

1. Barricade

NO IMAGE

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	6
Targets	1 paper,	Total	1 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	No muzzle over berm				
Setup					

2. The Park (Rainy version)

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 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	No muzzle over berm				
Setup					

3. Touched

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper, 1 no-shoot	Total	4 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	No muzzle over berm				
Setup					

4. BBQ'd

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 1 no-shoot	Total	7 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	No muzzle over berm				
Setup					

5. Neighbor Taken Hostage

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 no-shoot	Total	5 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	No muzzle over berm				
Setup					

6. Drive by III

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper, 8 popper,	Total	13 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	No muzzle over berm				
Setup					