# 1. Gun cleaning chaos

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 8 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 4 paper, 1 no-shoot             | Total   | 4 targets | Strings | 1 |
| Scenario<br>&<br>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. Hell Presedenté

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 8 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 4 paper, 3 no-shoot             | Total   | 4 targets | Strings | 1 |
| Scenario<br>&<br>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. Strong hand weak hand

| Scoring        | Unlimited                       | Firearm | Handgun   | Rounds  | 6 |
|----------------|---------------------------------|---------|-----------|---------|---|
| Targets        | 3 paper,                        | Total   | 3 targets | Strings | 1 |
|                |                                 |         |           |         |   |
| Scenario       |                                 |         |           |         |   |
| &<br>Procedure |                                 |         |           |         |   |
| Flocedule      |                                 |         |           |         |   |
|                |                                 |         |           |         |   |
| 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. Far and Away

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 2 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 1 paper,                        | Total   | 1 targets | Strings | 1 |
| Scenario<br>&<br>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                      |                                 |         |           |         |   |

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 6 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets                    | 3 paper,                        | Total   | 3 targets | Strings | 1 |
| Scenario<br>&<br>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                      |                                 |         |           |         |   |



| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 14 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 7 paper, 3 no-shoot             | Total   | 7 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |