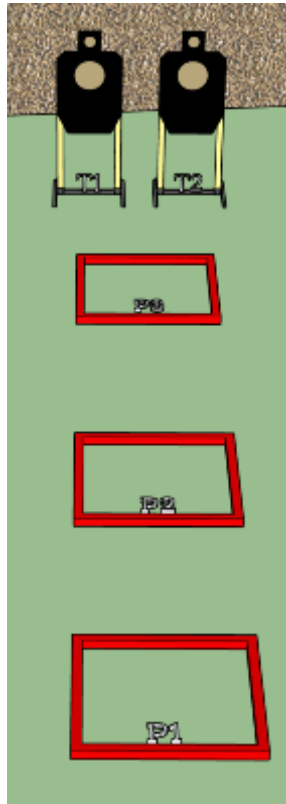


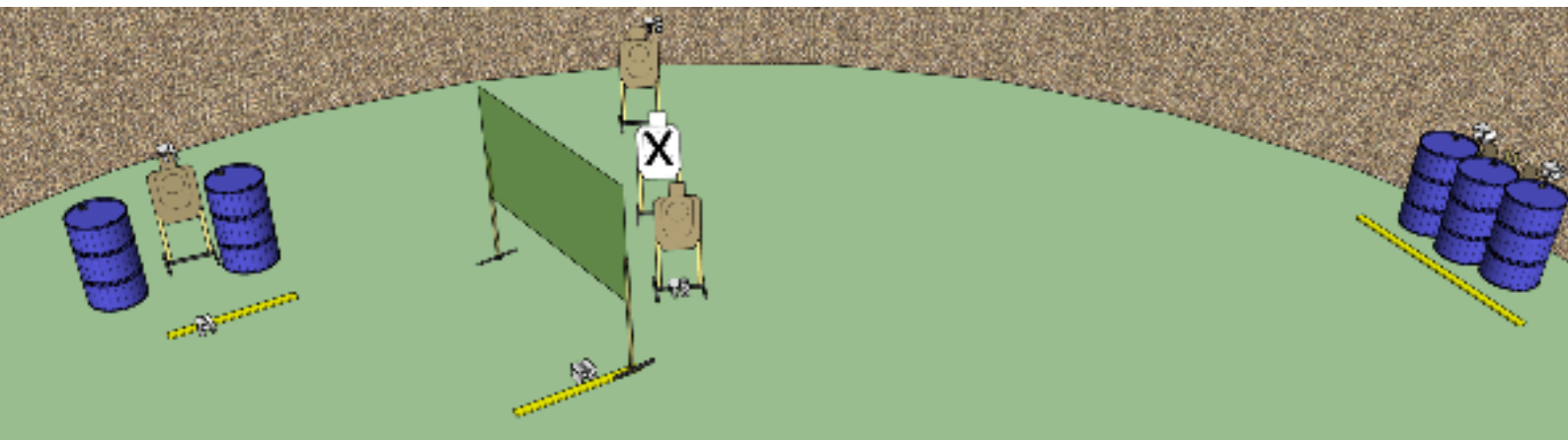
# 1. Hero to Zero



Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	2 paper,	Total	2 targets	Strings	3

Scenario & Procedure	String 1: P1, 10m Free style, Targets 1 and 2: 2 body 1 head String 2: P2, 7m Strong hand only, Targets 1 and 2: 2 body 1 head String 3: P3, 5m Weak hand only, Targets 1 and 2: 2 body 1 head
Start pos	GUN Loaded. String 1 and 2; Holstered, String 3; WH 45 deg
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 2. Quick draw



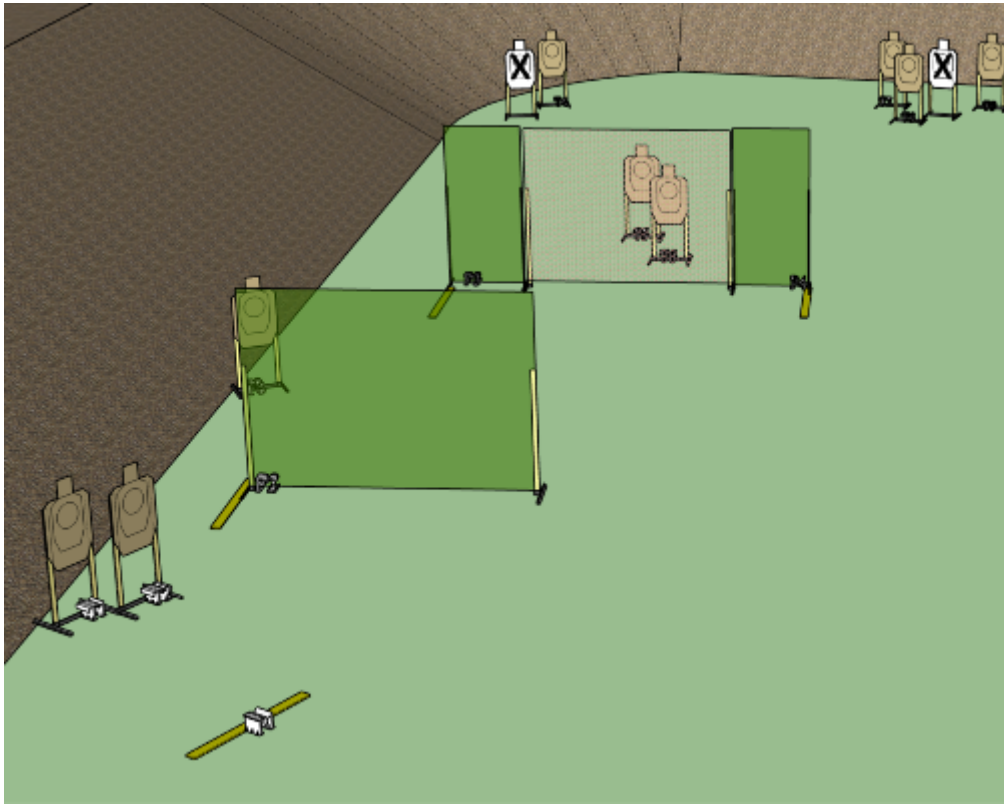
Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	P1: Retention T1 6/target P2: T2-T3 3/target in the open T4-T6 3/Target				
Start pos	P1 Loaded&Holstered;				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 3. Office Desk



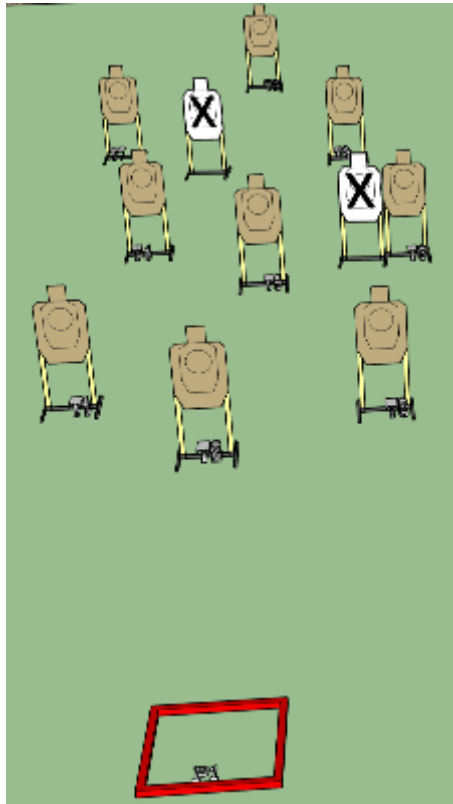
<b>Scoring</b>	Unlimited	<b>Firearm</b>	Handgun	<b>Rounds</b>	18
<b>Targets</b>	6 paper,	<b>Total</b>	6 targets	<b>Strings</b>	1
<b>Scenario &amp; Procedure</b>	Shoot from a seated position, T1-T6 1 head, 2 body				
<b>Start pos</b>	Sit in place, Gun on table, loaded, all loading devices on table				
<b>Start on</b>	Audible signal				
<b>Stop on</b>	Last shot				
<b>Penalties</b>	As per current edition of rules				
<b>Safety</b>	L/R				
<b>Setup</b>					

## 4. Transparent Mirage



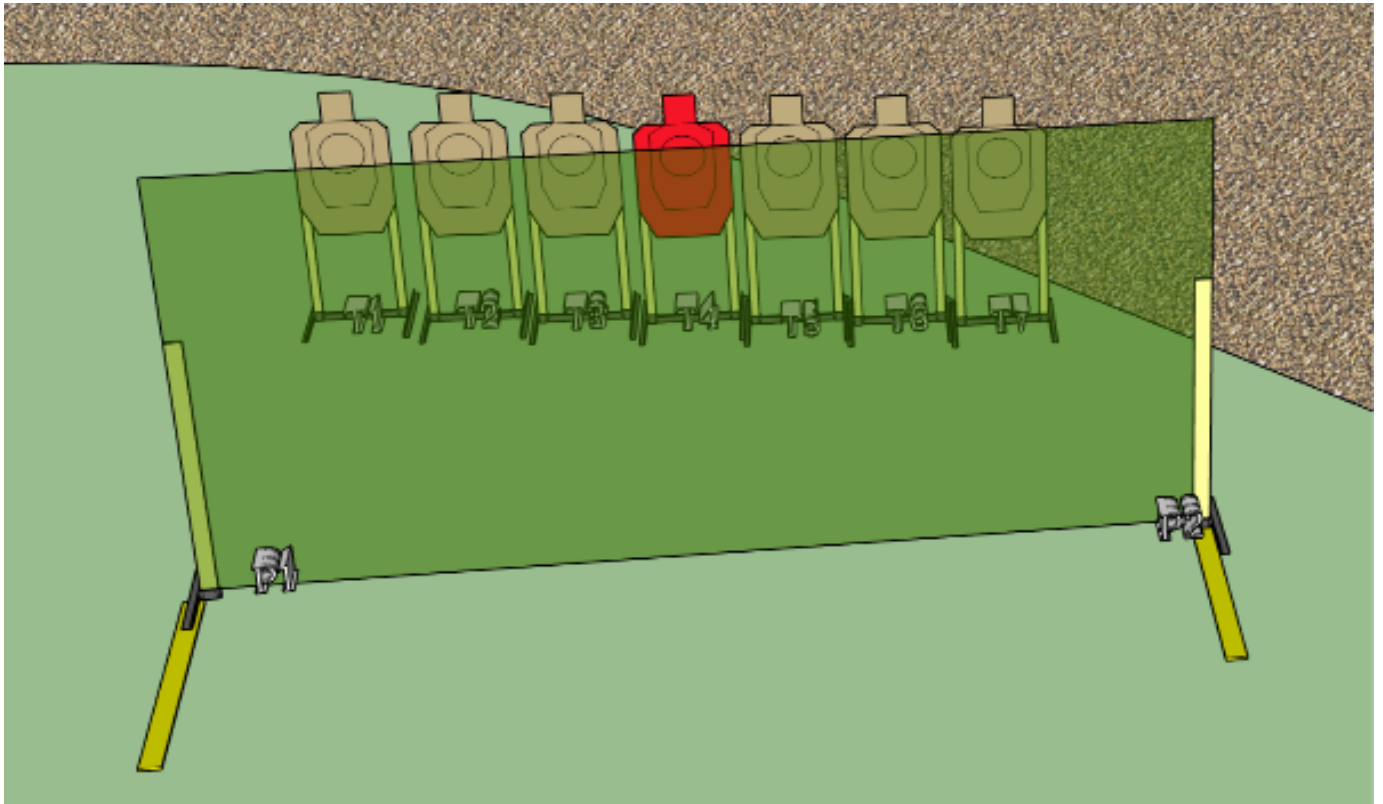
Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 2 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Shot P1: T1-T2 2/target. P2: T3 2/target P3: T4 2/target T5-T6 2/target in the open P4: T7-T9 2/target				
Start pos	P1				
Start on	Audible signal, gun loaded & holstered;				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Four lines



