

1. Got You Covered

No image

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 14 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 7 paper, 2 no-shoot | Total | 7 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Baddies behind far pillar and hostages. Shoot 'em. PROCEDURE: Upon start signal, draw and move to cover at the barricade. Engage targets from cover position at barricade with two rounds eac | | | | |
| 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. Hall Pass

No image

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|----------------------|---|---------|------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 16 |
| Targets | 6 paper, 4 popper, | Total | 10 targets | Strings | 1 |
| Scenario & Procedure | Fast and simple. PROCEDURE: From P1 engage pins until all are down. Move to P2 and engage T1-T3 from cover of wall with 2 shots each. Move to P3 and engage T4-T6 from cover of wall with 2 shots eac | | | | |
| 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. Cantina

No image

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, 1 popper, | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | Interrupted while enjoying a drink at the local watering hole. PROCEDURE: At start signal, place glass on table then stand and engage T1 with 2 shots from retention. Stand and engage popper until it falls, then disappearing T2 with 2 shots. Move to P2 and engage T3-T7 in any order from cover of barrels | | | | |
| 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. BUG

No image

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|----------------------|--|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 6 |
| Targets | 1 paper, 1 popper, | Total | 2 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Your getting your morning coffee when you here a robbery announced. turn and save the cashier and yourself. After your handgun malfunctions PROCEDURE: At start signal turn retrieve handgun and engage P1 with one round while holding coffee cup in week hand. Throw cup at T1 reload and engage T1 free style with 5 rounds one round must be in the head | | | | |
| 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. RUNNING IN THE PARK

No image

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, 1 popper, 2 no-shoot | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | : Running to the park encounter a gang of thugs, I resolve to save taking the covers and barrels. PROCEDURE: Holding the coverage of the bin, the shooter engages T1 and T2 and T3 from the left side of the bin from the right side thereof. Walking forward it engages T4 and T5, arriving at the barricade keeping the coverage, will engage the remaining shapes as per regulation | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

6. Limited

No image

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | PROCEDURE: At the buzzer, the shooter engages T1 to T4 with 1 shot to body shape in tactical priority; re-hiring T1 to T4 with 2 shots to Head shape ever in tactical priority | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

7. Underground Garage

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|----------------------|--|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 5 |
| Targets | 2 paper, | Total | 2 targets | Strings | 1 |
| Scenario & Procedure | PROCEDURE: Start in Box A with Handgun at low ready loaded with five rounds. At signal, move around front of car and engage T1 with two rounds while moving to Baricade. At Barricade engage T2 with two rounds to the body and one round to the head. | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |