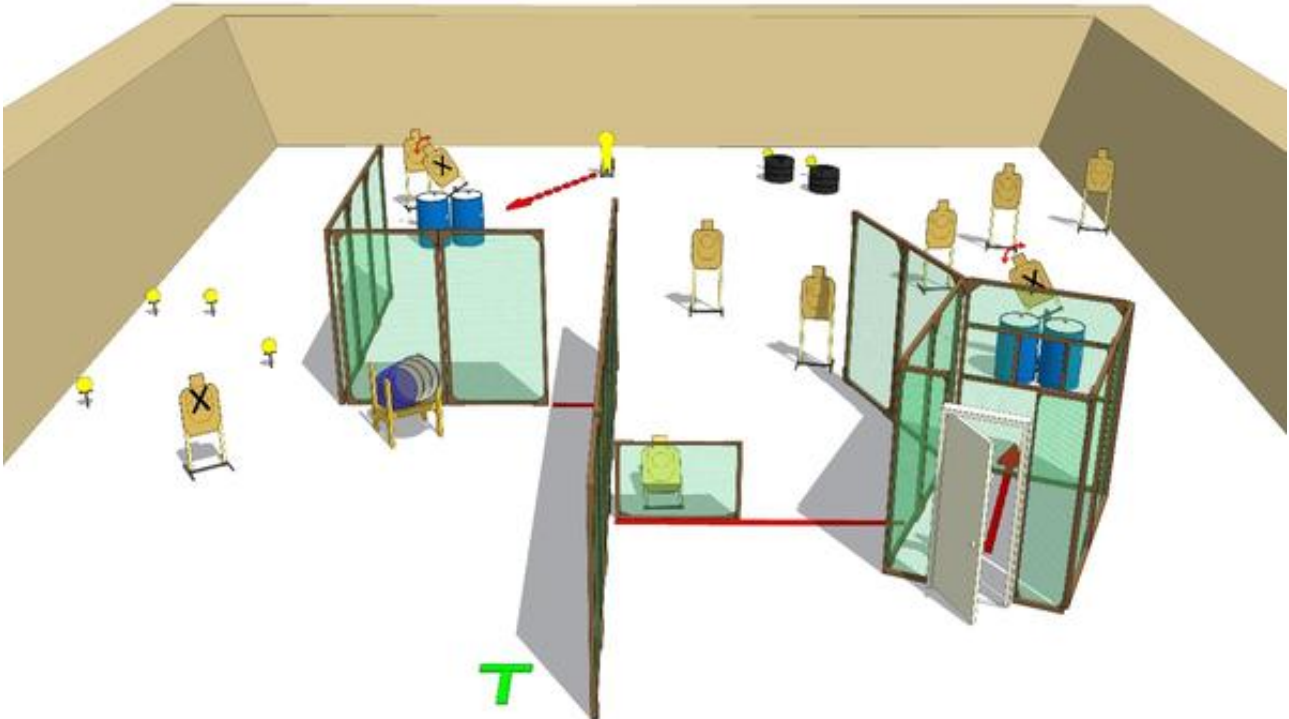
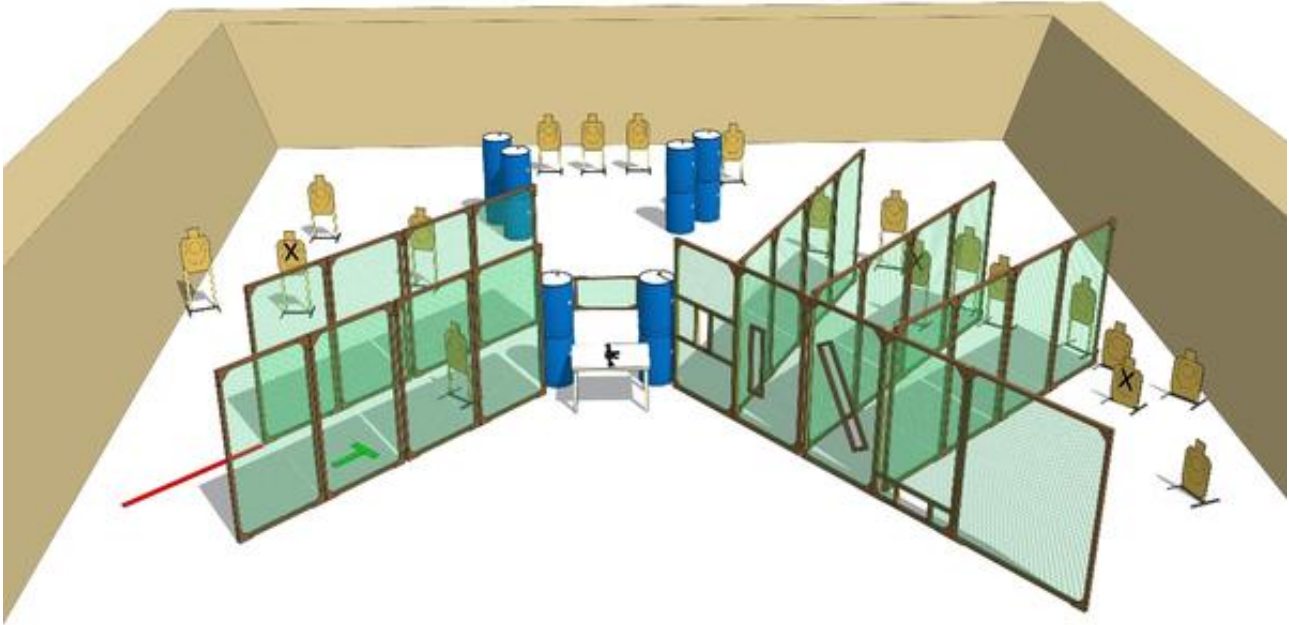


