1. Peek a Boo

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|------------|---------|----|
| Targets | 8 paper, 2 popper, 1 no-shoot | Total | 10 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. Speedy Stop Troubles

| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, 1 popper, 3 no-shoot | Total | 9 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 | | | | | |

3. Liquor Store Heist

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 7 paper, 2 no-shoot | Total | 7 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. Picnic Gone Bad

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 1 no-shoot | Total | 6 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. Christmas Tree Standard

| Scoring | Limited | Firearm | Handgun | Rounds | 16 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, | Total | 8 targets | Strings | 4 |
| 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 | | | | | |