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 2 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Low cover, T1-T9 2/target				
Start pos	P1 Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

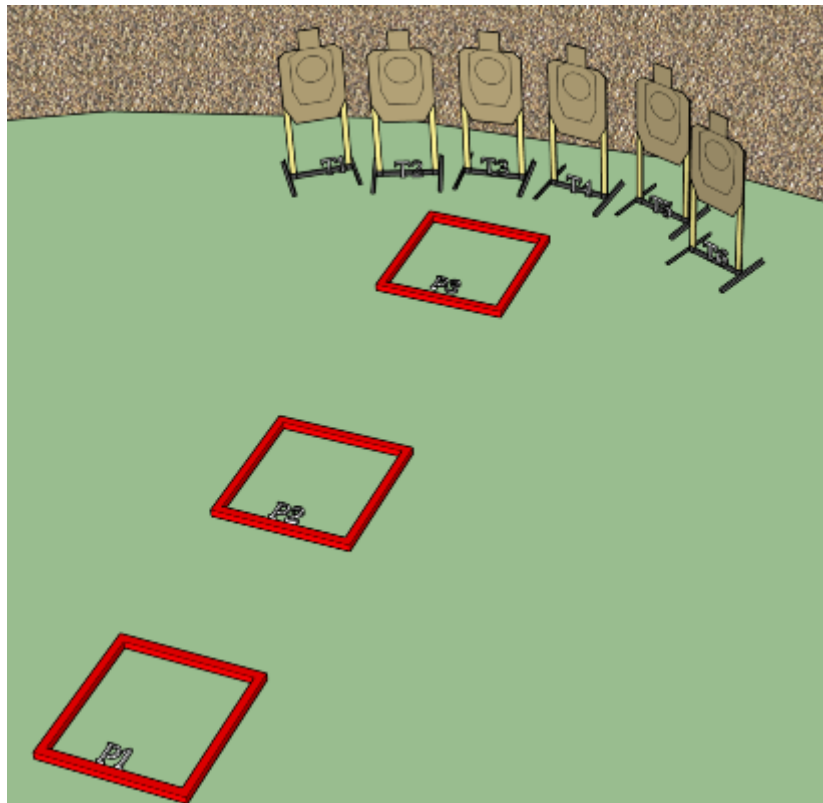
## 6. Peep show



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	7 paper,	Total	7 targets	Strings	1

