

# 1. Always Bring a Knife to a Gunfight

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 6 paper,  | Total   | 6 targets | Strings | 1  |
| Scenario & Procedure | Starting at P1 back to T1 knife in weak hand and strong hand on holstered gun. At signal stab T1 and face and draw weapon and engage T2 with Mozambique, While moving to P2 engage T3 with 3 rounds. From P2 engage T4 and T5 with 3 rounds each. Move to P3 and engage T5 and T6 with 3 rounds each. |         |           |         |    |
| Start pos            | Knife in weak hand, strong hand on holstered & loaded gun   |         |           |         |    |
| Start on             | Audible signal  |         |           |         |    |
| Stop on              | Last shot   |         |           |         |    |
| Penalties            | As per current edition of rules   |         |           |         |    |
| Safety               | L/R   |         |           |         |    |
| Setup                |   |         |           |         |    |

## 2. All Exits Blocked

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|----------------------|---|---------|-----------|---------|----|
| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 8 paper, 1 no-shoot   | Total   | 8 targets | Strings | 1  |
| Scenario & Procedure | Starting at P1 , at the signal pick up your gun and spare ammo, stow the ammo and proceed to P2, from cover at P2 engage T1 and T2 with 2 rounds each, move to P3 and repeat with 2 rounds to T3 and T4, Move to P4 and engage T5 if a threat and T6 then off to P5 and engage T7 if a threat and T8 Note : Movable non-threat hands can be changed between T5 and T7 |         |           |         |    |
| Start pos            | Seated with Gun and ammo on table   |         |           |         |    |
| Start on             | Audible signal  |         |           |         |    |
| Stop on              | Last shot   |         |           |         |    |
| Penalties            | As per current edition of rules   |         |           |         |    |
| Safety               | L/R   |         |           |         |    |
| Setup                |   |         |           |         |    |

### 3. Blackout Robbery

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 4 paper, 3 plates, 1 no-shoot   | Total   | 7 targets | Strings | 1  |
| Scenario & Procedure | Starting at P1 on the signal draw and engage T1 thru T3 in TACTICAL SEQUENCE with 2 rounds each. Then take cover at P2 and from the left side of the barrel engage S1 thru S3 . At some point T4 will be activated by the score keeper engage it immediately with 3 rounds then finish the steel. |         |           |         |    |
| Start pos            | Hands on counter, Gun loaded & holstered  |         |           |         |    |
| Start on             | Audible signal  |         |           |         |    |
| Stop on              | Last shot   |         |           |         |    |
| Penalties            | As per current edition of rules   |         |           |         |    |
| Safety               | L/R   |         |           |         |    |
| Setup                |   |         |           |         |    |

## 4. Sliding hits a rough spot

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| Scoring              | Vickers Count   | Firearm | Handgun   | Rounds  | 12 |
|----------------------|---|---------|-----------|---------|----|
| Targets              | 5 paper,  | Total   | 5 targets | Strings | 1  |
| Scenario & Procedure | Starting at P1 walk to towards P2, at the signal draw and engage T1 with 2 rounds, then turn and engage T2 and T3 with 2 rounds, move to P3 and engage T4 and T5 with 3 rounds each |         |           |         |    |
| 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. Move and Shoot Drill

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Limited Vickers Count  | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 5 paper,   | Total   | 5 targets | Strings | 1  |
| Scenario & Procedure | Starting at P1 at signal draw and engage T1 from retention with 6 rounds, perform a slide lock reload and move to P2. (May not move till reload complete). From P2 engage T2 and T3 with a Mozambique (2 to the body, 1 to the head). Perform a Tactical Reload and move to P3, from P3 engage T4 and T5 with 3 rounds each. Note: T1 will have center of target removed. Any shots outside of center will be scored as points down. |         |           |         |    |
| Start pos            | First magazine down loaded to 6 rounds, hands in surrender position, gun loaded & holstered  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |