

1. Spur

No image

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

No image

Handgun,
Handgun,
Handgun,

Scoring	Unlimited	Firearm	Handgun, Handgun, Handgun,	Rounds	10
Targets	3 paper, 1 no-shoot	Total	Handgun, Handgun, Handgun,	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. Jogging (Handgun)

No image

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

No image

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)

No image

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)

No image

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					