

# 1. Rifleman's Run

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	2
Targets	2 plates,	Total	2 targets	Strings	1
Scenario & Procedure					
Start pos	Gun Loaded and on Deck				
Start on	Audible signal				
Stop on	Last shot				
Penalties	10 second penalty for FTN Steel				
Safety	L/R				
Setup					

## 2. Standard Shuffle

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	15
Targets	15 plates,	Total	15 targets	Strings	1
Scenario & Procedure					
Start pos	Gun unloaded at P1, loaded magazines at P2				
Start on	Audible signal				
Stop on	Last shot				
Penalties	5 seconds per missed steel				
Safety	L/R				
Setup					

### 3. Partner Rescue

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	1 popper, 12 plates, 4 no-shoot	Total	13 targets	Strings	1
Scenario & Procedure	Shooter starts at P1, runs to P2 and engages popper with one round from stage shotgun. Shooter then drags weighted cart to back to P1 and returns to P2. Shooter enters blind shooting stage with 12 steel that must be neutralized.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	5 second per missed steel or steel that is FTN.				
Safety	L/R				
Setup					