

1. Got You Covered

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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

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

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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

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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

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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

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					