

1. Caught in the Open

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Concealment, start with back to targets, gun holstered and loaded. At beep, turn and engage T1-T5 in tactical priority(1-1-1-1-2-1-1-1-1) then re-engage T1-T5 with 1 headshot each				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	Targets on a semi circle at 10 yards				

2. Neutralizer

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Scoring	Vickers Count	Firearm	Handgun	Rounds	5
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Concealment required. Face down range, hands at surrender, only six rounds loaded and holstered. Engage T1-T5 in tactical priority(near to far) with either two shots to the body or one shot to each head.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	Targets arranged 3-15 yards.				

3. Gang Initiation

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Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Concealment required. Face down range, hands at sides, loaded to division capacity. Engage T1-T6 with two shots each, any sequence, either on the move or behind cover. If cover is used, must have at least one knee on the ground and cannot shoot over top of barrel.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	P1 at 20 yards, P2 at 10 yards.				

4. Wounded

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	2 paper,	Total	2 targets	Strings	1
Scenario & Procedure	Concealment required. Face down range, gun in weak hand at low ready, loaded to division capacity. Engage targets T1-T2 with 2 shots to each body in tactical sequence (1-2-1) then re-engage each head with one shot. All shots must be fired weak hand only.				
Start pos	Weak hand at low ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	Targets at 5 yards				

5. A Bad Day Gets Worse

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Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Concealment required. Start back to targets, hand at sides. Turn, draw and engage T1-T5 in tactical order while moving to or from cover. All targets require 2 rounds, target with hat requires 3, 2 to body and 1 to head				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	Targets 2-12 yards.				