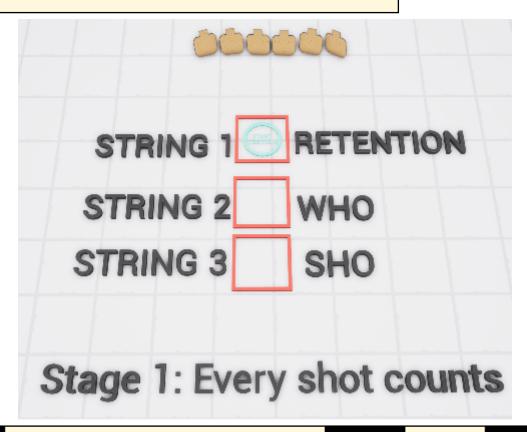
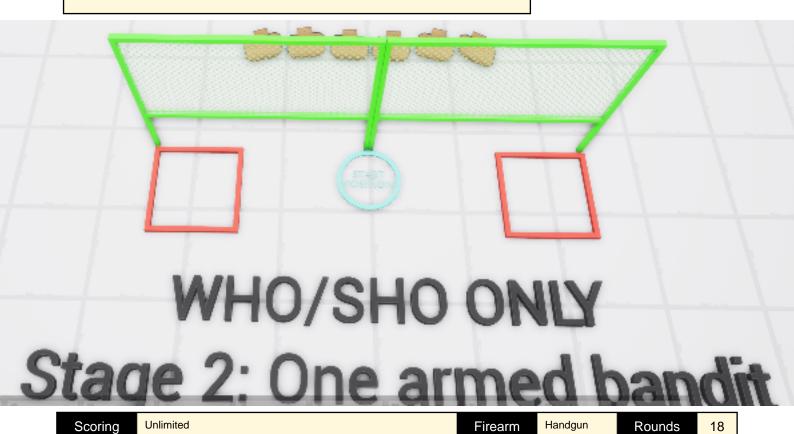
1. Every shot counts (valotikku)



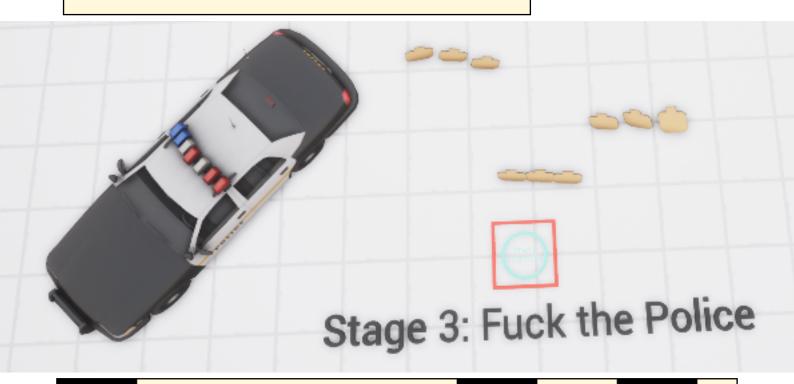
| Scoring | Limited | Firearm | Handgun | Rounds | 18 | | | |
|----------------------------|---|---------|-----------|---------|----|--|--|--|
| Targets | 6 paper, | Total | 6 targets | Strings | 3 | | | |
| Scenario & Procedure | On the audible start signal, engage all targets from within the shooting area. 1/Target STRING 1: Retention (1 m) STRING 2: WHO (2 m) STRING 3: SHO (3 m) | | | | | | | |
| Start pos | The start position is standing in the BOX 1, facing down range with wrists below belt. Handgun is loaded and holstered, safety on. | | | | | | | |
| Start on | Audible signal | | | | | | | |
| Stop on | Last shot | | | | | | | |
| Penalties | As per current edition of rules | | | | | | | |
| Safety | L/R | | | | | | | |
| Setup | | | | | | | | |

