

1. Tea Party Terror

No image

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|----------------------|--|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 9 |
| Targets | 3 paper, 1 no-shoot | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | At the signal, drop sign and engage T1-T3 with three rounds each in tactical sequence (1-1-3-2-2). | | | | |
| Start pos | Gun loaded & holstered both hands holding protest sign. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | You may not move from middle of crowd. | | | | |

2. Another Town Another Round

No image

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|----------------------|---|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 6 |
| Targets | 3 paper, 1 no-shoot | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | At the signal, stop on the waitresses foot (activation pad) to create a diversion and engage T1-T3 with two shots each in tac seq. (1-1-2-1-1) while remaining seated | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | Procedural for each shot fired before activating swinger. | | | | |

3. Self Destruct II

No image

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 18 |
| Targets | 3 paper, | Total | 3 targets | Strings | 2 |
| Scenario & Procedure | At the signal, draw and engage T1-T3 with two (2) rounds each freestyle to the torso, perform a mandatory tac-load (tac reload or RWR) and engage T1-T3 with one (1) round each strong hand only to the head. At the signal, draw and engage T1-T3 with two (2) rounds each freestyle to the torso, perform a mandatory tac-load (tac reload or RWR) and engage T1-T3 with one (1) round each weak hand only to the head. | | | | |
| Start pos | Gun loaded & holstered, hands at surrender. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | At the end there should be 2 rounds in each head and 4 rounds in each torso. | | | | |

4. Do You Hear Banjos!?

No image

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|----------------------|--|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 9 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | At the signal, engage T1-T3 with 2 rounds to the lower scoring zone each. Then re-engage with 1 round to the upper scoring zone on each. | | | | |
| Start pos | Gun loaded & holstered Sitting with both hands on paddles touching water at X's | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | Dont rock the boat, remain seated. | | | | |

5. Tango

No image

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|----------------------|---|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 9 |
| Targets | 4 paper, 1 popper, 1 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | At the signal, draw, and engage targets T1-T2 with two (2) shots each in tactical priority (slicing the pie) from the right side of the wall. Move toward P2 engaging PP1 on the move. From P2, engage targets T3-T4 with two (2) shots each in tactical priority (slicing the pie) from either side. | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |

6. Cleaning Up

No image

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | From P1 load and engage T1 with two (2) rounds each. Then take cover behind the table and engage T2-T6 from around either side of the table with two (2) rounds each. | | | | |
| Start pos | Gun is unloaded with slide forward and hammer down and lying on table with all ammunition. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |