

1. Bath Interrupted

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Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Saturday night bath time alone in your home when invaders storm in. Deal with the problem. On signal, retrieve pistol from table beside bath and engage targets with two rounds each through the shower curtain.				
Start pos	Gun loaded & on table beside bath				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Bad Car Deal

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Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	While closing the deal to purchase a new car, armed hostiles take over the dealership. On signal retrieve pistol from briefcase and engage threats while seated. T1 and T2 are tactical sequence, T3 and T4 are tactical sequence and remaining threats are tactical priority. All threats are engaged with two shots.				
Start pos	Gun loaded & in briefcase at foot on strong side				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Hero

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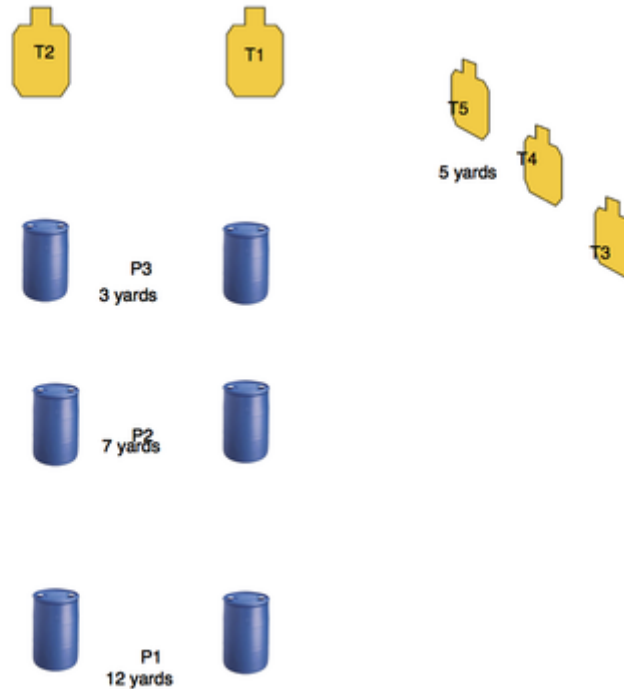
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Office building is overrun by thugs taking hostages. Fight your way out and save hostages At signal draw and engage T1 and T2 with two rounds each. Advance to P2 and engage t3 to T6 with two rounds each using cover as required. Move to either side of next wall - P3 - and engage remaining targets with two rounds each and using cover.				
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. Get to the House

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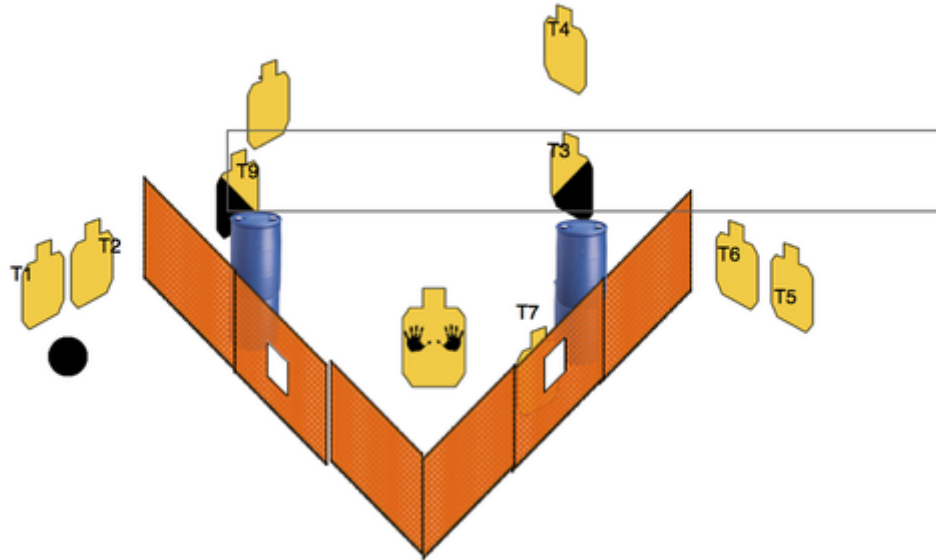
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper, 1 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	You are out mowing your lawn when meth hears try to sneak up behind you with guns out and they begin to attack. Defend yourself while advancing thru trees to get back to house On signal turn and draw while standing at P1 engage T1-T2 with three rounds each in tactical sequence. Then move to P2 and from left of wall engage T4-T6!wth two rounds each using cover. Advance to P3 and from right side of wall engage T7-T8 with two rounds each using cover.				
Start pos	Gun loaded & holstered standing at P1 with hands on mower				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Standards



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	27
Targets	5 paper,	Total	5 targets	Strings	2
Scenario & Procedure	String 1 - standing at P1 on signal engage T1 and T2 with three rounds each. On advance to P2 and/or at P2 engage T1 and T2 with three rounds each strong hand only. On advance to P3 and/or at P3 engage T1 and T2 with two rounds each weak hand only String 2 - standing at P3 with hands on top of barrel facing T3-T5, gun holstered. At signal draw and engage T3-T5 with two rounds to body and one to head on each target.				
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. Get Them Out



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 1 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	You and your friend have been surrounded by a misguided group who stabs your friend and the leader is now face to face with you wanting blood. Disarm the leader and get out of there while stopping the threats. At signal, use weak hand to knock away leaders hand and engage T1-T2 with two rounds each from retention and drag your friend to safety while engaging threats with two rounds each while using cover as appropriate. All threats receive two rounds each.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	Not dragging friend to final shooting position,				
Safety	L/R				
Setup	Shooter can engage strong hand only or drop friend to engage targets but must be at final shooting position on last shot				

7. Retreat

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Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Your friend is taken hostage. Save your friend and yourself. At signal draw and engage T1 with two shots to head to free your friend. The retreat from P1 to P2 and while retreating engage T2-T5 with three rounds each on the move. At p2 engage T6 from prone with three rounds Reloads may be initiated in open but remaining targets must be engaged from cover if safe to do so.				
Start pos	Gun loaded & holstered facing T1 (2 yards) hands at surrender.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					