1. FORTRESS



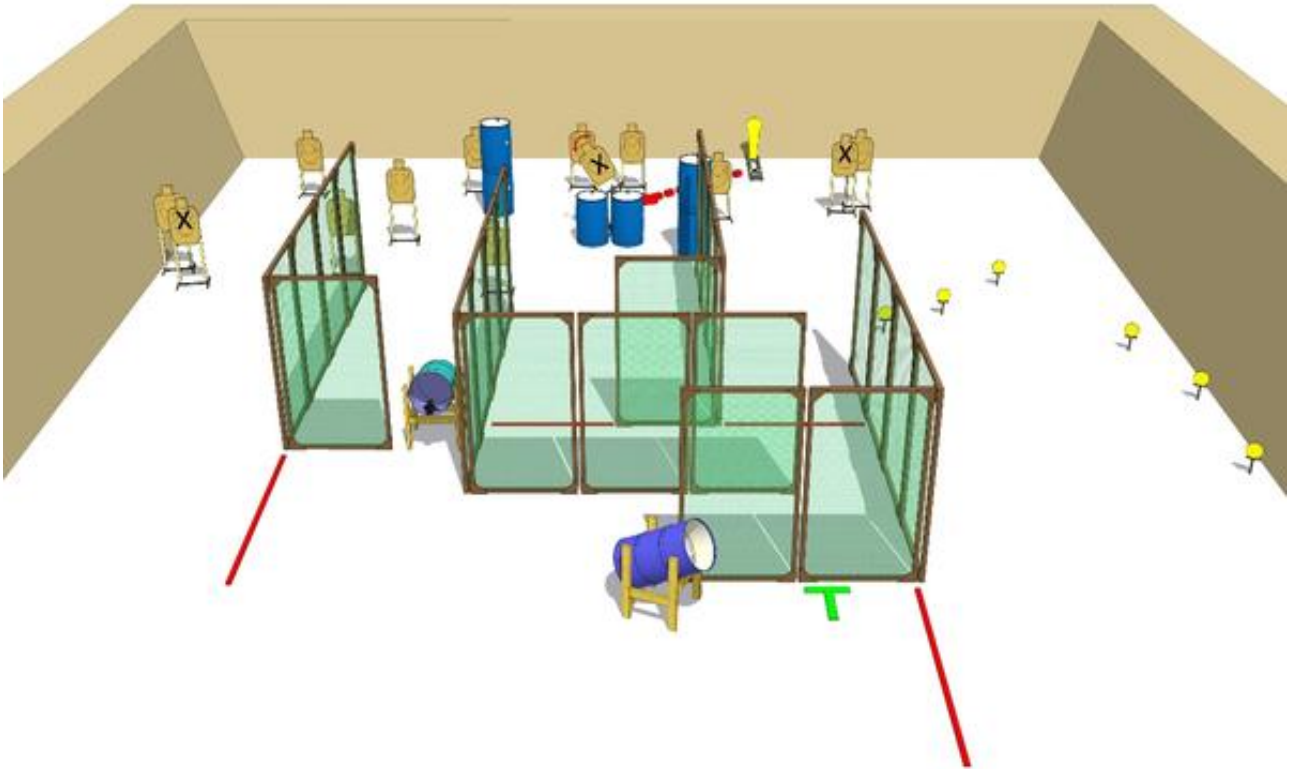
| | | | | | |
|----------------------|---|---------|---------------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun, Shotgun | Rounds | 21 |
| Targets | 7 paper, 1 popper, 6 plates, 3 no-shoot | Total | 14 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered, Shotgun loaded & plus one | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. SPREAD 'EM



