1. BUG Chihuahuas

| Scoring | Unlimited | Firearm | Handgun | Rounds | 7 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 3 paper, | Total | 3 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 | | | | | |

2. BUG Surround

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, | 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 | L/R | | | | |
| Setup | | | | | |

3. BUG Side prone

| Scoring | Unlimited | 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 | L/R | | | | |
| Setup | | | | | |

4. BUG In close and out far

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 3 paper, | Total | 3 targets | Strings | 2 |
| 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. BUG Multiple Position

| Scoring | Unlimited | Firearm | Handgun | Rounds | 6 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 2 paper, | Total | 2 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 | | | | | |

6. Rifle bob and weave

| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, | Total | 8 targets | Strings | 1 |
| | | | | | |
| Cooperio | | | | | |
| 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 | | | | | |

7. Lying down shootin' Rifle

| Scoring | Unlimited | 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 | L/R | | | | |
| Setup | | | | | |