

1. Spur

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 14 |
| Targets | 6 paper, 3 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. Mugging gone wrong

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Handgun,
Handgun,
Handgun,
Handgun,
Handgun,
Handgun,
Handgun,
3 targets
Handgun,

3. Jogging (Handgun)

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 4 |
| Targets | 2 paper, 1 no-shoot | Total | 2 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. Classifier stage 3

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

5. Garden invasion (multigun)

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 7 |
| Targets | 2 paper, 3 popper, | 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 | | | | | |

6. Drug induced criminal (Multigun)

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|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 14 |
| Targets | 4 paper, 6 popper, 2 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 | | | | | |