

1. Stage 1

No image

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded to 12 rounds and at low-ready | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. Stage 2

No image

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded to 12 rounds and at low-ready | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. Stage 3

No image

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded to 12 rounds and at low-ready | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. Bonus Stage

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|----------------------|--|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 1 |
| Targets | 1 popper, | Total | 1 targets | Strings | 1 |
| Scenario & Procedure | If the shooter would like to shoot this stage for bonus. Shooter gets 1 shot and 1 shot only at an orange painted charcoal briquette. Shot is 22 yards. Hit results in a 10 second reduction in total of the Stage 1 through 3 score. A miss results in the shot time for Stage 4 being ADDED to the total of the Stage 1 through 3 score. | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |