#### 1. Homes Under Attack

Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper,	Total	7 targets	Strings	1
Scenario & Procedure	Start standing in doorway hands relaxed by your sides. At the beep engage house and from cover engage 3 attackers with 2 rounds each.	all 4 attackers forn	n cover with 2 round:	s each. Move to nei	ighbors
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. Honey i'm home

Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	Standing in door with keys in hands. At the beep drop the keys and move to rounds on one and 2 rounds on the other. Move to the other side of the doo			cross from you with	3
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. Car Wash

Scoring	Unlimited	Firearm	Handgun	Rounds	6
Targets	2 paper, 2 no-shoot	Total	2 targets	Strings	1
Scenario & Procedure	You're outside washing your car. You hear one of your daughters scream. Yand put 2 in the chest and 1 in the head. Then you run to check on your other			•	action
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. Cards anyone?

Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	You're sitting at a card table on the wrong side of town. You've just won and starting to go for their guns. Pick a card, this is who you start and end with. you drew and then put and additional 2 rounds into the same player at the fi	At the beep place 2	• •		
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. Let's practice

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	String #3 - Load exactly 6 rounds in the firearm. Start back to targets, turn, or slide lock or empty cylinder and fire 2 shots each at T1 - T3 in any order. (12)		ots each at T1 - T3 ir	n any order, reload f	rom
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. Back it up

Scoring	Unlimited	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	String #2 - Draw and retreat from targets, fire 2 shots each at T1 - T3 in any be fired while retreating. (6 shots)	r order while retreat	ing straight backwar	d from T2. All shots	s must
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					