| Scoring | Vickers Count | Firearm | Handgun, Rifle | Rounds | 36 |
|----------------------|--|---------|-------------------|---------|----|
| Targets | 16 paper, 2 no-shoot | Total | 16 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Handgun is loaded, but Rifle is not loaded | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

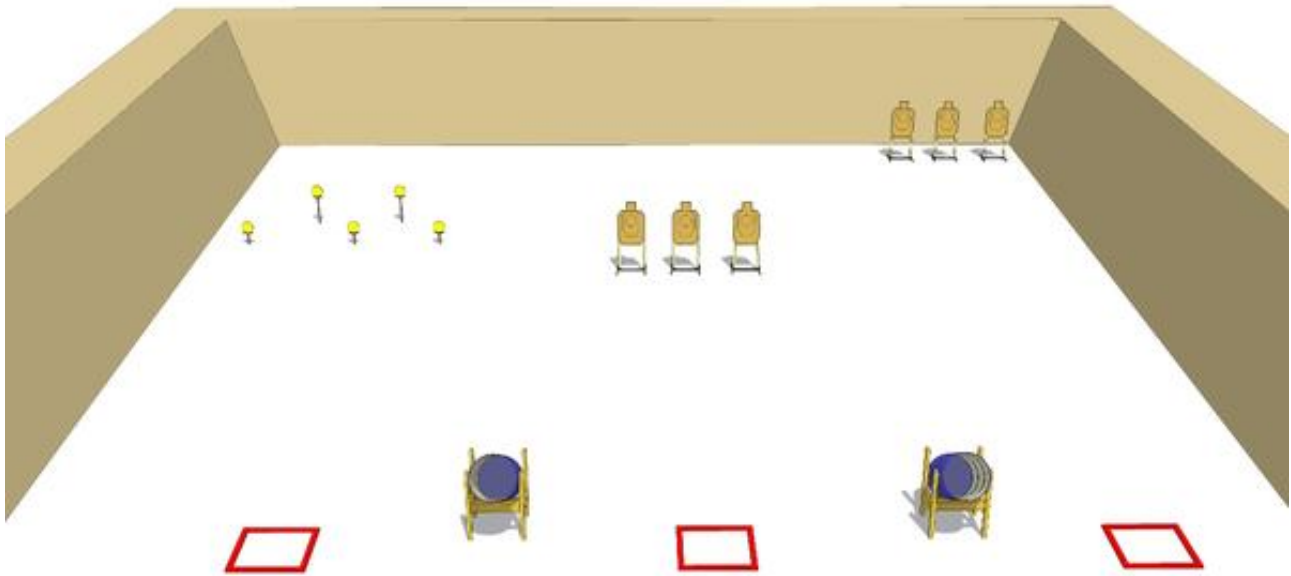
3. SIDE 2 SIDE



| | | | | | |
|---------|--|---------|------------|---------|----|
| Scoring | Vickers Count | Firearm | Rifle | Rounds | 27 |
| Targets | 10 paper, 1 popper, 6 plates, 4 no-shoot | Total | 17 targets | Strings | 1 |

