

# 1. Barricade

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	6
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	No muzzle over berm				
Setup					

## 2. The Park (Rainy version)

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Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	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	No muzzle over berm				
Setup					

### 3. Touched

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Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper, 1 no-shoot	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	No muzzle over berm				
Setup					

## 4. BBQ'd

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Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 1 no-shoot	Total	7 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	No muzzle over berm				
Setup					

## 5. Neighbor Taken Hostage

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Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 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	No muzzle over berm				
Setup					

## 6. Drive by III

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Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper, 8 popper,	Total	13 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	No muzzle over berm				
Setup					