

1. Shoot n' scoot

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
| Targets | 2 paper, 2 plates, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | Shooter starts loaded and holstered hands at surrender. On the audible signal shooters engage 2 plates from 15m line, move to secondary position to engage paper target 1 by firing 2 shots to the body and to shots to the head. shooter then changes magazines and retaining changed mag. Then shooter drops to one knee to engage paper target 2, 2 body and 2 head | | | | |
| 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. Double tap

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 24 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | Gun loaded and holstered hands at surrender, on audible signal present firearm and shoot 2 shots at the body of each target then complete a mag change and shoot 2 shots per head of each target. | | | | |
| 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. Jhon wick

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 6 |
| 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 | | | | | |