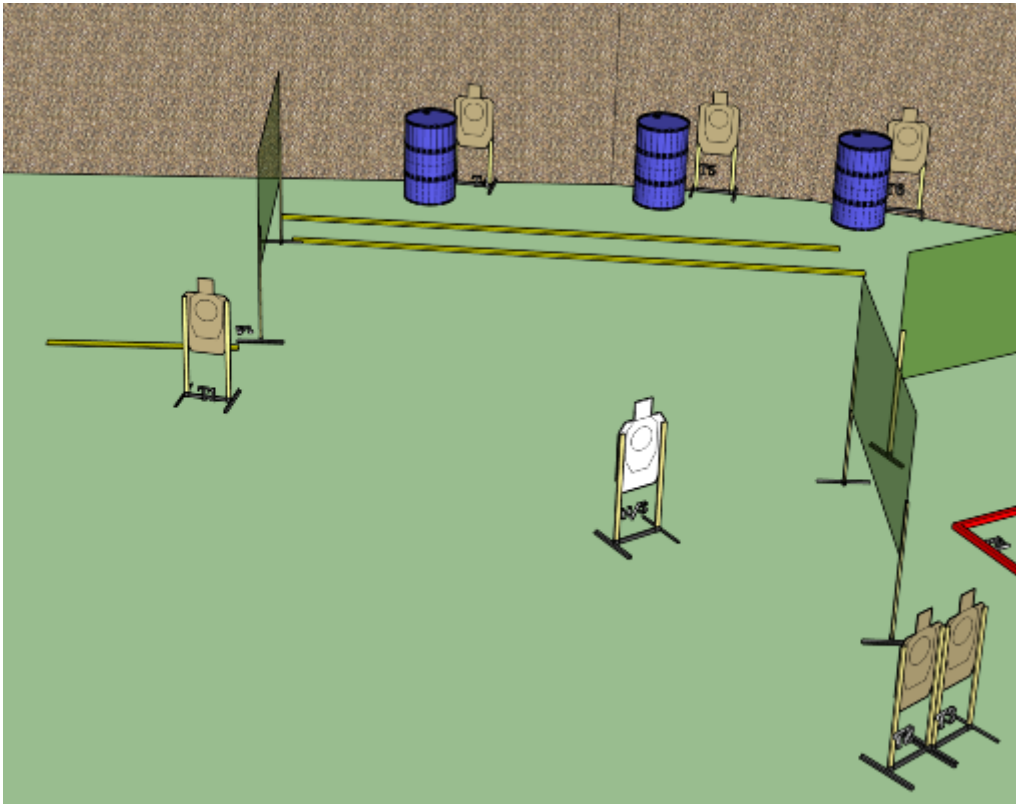
Scenario & Procedure	P1 or/and P2, Weak or strong hand only T1-T3 and T5-T7 1 head, 1 body T4 (T-Shirt) 6/target
Start pos	Hand on in the middle of the wall, Gun Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 7. Point - blank



Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	3
Scenario & Procedure	STRING 1: 10M STRONG HAND ONLY. T1-T6 ONE ROUND/TARGET STRING 2: 5M WEAK HAND ONLY. T1-T6 ONE ROUND/R TARGET STRING 3: 1M RETENTION. T1-T6 ONE ROUND/TARGET				
Start pos	GUN Loaded. String 1 and 3; Holstered, String 2; WH 45 deg				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

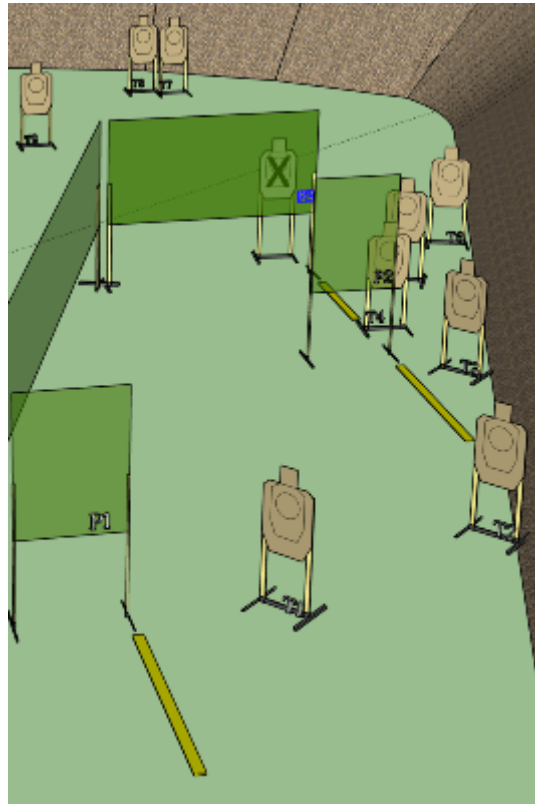
## 8. Surprise and back off



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	START POSITION: P1 P1: Tagets T1-T2 3 shots / target Targers T3-T6 3 shots / target in the open				
Start pos	GUN LOADED & HOLSTERD				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					



## 9. Running the Gauntlet



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 1 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Targets T1-T9 2 shot/target P1: engage to targets T1-T3 P2: engage to targets T4-T6 P3: engage targets T7-T9				
Start pos	GUN LOADED, HOLSTERED				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					