

1. The Ching Triads

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 5 paper, 1 no-shoot | Total | 5 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 | | | | | |
| Setup | | | | | |

2. Getting your Mozambique Mojo On

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 4 |
| Targets | 2 paper, | Total | 2 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 | | | | | |
| Setup | | | | | |

3. Israeli Hammerhead Drill

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 2 |
| 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 | | | | | |
| Setup | | | | | |

4. The Dirty War

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 4 paper, 2 plates, | 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 | | | | | |
| Setup | | | | | |

5. The Courier

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 14 |
| Targets | 7 paper, 2 no-shoot | Total | 7 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 | | | | | |
| Setup | | | | | |

6. The Double Cross

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 8 |
| Targets | 3 paper, 2 popper, 1 no-shoot | Total | 5 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 | | | | | |
| Setup | | | | | |