

1. Alley Fight

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 2 no-shoot	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					

2. Sit Still

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & on table with ammo				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Fill Em Up

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 plates, 1 no-shoot	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					

4. Through the Window

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper, 1 popper, 2 plates, 1 no-shoot	Total	8 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. Confusion Drill

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper,	Total	5 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					