# 1. Robbery Victims

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 3 paper, 3 no-shoot             | Total   | 3 targets | Strings | 1  |
| Scenario<br>&<br>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. Doomsday Cult

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 4 paper, 2 no-shoot             | Total   | 4 targets | Strings | 1  |
| Scenario<br>&<br>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. Noise from the street

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 15 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 5 paper, 3 no-shoot             | Total   | 5 targets | Strings | 1  |
| Scenario<br>&<br>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. Taking out the trash

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 15 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 5 paper, 3 no-shoot             | Total   | 5 targets | Strings | 1  |
| Scenario<br>&<br>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. Getting more supplies

| Scoring       | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets       | 8 paper,                        | Total   | 8 targets | Strings | 1  |
|               |                                 |         |           |         |    |
| Cooperio      |                                 |         |           |         |    |
| Scenario<br>& |                                 |         |           |         |    |
| 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. Bugging out

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 8 paper,                        | Total   | 8 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

#### 7. 9 Threats

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 9 paper, 4 no-shoot             | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

#### 8. 4GT Sheriff

| Scoring                    | Limited                         | Firearm | Handgun   | Rounds  | 20 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 5 paper,                        | Total   | 5 targets | Strings | 2  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |

#### 9. Rush at aisle six

| Scoring                    | Unlimited                       | Firearm | Handgun    | Rounds  | 18 |
|----------------------------|---------------------------------|---------|------------|---------|----|
| Targets                    | 18 paper,                       | Total   | 18 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |            |         |    |

## 10. Stand your ground

| Scoring       | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets       | 9 paper, 5 no-shoot             | Total   | 9 targets | Strings | 1  |
|               |                                 |         |           |         |    |
|               |                                 |         |           |         |    |
| Scenario<br>& |                                 |         |           |         |    |
| 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         |                                 |         |           |         |    |
|               |                                 |         |           |         |    |

#### 11. Take a walk on the boardwalk

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 9 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 3 paper, 2 no-shoot             | Total   | 3 targets | Strings | 1 |
| Scenario<br>&<br>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                      |                                 |         |           |         |   |

# 12. My home is my castle

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 9 paper, 1 no-shoot             | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |