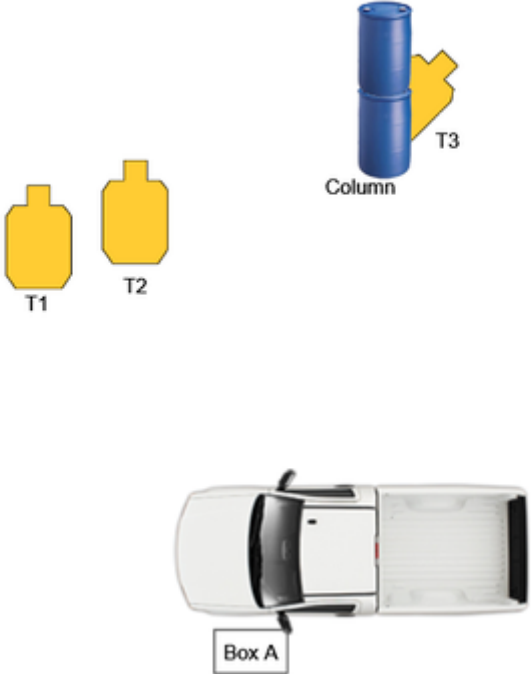
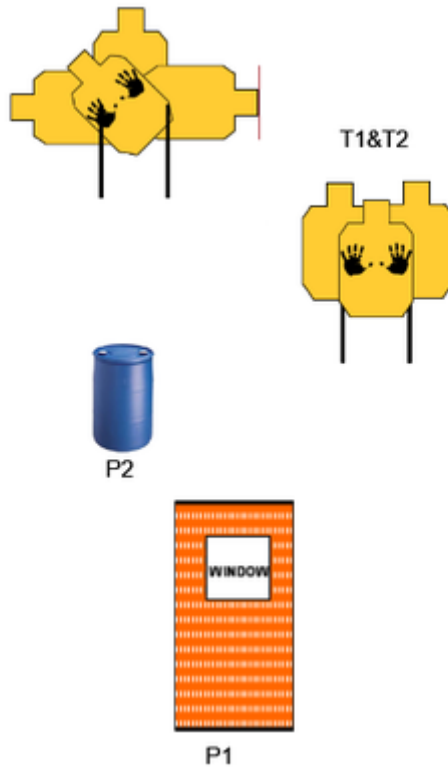


1. Garage



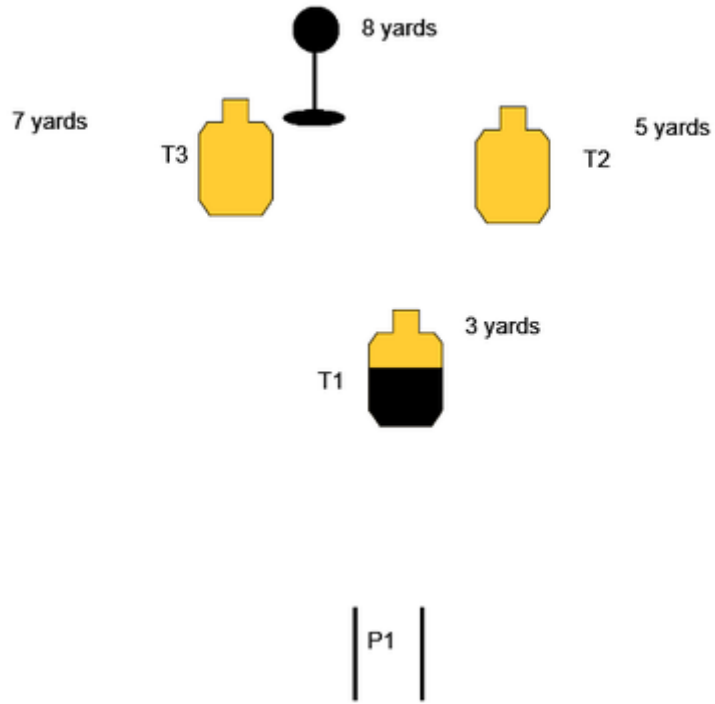
| Scoring | Unlimited | Firearm | Handgun | Rounds | 9 |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. Do or Die Tryin'



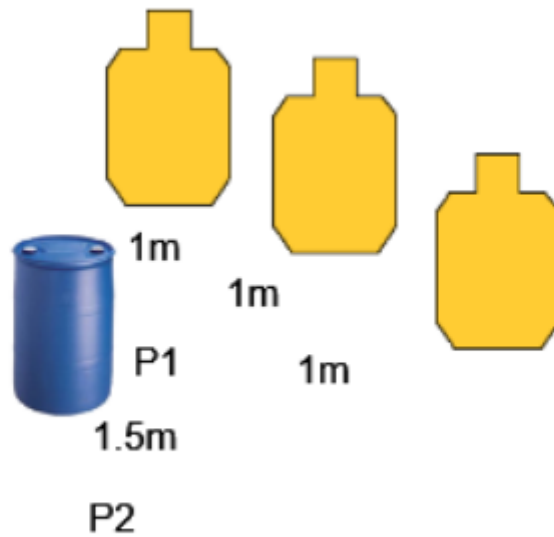
| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
|----------------------|--|---------|-----------|---------|----|
| Targets | 5 paper, 2 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | 4 rounds in first mag + 6 rounds in second mag | | | | |

3. Back up gun



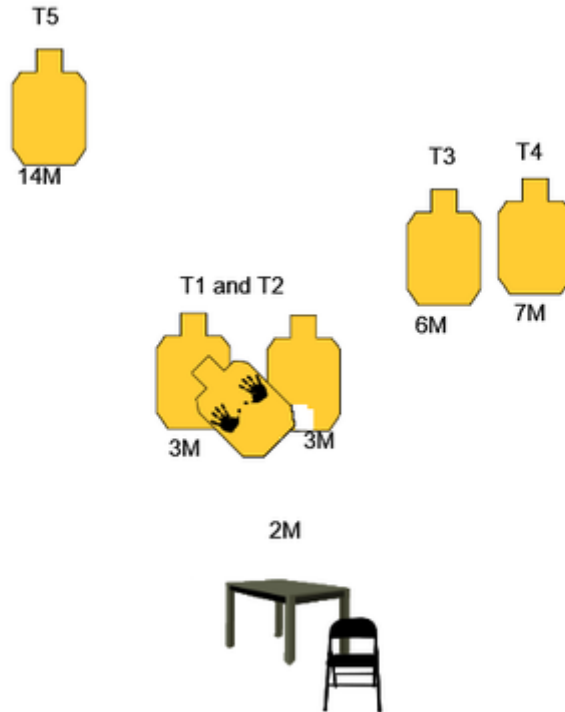
| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
| Targets | 3 paper, 1 plates, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. ATM Robbery



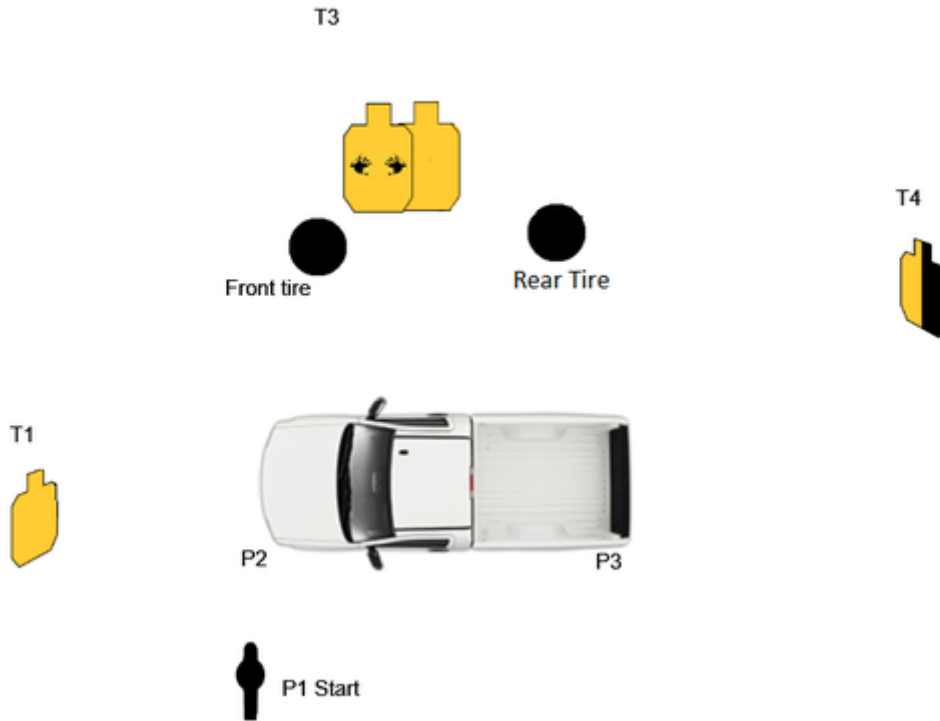
| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 9 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

5. Family Dinner



| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 5 paper, 1 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded on table | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

6. Shoot out the tires



| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 3 paper, 2 plates, 1 no-shoot | Total | 5 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 | | | | | |