

1. Near or Far, you decide

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	Drug dealers have set up a flea market to sell drugs laced with rat poisoning. Being a good Vigilante you must take out each pair before they can kill their users by sneaking down their ally. Upon start signal, engage T1-T2 while advancing. Retreat & engage T3-T4 strong hand only while advancing, then engage T5-T6 and last engage T7 & T8 while advancing, weak hand only.				
Start pos	Gun loaded to division capacity & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Around The Bend

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	You are at a carnival fun house when shooting breaks out in the fun house. Proceed through the house and take down the assailants to protect the kids. Upon start signal, engage T1 & T2 (strong hand only) with 1 to the head and 1 to the body each while advancing toward target. Retreat and engage T3-T7, with 2 shots each, then engage T8 & T9; in tactical sequence with two shots.				
Start pos	Gun loaded with six rounds only & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Don't let your dog run away

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Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 4 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	You are out walking your pink French Poodle when a gang starts mocking you and then draws guns and threatens to shoot you and Fifi. You must protect yourself and Fifi. At signal, while holding dog leash in one hand, draw and engage targets in tactical priority using your other hand (1 hand only on gun). Reload and clear malfunctions as needed with two hands, but control dog by standing on leash. Be sure to pick up leash and continue one handed shooting as needed. Do not step over the curb line.				
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. You should have been ready

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	You are sitting in your office when you hear a noise behind you, when you turn you see two men with knives, too bad you don't carry a loaded gun! After engaging them you decide to explore other offices and find other bad guys. Upon start signal, stand, turn move chair out of the way then draw and load gun, engage T1 & T2 in tactical priority with 2 to the body AND 1 to the head each while retreating. Move to barrels and engage T3-T5 using barrels as cover in tactical priority with 2 shots each, proceed to single barrel and use as low cover firing two shots each to T6 & T7. Reload as needed.				
Start pos	Gun unloaded & slide closed in your holster				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. A Movement Drill

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure	Upon start signal, turn then draw and engage 2 targets from either P1 or P2 in tactical sequence while retreating with three shots each, perform a mandatory reload behind cover and then advance to other side of wall and engage remaining two targets in tactical sequence while advancing to P1 or P2 strong hand only.				
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. Can you make a 1 shot stop?

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	1
Targets	1 paper, 1 no-shoot	Total	1 targets	Strings	1
Scenario & Procedure	Upon start signal turn, draw and engage target from position P1 with one shot to head. You may at your option reload and re-engage as needed.				
Start pos	Gun loaded with one round only & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					