

# 1. Lean and Move Left

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
| Targets              | 8 paper, 2 no-shoot             | Total   | 8 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. Lean and Move Right

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| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
| Targets              | 8 paper, 2 no-shoot             | Total   | 8 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. Standards

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|                      |                                 |         |           |         |   |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring              | Limited                         | Firearm | Handgun   | Rounds  | 8 |
| 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                |                                 |         |           |         |   |

# 4. Swinging to the Oldies

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|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited                               | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 5 paper, 1 popper, 1 plates, 2 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                |   |         |           |         |    |

## 5. Ramp it Up!

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|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited                               | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 6 paper, 1 popper, 1 plates, 2 no-shoot | Total   | 8 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. So There!

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
| Targets              | 8 paper, 2 no-shoot             | Total   | 8 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                |                                 |         |           |         |    |