

1. Distance Standard

NO IMAGE

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited | Firearm | Handgun | Rounds | 18 |
| Targets | 2 paper, | Total | 2 targets | Strings | 2 |
| Scenario & Procedure | Scenario Standards distance exercise Procedure String 1 engage T1 with 6 rounds standing and T2 with 6 Rounds kneeling. String 2 engage T1 and T2 with 3 rounds each | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | P1 21m, P2 as far back as necessary | | | | |

2. Seated in the park

NO IMAGE

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, 2 no-shoot | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | Scenario Sitting in the park when zombies attack, protect yourself and the bystanders Procedure Seated at P1 engage P1-P4 in tactical sequence 2 body and 1 Head shot each | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | Must stay seated | | | | |

3. Kidnap

NO IMAGE

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
| Targets | 4 paper, 4 plates, | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | Scenario As you come out of your house you see bad guys trying to kidnap your family. Stop the attack and them getting away by shooting out the tyres of the car Procedure From P1 engage T1-T4 with 3 rounds each and engage plate 1-4 | | | | |
| 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. Yer Hit - Slow Down

NO IMAGE

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
| Targets | 5 paper, 4 plates, | Total | 9 targets | Strings | 1 |
| Scenario & Procedure | Scenario While walking on your farm inspecting livestock you get ambushed by cattle rustlers. Defend yourself and stop them from escaping by shooting the tyres of their car, you are wounded in you weak hand half way in the fight. Procedure Engage T1, T2 2 body and 1 head shot while moving to P1, engage steel from P1. Engage T3-T5 from P2 strong 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 | T1 and T2 must be shot on the move, T3-T5 must be shot strong hand only, but malfunctions and reloading must be done with both hands. | | | | |