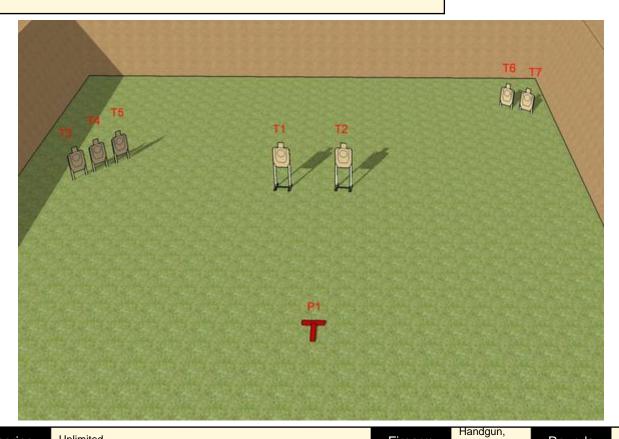
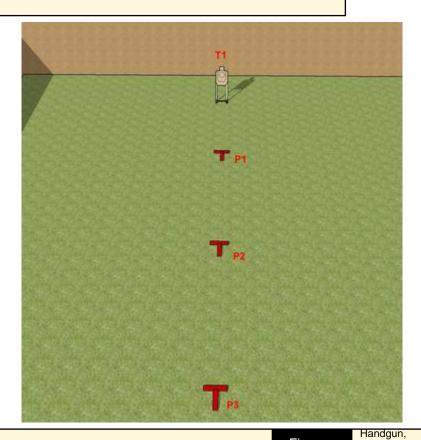
## 1. 3 Sets



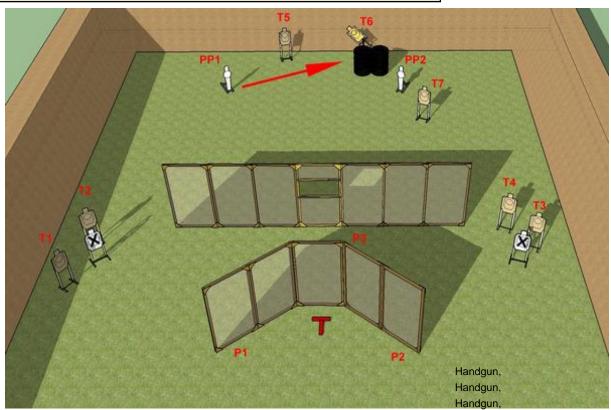
| Scoring                    | Unlimited   | Firearm | Handgun            | Rounds               | 14       |
|----------------------------|---|---------|--------------------|----------------------|----------|
| Targets                    | 7 paper,  | Total   | 7 targets          | Strings              | 1        |
| Scenario<br>&<br>Procedure | Engage T1-T2 in Tac-Sequence at P1 while standing. Perform a Tactical Reground. Perform a Tactical Reload and Then T6-T7 in Tac Sequence in pro |         | T5 in Tac Sequence | e with one knee toud | ches the |
| 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. 5-5-5



| Scoring                    | Limited  | Firearm              | Handgun               | Rounds      | 15 |
|----------------------------|--|----------------------|-----------------------|-------------|----|
| Targets                    | 1 paper,   | Total                | 1 targets             | Strings     | 3  |
| Scenario<br>&<br>Procedure | String one @ 5 yards. String two @ 10 yards. String three @ 15 yards. Each | n string, shooter mu | ust load only 5 round | ls per mag. |    |
| 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. Scrub



| Scoring  | Unlimited   | Firearm             | Handgun, Handgun,         | Rounds                | 16     |
|----------|---|---------------------|---------------------------|-----------------------|--------|
| Targets  | 7 paper, 2 popper, 2 no-shoot   | Total               | ଧିକ୍ୟାପୃଥ୍ୟର,<br>Handgun, | Strings               | 1      |
| Scenario | While you are cleaning the wall, bad guys come out and start killing people a | around vou. Safe th | ne dav! A                 | t start signal, at P1 | engage |

& Procedure T1-T2 in Tactical Priority with 2 shots each. Then move to P2 engage T3-T4 in Tactical Priority with 2 shots each. Then move to P3 engage all targets in Tactical Priority with 2 shots each. (Metal targets need at least 1 shot).

