# 1. Moving Forward

| Scoring                    | Limited  | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|--|---------|-----------|---------|----|
| Targets                    | 6 paper, 3 no-shoot  | Total   | 6 targets | Strings | 1  |
| Scenario<br>&<br>Procedure | Scenario: While sprucing up your garden Bianchi barricades, armed thugs s threat! Procedure: Stage Procedure:: At buzzer, engage T1 through T4 with engage T5 and T6 with two shots each 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                      |  |         |           |         |    |

# 2. Walking the Dog

| Scoring                    | Unlimited   | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---|---------|-----------|---------|----|
| Targets                    | 9 paper, 1 no-shoot   | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>Procedure | Scenario: While out for stroll with Fido a band of rabid coyotes attack. You per Cranis Latrans. Procedure: At signal pull leash to activate swinger and engative you reach P2. All shots must be taken while moving. |         |           |         |    |
| 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. Enter your P.I.N. Now!

| Scoring                    | Unlimited   | Firearm | Handgun   | Rounds  | 14 |
|----------------------------|---|---------|-----------|---------|----|
| Targets                    | 7 paper, 2 no-shoot   | Total   | 7 targets | Strings | 1  |
| Scenario<br>&<br>Procedure | Scenario: You are using the ATM machine when you hear "Give it up!" You turn and see 3 armed punks wanting to rob you. You put 2 shots into each assailant. The first two go down and stay down, but the third punk shoots you in the dominant arm. You retreat to cover at P2 and engage the rest of the punks who have taken cover. Procedure: At signal, turn and engage T1-T3 in tactical sequence with one shot each before re-engaging (1-1-2-1-1). Move to P2 and engage T4-T7 with 2 shots each in tactical priority with weak hand only. |         |           |         |    |
| 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. Make'em Count

| Scoring                    | Limited   | Firearm | Handgun   | Rounds  | 18 |
|----------------------------|---|---------|-----------|---------|----|
| Targets                    | 9 paper, 4 no-shoot   | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>Procedure | Scenario: You've being threatened with serious bodily harm from a marauding group of gang members. You only have 18 rounds on you, so make your shots count! Procedure: Shooter my start on either side of barrier. At the signal, draw and engage T1-T3 with 2 shots each from the left side of wall. Reload and engage T4-T6 with 2 shots each from the right side of the wall. Reload and move to P2 and engage T7-T9 with strong hand only with 2 shots on each 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                      |   |         |           |         |    |