

# 1. Reload Mayhem

No image

|                      |   |         |           |         |   |
|----------------------|---|---------|-----------|---------|---|
| Scoring              | Limited Vickers Count   | Firearm | Handgun   | Rounds  | 4 |
| Targets              | 2 paper,  | Total   | 2 targets | Strings | 1 |
| Scenario & Procedure | 3 mags loaded with two round only. T1 Shoot 2, emergency reload, T2 shoot 2, emergency reload, T3 shoot 2 Shooter may use T1 or T2 as start target. |         |           |         |   |
| Start pos            | Gun loaded & holstered  |         |           |         |   |
| Start on             | Audible signal  |         |           |         |   |
| Stop on              | Last shot   |         |           |         |   |
| Penalties            | As per current edition of rules   |         |           |         |   |
| Safety               | L/R   |         |           |         |   |
| Setup                | Target 10m  |         |           |         |   |

## 2. Weak hand roundabout

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| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 9 |
|----------------------|---|---------|-----------|---------|---|
| Targets              | 3 paper,  | Total   | 3 targets | Strings | 1 |
| Scenario & Procedure | 3 armed thugs attack you. They injure you in the strong arm after your first shot. Engage thugs with weak hand only. Shoot T1 freestyle, transition to weak hand only and engage the T2 and T3 with weak hand only. Re-engage all three targets with an additional 2 rounds per target. |         |           |         |   |
| 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. House Clearing

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Vickers Count  | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 7 paper, 2 no-shoot  | Total   | 7 targets | Strings | 1  |
| Scenario & Procedure | A gang has entered your house and is waiting to ambush you. They have members of your family hostage and are about to kill them. Defend yourself and your family. Engage T1 and T2 with 2 shots each whilst retreating to P1 They may be re-engaged once behind cover. T3 and T4 must be engaged from P2. Move to position 3 and engage T5 and T6 from the portal at P3. T3 and T4 may be re-engaged from P3. Move to P4 and engage T7 from P4. T7 must be engaged with 4 shots. |         |           |         |    |
| Start pos            | Gun loaded & holstered   |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | Cones and 180  |         |           |         |    |
| Setup                |  |         |           |         |    |

## 4. Unhappy Hooligans

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 16 |
| Targets              | 4 paper,  | Total   | 4 targets | Strings | 1  |
| Scenario & Procedure | You're being attacked by hooligans. Defend yourself in the priority of threat to yourself. Engage Strong side targets with strong hand, Engage weak side targets with weak hand with 2 shots each from P1 Move to P2. Using available cover at P2, engage the targets with 2 shots each |         |           |         |    |
| 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. Sitting on your ass, shooting bg's

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Vickers Count  | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper, 2 no-shoot  | Total   | 6 targets | Strings | 1  |
| Scenario & Procedure | Sitting at Teasers, with your gun on the table in front of you (as is the case at any Teasers south of Midrand ) an exotic dancer is sitting on the table in front of you. 5 shifty characters approach you and the dancer, and begin drawing weapons while they are approaching. You need to engage the threat around the exotic dancer. On the signal, shooter will pick up loaded firearm from table, and engage targets in tactical priority around the non-threat target. |         |           |         |    |
| Start pos            | Gun loaded & placed on table   |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |

## 6. Bobbing and weaving

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| Scoring              | Vickers Count  | Firearm | Handgun   | Rounds  | 4 |
|----------------------|--|---------|-----------|---------|---|
| Targets              | 2 paper,   | Total   | 2 targets | Strings | 1 |
| Scenario & Procedure | Moving from P1 to P2, weaving between drums via A,B,C,D around the front of P2, and re-engage targets via E, F, G, H, whilst moving backwards. |         |           |         |   |
| Start pos            | Gun loaded & holstered   |         |           |         |   |
| Start on             | Audible signal   |         |           |         |   |
| Stop on              | Last shot  |         |           |         |   |
| Penalties            | As per current edition of rules  |         |           |         |   |
| Safety               | L/R  |         |           |         |   |
| Setup                |  |         |           |         |   |

## 7. Can you see it?

No image

|                      |   |         |           |         |   |
|----------------------|---|---------|-----------|---------|---|
| Scoring              | Limited Vickers Count   | Firearm | Handgun   | Rounds  | 6 |
| Targets              | 1 paper,  | Total   | 1 targets | Strings | 1 |
| Scenario & Procedure | Standing at P1, engage T1 with two shots, perform and emergency reload, Go to a kneeling position, and engage T1 with another 2 shots, perform a LCCR and go to a prone position. engage T1 with a further 2 shots. |         |           |         |   |
| Start pos            | Gun loaded & holstered  |         |           |         |   |
| Start on             | Audible signal  |         |           |         |   |
| Stop on              | Last shot   |         |           |         |   |
| Penalties            | As per current edition of rules   |         |           |         |   |
| Safety               | L/R   |         |           |         |   |
| Setup                |   |         |           |         |   |