

1. Stage 1

NO IMAGE

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

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

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

NO IMAGE

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					