

# 1. Peeper Creepers

No image

Scoring	Vickers Count	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					

## 2. Make'em Count

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	4
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					

### 3. Hostage

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	5
Targets	3 paper, 1 no-shoot	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					

# 4. No Cover for Old Men 2

No image

Scoring	Vickers Count	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. Speed Kills #6

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	3
Targets	3 popper,	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					

## 6. How Straight Can YOU shoot?

No image

Scoring	Vickers Count	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					

# 7. Drive By II

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 4 popper, 2 plates, 1 no-shoot	Total	12 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					