

# 1. Stand & Fight (WSC2013)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	3 paper, 2 plates, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	On signal turn, then draw and while retreating to cover, engage T1-T3 with at least two rounds each in TacPri, all shots fired while moving. From low cover, around either or both sides, engage P1 & P2 in TacPri..				
Start pos	Back to targets, with hands in surrender position, (above shoulders), heels on marks.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Targets staggered near to far with T1 at 2 yards in 2 yard intervals, Plates at 10 yards.				

## 2. In a Bind (Mozambique Style)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	On signal, engage each target as you see them with 2 rounds to the Torso and 1 to the head.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Start distance to target is 2 yards.				

### 3. Save the Diamonds (WSC2013)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	2 paper,	Total	2 targets	Strings	1
Scenario & Procedure	On signal stand, step on activator and grab briefcase with weak hand, then draw and engage AT1 with at least 6 rounds strong hand only while retreating to cover of position B. All shots fired while moving. From cover engage T1 with at least two rounds.				
Start pos	Seated in chair with gun loaded and holstered, hands on knees.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Stepping on activator activates AT1, which may not be engaged prior to activation and briefcase in weak hand. Briefcase does not have to be retained while engaging T1. AT1 may be re-engaged freestyle after completing initial engagements of both AT1 and T1 from cover of wall at B.				

## 4. Strong Weak Reload (WSC2013)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	On signal draw and engage T1 with at least six rounds freestyle, perform emergency/slide lock reload. Engage T2 with at least six rounds strong-hand only perform retention reload. Engage T3 with at least six rounds weak-hand only.				
Start pos	Hands at sides, Gun loaded six rounds only & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Targets may be re-engaged only after procedure has been completed, and if then, only using the grip/hand specified for each target that is re-engaged. Revo does not need to retain empty brass after string 2. Targets at 7 yards T3, 10 yards T2, 15 yards T1.				

# 5. Fairchild AFB Redux (WSC2013)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	1 paper, 2 popper,	Total	3 targets	Strings	1
Scenario & Procedure	On signal draw and engage T1 with at least six rounds, PP1 and PP2, in any order.				
Start pos	Facing downrange at Position A, pistol loaded to division capacity hands on bicycle.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Shooter has the option or remaining standing at A or using bicycle as improvised shooting rest.				

## 6. Close Quarters

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Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Upon start signal engage T1 with two rounds from retention with weak arm protecting head, engage T2 with 2 rounds each strong hand, engage T3 with 2 rounds each freestyle in tactical priority.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	T1 head is at 5' T2 right side at 4' and T3 low at 3' height				

## 7. Nowhere to Run

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Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 popper, 2 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	On start signal, engage all targets in tac priority where needed and as they become visible with two rounds each. Position C is engaged over the top of barrier, position E is under the wall or if raining around right side of wall. Reloads available at all labeled positions.				
Start pos	Standing at S back against wall with arms spread horizontally and level with palms against wall				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					