1. Barrel of Fun

| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, 2 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 | | | | | |

2. A Cover Issue

| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
|-----------|---------------------------------|---------|-----------|---------|----|
| Targets | 8 paper, 2 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 | | | | | |
| | | | | | |

3. After the Party

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 5 paper, 2 popper, 1 no-shoot | Total | 7 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. Shoot Move Shoot

| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 3 no-shoot | 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 | | | | | |

5. Chaos in the Yard

| Scoring | Unlimited | Firearm | Handgun | Rounds | 13 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 1 popper, 2 no-shoot | Total | 7 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. Make the Shot

| Scoring | Unlimited | Firearm | Handgun | Rounds | 13 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 1 plates, 1 no-shoot | Total | 7 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 | | | | | |