1. A Day in the Office, part 1

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| 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 | | | | | |

2. A Day in the Office, part 2

| Scoring | Unlimited | Firearm | Handgun | Rounds | 9 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 3 paper, 1 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 | | | | | |

3. Standard

| Scoring | Limited | Firearm | Handgun | Rounds | 27 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 3 paper, 2 no-shoot | Total | 3 targets | Strings | 3 |
| 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. Hostage exchange

| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 5 paper, 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 | | | | | |

5. Run or die

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|-----------|---------------------------------|---------|-----------|---------|----|
| 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 | | | | | |
| | | | | | |

6. Vehicle surprice

| 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 | | | | | |

7. Waiting For the Bus

| Scoring | Unlimited | Firearm | Handgun | Rounds | 14 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 4 paper, 2 popper, 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 | | | | | |

8. Walking the Dog

| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 9 paper, 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 | | | | | |

9. One Hot Day in the Coffee House

| Scoring | Unlimited | Firearm | Handgun | Rounds | 13 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 4 paper, 1 popper, 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 | | | | | |