

1. Gun Store Hold-up

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Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper, 2 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	L/R				
Setup					

2. Drug Raid

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Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 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	L/R				
Setup					

3. The Colonel's Gift

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Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	1 paper, 1 no-shoot	Total	1 targets	Strings	3
Scenario & Procedure					
Start pos	low ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Warehouse Intruders

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Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper, 1 no-shoot	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					

5. Plumb Dangerous

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Scoring	Vickers Count	Firearm	Handgun	Rounds	12
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	L/R				
Setup					