Start pos

Stand at P1 facing wall.

Start on

Audible signal

Stop on

Last shot

Penalties

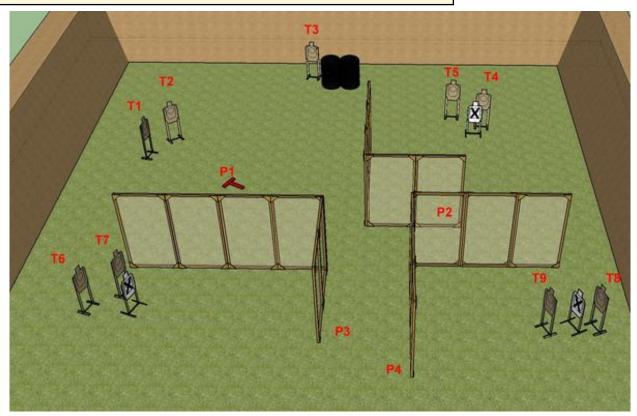
As per current edition of rules

Safety

L/R

Setup

### 4. Backing up



| Scoring  | Unlimited  | Firearm  | Handgun,<br>Handgun     | Rounds           | 18 |
|----------|--|----------|-------------------------|------------------|----|
| Targets  | 9 paper, 3 no-shoot  | Total    | 9 targets               | Strings          | 1  |
|          |  |          |                         |                  |    |
| Caamania | At D4 appears T4 T6 in Tag appropriate T6 with 2 shorts. Then may a to D | 0 d T4 T | To be The maintain with | 0 -h -t h . Th - |    |

& Procedure

At P1 engage T1-T2 in Tac sequence then T3 with 2 shots. Then move to P2 and engage T4-T5 in Tac priority with 2 shots each. Then move to P3 and engage T6-T7Perform a Tactical Reload and Then T3-T5 in Tac Sequence with one knee touches the ground. Then move to P4 and engage T8-T9Perform a Tactical Reload and Then T3-T5 in Tac Sequence with one knee touches the ground

Start pos Gun loaded & holstered

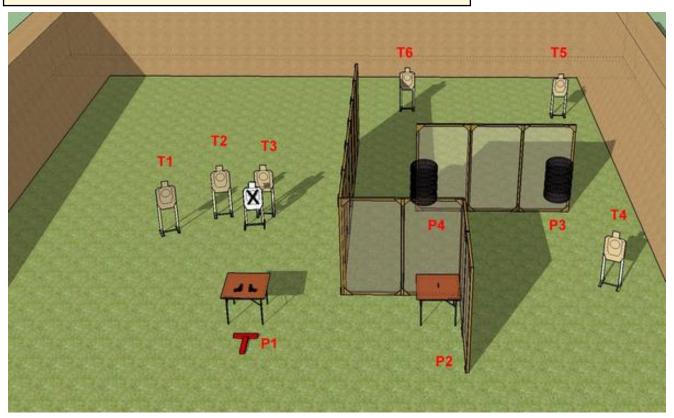
Start on Audible signal
Stop on Last shot

Penalties As per current edition of rules

Safety Flags 210 degree.

Setup

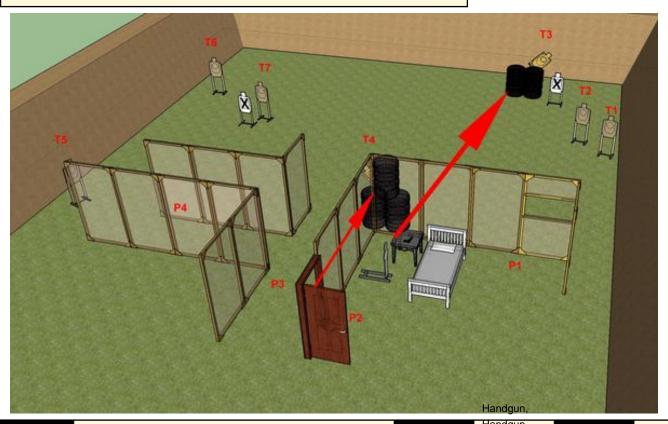
### 5. Metrix



| Scoring | Unlimited           | Firearm | Handgun   | Rounds  | 12 |
|---------|---------------------|---------|-----------|---------|----|
| Targets | 6 paper, 1 no-shoot | Total   | 6 targets | Strings | 1  |
|         |                     |         |           |         |    |

| Scenario<br>&<br>Procedure | At P1 engage T1-T3 free style (Each gun is loaded with 3 rounds.) Then move to P2 and engage T4 with 2 rounds. Then P3 engage T5 with 2 rounds. Then P4 engage T6 with 2 rounds. (if shooter needs to re-engage T1-T3, he needs to use the cover (A) before moving to P2) |
|----------------------------|---|
| Start pos                  | Guns on table 3 rounds each. Stand with hand relaxed along side.  |
| Start on                   | Audible signal  |
| Stop on                    | Last shot   |
| Penalties                  | As per current edition of rules   |
| Safety                     | L/R   |
| Setup                      |   |

# 6. Jump bed



| Scoring                    | Unlimited  | Firearm           | Handgun,<br>Handgun, | Rounds              | 16     |
|----------------------------|--|-------------------|----------------------|---------------------|--------|
| Targets                    | 8 paper, 2 no-shoot  | Total             | व्यक्तिक<br>विकार    | Strings             | 1      |
| Scenario<br>&<br>Procedure | While you are sleeping, you heard you kids scream. The intruders are in the get your gun. Then move to P1 engage T1-T3 in Tactical Priority with 2 shot (if T5 appears, shooters must engage T5 first then go back to T4). Than movengage T7-T8 in Tactical Priority with 2 shots each | s each. Then Oper | the door and engag   | ge T4 and T5 with 2 | rounds |
| Start pos                  | Lay on bed with both hands on chest.   |                   |                      |                     |        |
| Start on                   | Audible signal   |                   |                      |                     |        |
| Stop on                    | Last shot  |                   |                      |                     |        |