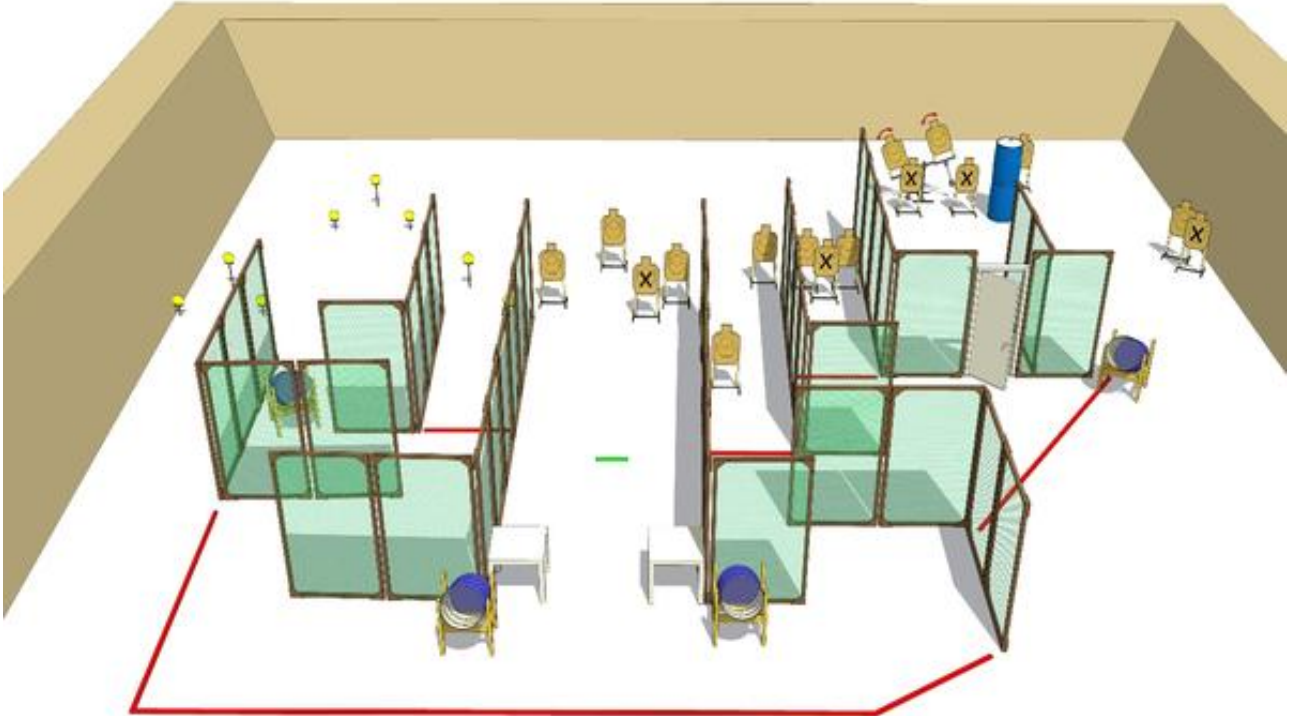
| | |
|----------------------|---------------------------------|
| Scenario & Procedure | |
| Start pos | Gun condition 2 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety | L/R |
| Setup | |

