

1. Working the Angles

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 20 |
| Targets | 4 paper, 2 no-shoot | Total | 4 targets | Strings | 3 |
| 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. Trapped

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, 1 popper, 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 | | | | | |

3. Reedy's Raiders

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 17 |
| Targets | 5 paper, 2 plates, 1 no-shoot | Total | 7 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. Working on the Car

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 & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

5. Crossfire Drill

No image

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 3 paper, | Total | 3 targets | Strings | 3 |
| 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 | | | | | |