

1. Mine Field

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 17 |
| Targets | 8 paper, 1 popper, 4 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 | | | | | |

2. Shooter's Conflict

No image

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|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 9 paper, 1 popper, 3 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 | | | | | |

3. Painting Predicament

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 9 paper, 5 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 | | | | | |

4. The 3M Drill

No image

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited | Firearm | Handgun | Rounds | 9 |
| Targets | 1 paper, | Total | 1 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. Hunting Trip gone Bad

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| 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 | | | | | |

6. Roundabout Standard

No image

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Limited | Firearm | Handgun | Rounds | 17 |
| 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 | | | | | |