4. TESTER



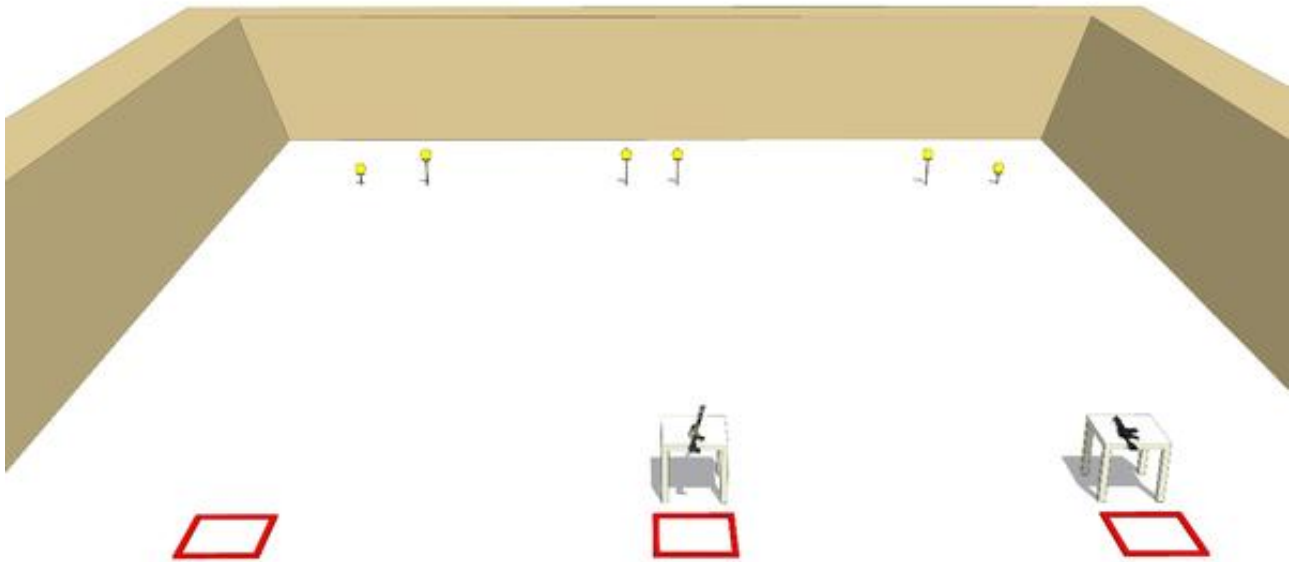
| | | | | | |
|----------------------|---------------------------------|---------|-------------------------------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun, Shotgun, Rifle | Rounds | 17 |
| Targets | 6 paper, 5 plates, | Total | 11 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

5. THE PROFESSIONAL



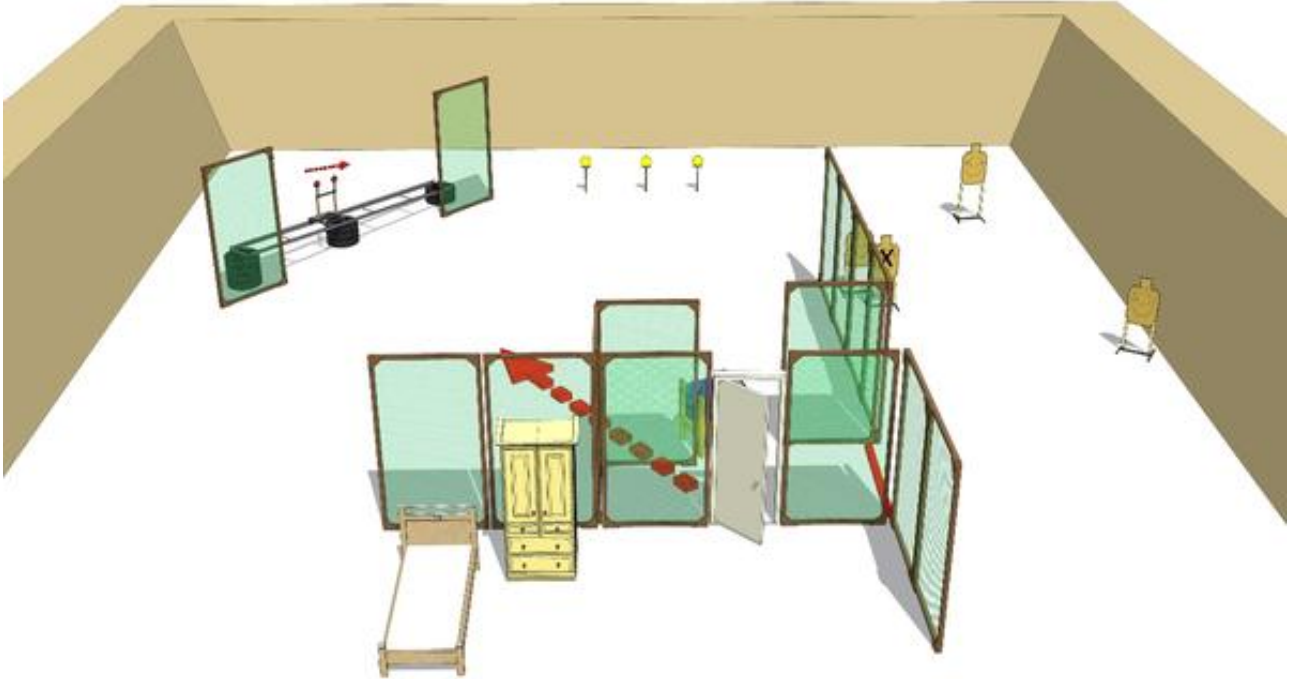
| Scoring | Vickers Count | Firearm | Handgun, Shotgun, Rifle | Rounds | 30 |
|----------------------|--|---------|-------------------------------|--------|----|
| | Targets | | Total | | |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered, SG & RF in condition 2 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

