1. Alley Fight

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 17 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, 1 popper, 2 no-shoot | Total | 9 targets | Strings | 1 |
| Commis | | | | | |
| 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. Sit Still

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 16 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, 2 no-shoot | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & on table with ammo | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. Fill Em Up

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 16 |
|-----------|---------------------------------|---------|-----------|---------|----|
| Targets | 7 paper, 2 plates, 1 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 | | | | | |

4. Through the Window

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------------|---|---------|-----------|---------|----|
| Targets | 5 paper, 1 popper, 2 plates, 1 no-shoot | Total | 8 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. Confusion Drill

| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| 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 | | | | | |