

# 1. Stage Door

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 3 paper, 2 no-shoot             | 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. Narrow Engagement

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 13 |
| Targets              | 6 paper, 1 popper, 3 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                |                                 |         |           |         |    |

### 3. Walmart

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 7 paper, 3 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. Whacka-Whacka

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Limited                         | Firearm | Handgun   | Rounds  | 13 |
| Targets              | 4 paper,                        | 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                |                                 |         |           |         |    |

## 5. No where to run

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper, 2 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                |                                 |         |           |         |    |