

1. BUG 1 "Kneeling"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 5 |
| Targets | 2 paper, 1 plates, 1 no-shoot | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & on the ground | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. BUG 2 "Card Game"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 5 |
| Targets | 5 paper, | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & on table | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. BUG 3 "Collateral A"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 4 |
| Targets | 1 paper, 2 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 | | | | | |

4. BUG 4 "Collateral B"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 5 |
| Targets | 2 paper, 1 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 | | | | | |

5. HG 1 "Long Story Short"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | 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. HG 2 "Rapid Engagement"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 6 paper, | Total | 6 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. HG 3 "Tough Guys"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 5 paper, | 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 | | | | | |

8. HG 4 "Bill Drill, Again"

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 6 |
| 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 | | | | | |