6. HIT 'n RUN



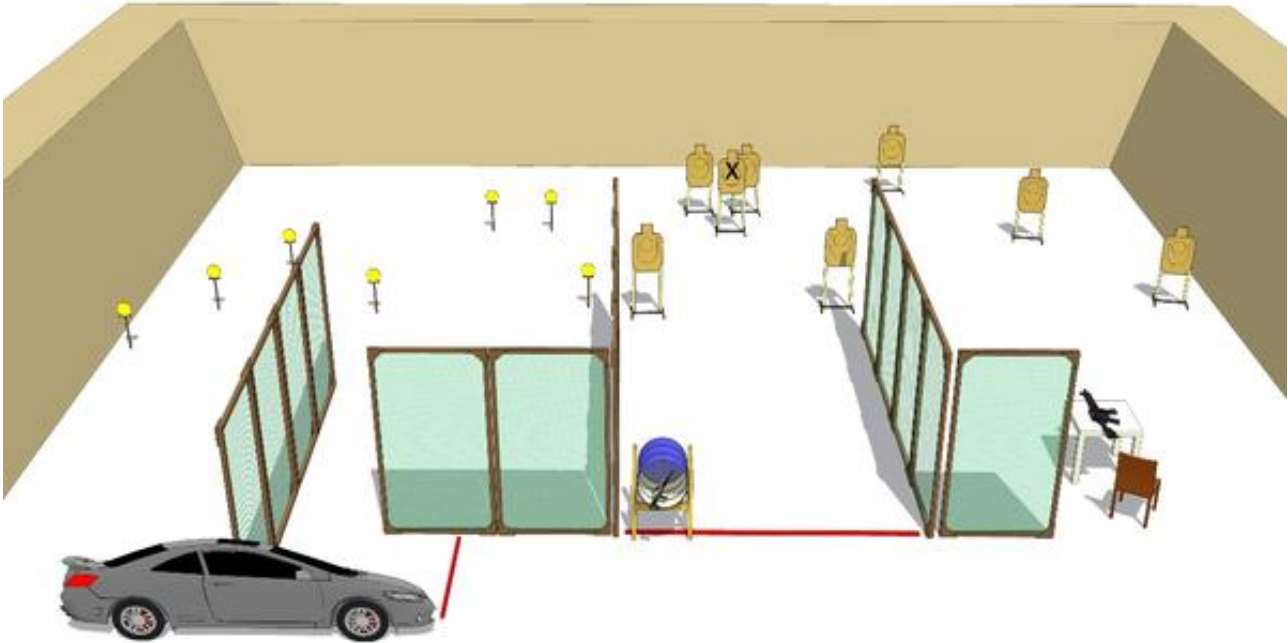
| | | | | | |
|----------------------|---------------------------------|---------|--------------------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun, | Rounds | 6 |
| | 6 plates, | | Shotgun, | | |
| Targets | | Total | Rifle 6 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Guns in condition 3 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

7. SWEET DREAM



| | | | | | |
|----------------------|--|---------|-------------------|---------|----|
| Scoring | Vickers Count | Firearm | Shotgun, Rifle | Rounds | 11 |
| Targets | 3 paper, 3 plates, 2 frangible, 1 no-shoot | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Guns in condition 2 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

8. RETREAT



| Scoring | Vickers Count | Firearm | Handgun, | Rounds | 21 |
|----------------------|---|---------|------------|---------|----|
| | | | Shotgun, | | |
| Targets | 7 paper, 7 plates, 1 no-shoot | Total | Rifle | Strings | 1 |
| | | | 14 targets | | |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered, SG in con 2 & RF in con 3 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |