

1. Bermuda Triangle

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	SCENARIO: Standards Stage PROCEDURE: At the signal from cover, engage T1-T3 with ONE round. Next- while advancing to P2-re-engage T1-T3 with ONE round. Reload with 6 rnd mag and re-engage T1-T3 with TWO rounds each while moving directly towards P3. Reload and re-engage T1-T3 with ONE round while retreating back to P1. At P1 re-engage T1-T3 with One round from cover using opposite side of barrels from initial engagement				
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. Dont Hit The Bottles

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 2 popper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	SCENARIO: You go to your local welding supply store to buy ear plugs for the range. The local chop shop comes in at the same time and decides to take what they want instead of paying. Remember the bottles round here don't take to well to gunshots. PROCEDURE: At signal engage all threats from cover.				
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. Nightly Noise

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 popper, 3 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	PROCEDURE: Holding flash light in weak hand throughout the course, draw and move to p1, engage t1,t2, pp1, and clam shell. Move to p2 engage t4, t5, mice to p3 and engage t6, and t7. 2 rounds on all targets				
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. Christmas for Kids

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 1 popper, 3 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	PROCEDURE: At P1, seated in chair as detailed above, engage steel rotating IPSC target to activate Reed Rattler. Transition to P2 at end of hall and engage the rest in any order. There is a yellow line at end of hall shooter cannot go past.				
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. Slow and Steady Wins This One

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	PROCEDURE: On signal draw and engage each target, from near to far, with exactly three rounds. Reload as necessary. Scoring note: If a target has more than three scoring hits on it, remove the best hits until the number of scored hits is reduced to three. Missing hits on any target (less than 3 hits) are simply scored as misses (5 points 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					

6. Monkey Jam

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	4 paper, 2 popper,	Total	6 targets	Strings	1
Scenario & Procedure	PROCEDURE: On start signal, engage T1-T4 with 2 shots each, and PP1 or PP2 whichever is visible, in tactical priority, from either side of the barricade. Move to other side of the barricade and engage T1-T4, with 2 shots each, and remaining popper, in tactical priority				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					