

# 1. Help Thy Neighbor

**Help Thy Neighbor**  
Created by: mjaustin

<b>RULES:</b> 1000 ROUNDS <b>WEAPON:</b> FIREARM Firearm loaded to division capacity and holstered.	<b>SCORING:</b> Unlimited
<b>SCENARIO:</b> Living in an occupied city you maintain a low profile to continue recording the crimes of occupants. It is a beautiful day and you decided to visit an elderly couple living in your neighborhood. Stepping to their garden, you realize that a gang of drunken militants have taken the elderly couple hostage and it is evident that if you don't act fast, they will likely never be seen again. You decide to ditch your low profile status and help your neighbor.	<b>ROUND COURSE:</b> 12
<b>PROCEDURE:</b> Standing in P1, hands at side. At the signal, engage targets T1-T4 with three rounds each. P3 is low cover. Shooters may shoot over the barrel from P3 as long as one knee is on the ground.	<b>TARGETS:</b> 4
	<b>WEAPONS:</b> P1-P3: 12.06 PG 7.06
	<b>BACKGROUND:</b> 0.000000 per target
	<b>RESULTS:</b>
	<b>COMMENTS:</b> none
	<b>NOTES:</b>

**TRIDENT**

Created with SHOOTSCORE LEADER  
Tabletop/Shooting.com

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	Scenario: Living in an occupied city you maintain a low profile to continue recording the crimes of occupants. It is a beautiful day and you decided to visit an elderly couple living in your neighborhood. Stepping to their garden, you realize that a gang of drunken militants have taken the elderly couple hostage and it is evident that if you don't act fast, they will likely never be seen again. You decide to ditch your low profile status and help your neighbor. Procedure: Standing in P1, hands at side. At the signal, engage targets T1-T4, with three rounds each. P3 is low cover. Shooters may shoot over the barrel from P3 as long as one knee is on the ground.
Start pos	Standing in P1, hands at side. At the signal, engage targets T1-T4 with three round each. P3 is low cover. Shooters may shoot over the barrel from P3 as long as one knee is on the ground.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 2. Failed situational awereness

Failed situational awareness	
<b>RULES:</b> EPA Rules	Created By: jshook
<b>START POSITION:</b> Firearm loaded to division capacity and holstered. Facing uprange, holding cell phone prop using both hands and staring the prop.	<b>ROUND COUNT:</b> 12
<b>SCENARIO:</b> You are mindlessly browsing the net using your cellphone while waiting for your friend when you suddenly hear shouts and an angry dog barking behind you. You realize that the occupants have geolocated your phone and have come to get you. Well known local collaborator is with them, helping to identify you. The situation is dire but you are determined to fight for your life.	<b>TARGETS:</b> 4
<b>PROCEDURE:</b> Standing at P1, facing uprange, holding cell phone prop using both hands and staring the prop. At signal, drop the phone, turn downrange and engage targets with three rounds each.	<b>SCENARIO SET:</b> 4 rounds per target
	<b>FRAMETIME:</b>
	<b>CONCURRENT:</b> YES
	<b>NOTE:</b>



TRIDENT

VERSION: 1.0001 (2024-03-07)  
Tshoot@engr.com

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	Scenario: You are mindlessly browsing the net using your cellphone while waiting for your friend when you suddenly hear shouts and an angry dog barking behind you. You realize that the occupants have geolocated your phone and have come to get you. Well known local collaborator is with them, helping to identify you. The situation is dire but you are determined to fight for your life. Procedure: Standing at P1, facing uprange, holding cell phone prop using both hands and staring the prop. At signal, drop the phone, turn downrange and engage targets with three rounds each.
Start pos	Firearm loaded to division capacity and holstered. Facing uprange, holding cell phone prop using both hands and staring the prop.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	