

1. PULL WHAT

No image

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|----------------------|---|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 6 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: You have ben told that you have won a prize. Pull the string and you will see what it is. PROCEDURE: At P1 engage T1 T2 T3 from either side of the barricade you may pull the string to momentarily reveal T3 | | | | |
| 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. Find Us

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Your at the acme plastic barrel factory you think a coyote has gotten into the storage area. Nope, barrel thieves PROCEDURE: AT P1 engage ether T1 and T2 from ether side of the barrels. then engage T3 and T4 from cover. T1 T2 T4 will require 1 shot to the head 2 to the body T3 3 shots 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 | | | | | |

3. Back and Forth

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 18 |
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: IDPA Standards Stage. PROCEDURE: Draw and engage each target with one shot each strong hand only in tactical sequence. At end of line re-engage with one shot each in reverse order weak hand only. At end of line re-engage with one shot each in reverse order strong hand only. | | | | |
| 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. OH CRAP

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 5 paper, 1 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Your minding your own business and then people want to kill you. OH CRAP. stop them PROCEDURE: At start signal turn, draw and engage T1 from one side of the barrel and T2 from the other side of the barrel. then engage all other targets with 2 shots to paper and steel S1 witch will activate T4 | | | | |
| 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. Run away and Fight

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, 2 no-shoot | Total | 7 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Your leaving your sugar shack when a group of syrup thieves try to take your days makings I don't think so PROCEDURE: At start signal drop can, draw and engage T1 while retreating with 1 shot to the head and 2 to the body. Then from ether P2 or P3 engage targets with 2 rounds each from cover. After you engage targets from one side you must engage targets from the other side from cover | | | | |
| 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. Tripples all Around

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 5 paper, | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Why the hell not. PROCEDURE: Gun mags on table, gun empty. Beep: load engage each target with 2 to the body 1 head, use cover when necessary | | | | |
| 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. Bed on both sides

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Lying in bed you here a noise. React PROCEDURE: Beep pick up gun the deliver 2 rds each from one side (standing 1st) the from the other side (Getting up) | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |