

Targets	· F-F-·,	Total	g	Ounings	т
Scenario & Procedure	String 1: Draw and fire 5 shots freestyle. String 2: Draw and fire 5 shots usin Draw and fire 5 shots, emergency reload and fire 5 additional shots freestyle head freestyle		-		-
Start pos	Shooter Position 1 (P1)				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	See image				

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 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					

Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	3 paper, 3 popper,	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun un-loaded (table)				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper,	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	L/R				
Setup					

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	6 paper,	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	L/R				
Setup					

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	4 paper, 6 plates,	Total	10 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					

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	4 paper,	Total	4 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					