2. One armed bandit (valotikut)



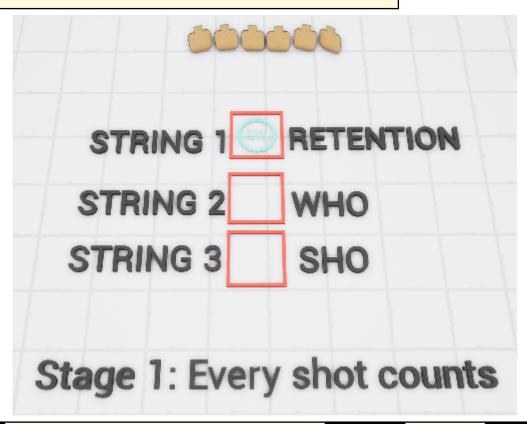
| Targets | 6 paper, | Total | 6 targets | Strings | 1 |
|----------------------------|--|----------------------|----------------------|---------------------|----------|
| Scenario & Procedure | On the audible start signal, engage all targets from within the shooting area. | 3/Target Strong or | weak Hand Only | | |
| Start pos | The start position is standing in the middle of the wall , facing down range w | ith wrists below bel | lt. Handgun is loade | d and holstered, sa | fety on. |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. Fuck the Police (VIIkut)



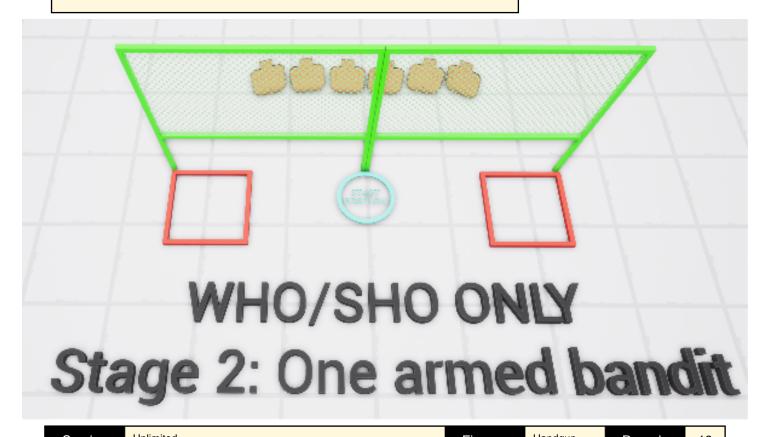
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 | | |
|----------------------------|---|---------|-----------|---------|----|--|--|
| Targets | 9 paper, | Total | 9 targets | Strings | 1 | | |
| Scenario & Procedure | On the audible start signal, engage all targets from within the shooting area. 2/Target | | | | | | |
| Start pos | The start position is standing in the BOX , facing down range with wrists below belt. Handgun is loaded and holstered, safety on. | | | | | | |
| Start on | Audible signal | | | | | | |
| Stop on | Last shot | | | | | | |
| Penalties | As per current edition of rules | | | | | | |
| Safety | L/R | | | | | | |
| Setup | | | | | | | |

4. Every Shot Counts (tervapadat)



| Scoring | Limited | Firearm | Handgun | Rounds | 18 | | | |
|----------------------------|---|---------|-----------|---------|----|--|--|--|
| Targets | 6 paper, | Total | 6 targets | Strings | 3 | | | |
| Scenario & Procedure | On the audible start signal, engage all targets from within the shooting area. 1/Target STRING 1: Retention (1 m) STRING 2: WHO (2 m) STRING 3: SHO (3 m) | | | | | | | |
| Start pos | The start position is standing in the BOX , facing down range with wrists below belt. Handgun is loaded and holstered, safety on. | | | | | | | |
| Start on | Audible signal | | | | | | | |
| Stop on | Last shot | | | | | | | |
| Penalties | As per current edition of rules | | | | | | | |
| Safety | L/R | | | | | | | |
| Setup | | | | | | | | |

5. One armed bandit (Tervapadat)



| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 | |
|----------------------------|--|---------------------|----------------------|---------------------|----------|--|
| Targets | 6 paper, | Total | 6 targets | Strings | 1 | |
| Scenario & Procedure | On the audible start signal, engage all targets from within the shooting area. | 3/Target Strong or | weak Hand Only | | | |
| Start pos | The start position is standing in the middle of the wall , facing down range w | ith wrists below be | lt. Handgun is loade | d and holstered, sa | fety on. | |
| Start on | Audible signal | | | | | |
| Stop on | Last shot | | | | | |
| Penalties | As per current edition of rules | | | | | |
| Safety | L/R | | | | | |
| Setup | | | | | | |