1. Construction Site Blues

Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 popper, 1 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	Facing range left, at the signal, draw, move and engage T1&T2 while movin thru the barrel. Kneeling is optional.	ng to cover. Engagi	e T3-T6 from cover a	and engage PP1 ar	ıd T7
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	As Marked				
Setup	PP1 covers "0" down on T7				

2. DIrty Dishes

Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	At the signal, remove hands from water, turn and retrieve your gun from the through P2&P3 and engage threat targets as the become visible, using cov			with 2 shots each. A	Advance
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	As marked				
Setup	Standing at wash basin, hands on the bottom of the basin.				

3. Undercover

Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	At the signal, engage T1-T3, using cover at P1, Mozambique. Move to P2, e T5&T6 under the wall with 2 shots each.	engage T4 thru the	port, Mozambique. <i>i</i>	Advance to P3 and	engage
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					

4. Bad Day to Park Your Car

Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	6 paper, 1 popper, 1 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	At the signal, draw, move toward cover at P2 while engaging T1 with 3 shot and steel down. PP1 activates T4 (non-disappearing). No make up shots or			Il other targets with	2 shots
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marrked				
Setup					