## 6. Warm up Standard 1812

## NO IMAGE

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Targets | 2 paper, 1 no-shoot | Total | 2 targets | Strings | 1 |
| Scenario \& Procedure | Start Position: Standing at SP gun downloaded to 6 rounds and holstered. Procedure: On the signal engage T1-T2 with 3 rounds to each body and 3 rounds to each head. Targets may be engaged either T1 and then T2 or 3 to body on T1 and T2 followed by 3 to each head T1 and T2. Shooters choice. |  |  |  |  |
| Start pos | Gun loaded \& holstered |  |  |  |  |
| Start on | Audible signal |  |  |  |  |
| Stop on | Last shot |  |  |  |  |
| Penalties | As per current edition of rules |  |  |  |  |
| Safety | L/R |  |  |  |  |
| Setup |  |  |  |  |  |

