1. Zombie drill

NO IMAGE

Scoring	Vickers Count		Firearm	Handgun	Rounds	22
Targets	12 paper,		Total	12 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	

2. Standards

NO IMAGE

Scoring	Vickers Count		Firearm	Handgun	Rounds	18
Targets	4 paper,		Total	4 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. Arrive home late

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper,	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	

4. Schools out

NO IMAGE

Scoring	Vickers Count		Firearm	Handgun	Rounds	17
Targets	12 paper,		Total	12 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. Corner store

NO IMAGE

Scoring	Vickers Count		Firearm	Handgun	Rounds	16
Targets	8 paper,		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	

6. Supermarket shootout

NO IMAGE

Scoring	Vickers Count		Firearm	Handgun	Rounds	14
Targets	7 paper,		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	

7. No treat

NO IMAGE

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 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	