

3. Move to Improve

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Scoring	Vickers Count	Firearm	Handgun, Shotgun, Rifle	Rounds	33
Targets	6 paper, 7 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	L/R				
Setup					

4. Back Porch

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Scoring	Vickers Count	Firearm	Shotgun	Rounds	10
Targets	10 popper,	Total	10 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. Sighting in Mayhem

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Scoring	Vickers Count	Firearm	Handgun, Rifle	Rounds	22
Targets	9 paper,	Total	9 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					

8. Parking Lot

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Scoring	Vickers Count	Firearm	Handgun, Shotgun	Rounds	18
Targets	2 paper, 14 popper, 1 no-shoot	Total	16 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					

9. Handgun/Carbine Shootout

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Scoring	Vickers Count	Firearm	Handgun, Rifle	Rounds	20
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					

10. Mix n Match

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Scoring	Limited Vickers Count	Firearm	Rifle	Rounds	16
Targets	1 paper,	Total	1 targets	Strings	1
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					