Penalties

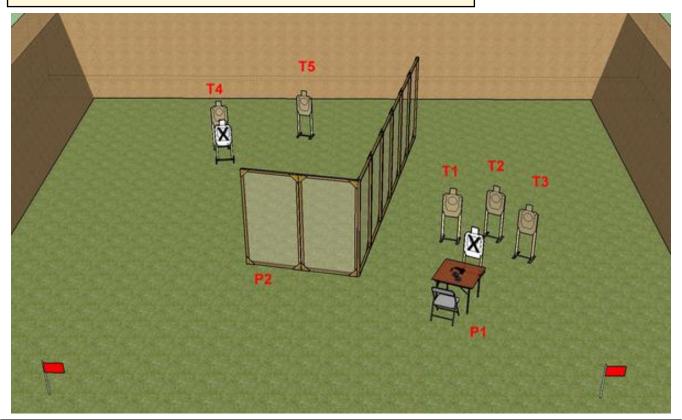
Safety

Setup

L/R

As per current edition of rules

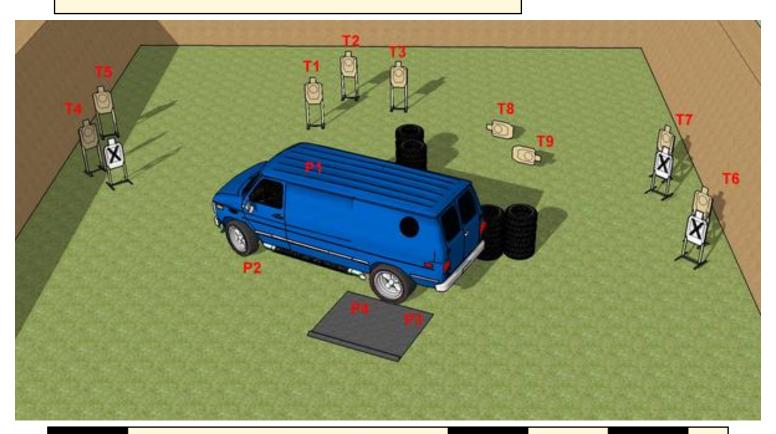
# 7. Wrong Victim



| Scoring | Unlimited           | Firearm | Handgun   | Rounds  | 10 |
|---------|---------------------|---------|-----------|---------|----|
| Targets | 5 paper, 2 no-shoot | Total   | 5 targets | Strings | 1  |

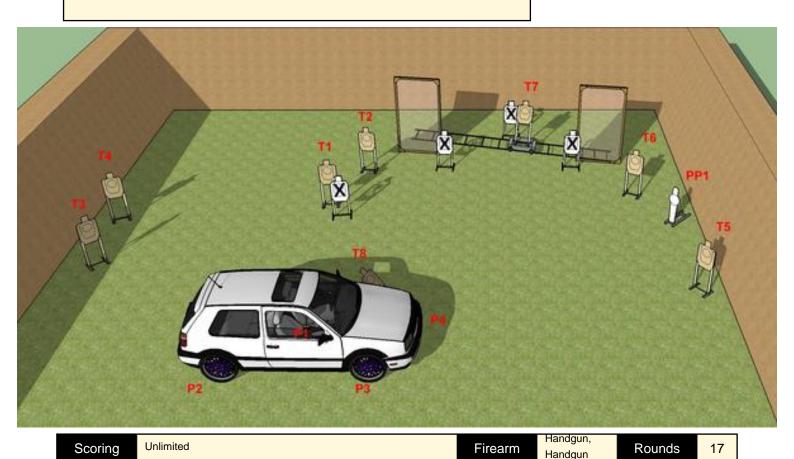
| Scenario<br>&<br>Procedure | Unfortunately the police cuffed you by mistake. The bad guys came in the PD and start killing people. Being a good guy, get the gun and engage At P1, engage T1-T5 in Tactical Sequence (1-1-2-1-1) Then move to P2 and engage T4-T5 in Tactical Priority with 2 shots each. Becareful of the muzzle, you will be handcuffed for the entire CoF. |
|----------------------------|--|
| Start pos                  | Con 3. Handcuffed sitting down on the chair and hands on table   |
| Start on                   | Audible signal   |
| Stop on                    | Last shot  |
| Penalties                  | As per current edition of rules  |
| Safety                     | L/R  |
| Setup                      |  |

# 8. Money Truck



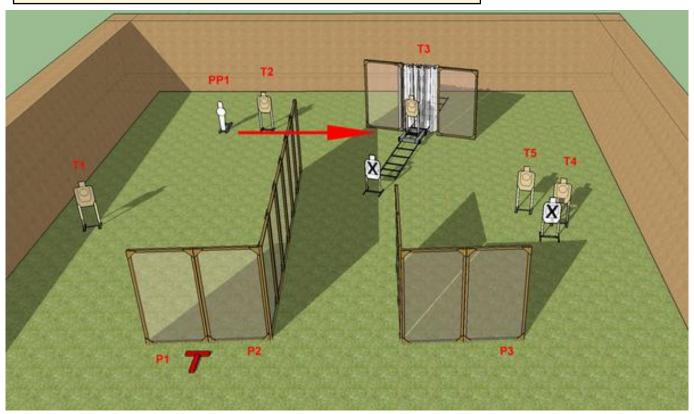
| Scoring                    | Unlimited  | Firearm                                | Handgun                                      | Rounds                               | 18              |
|----------------------------|--|--|--|--------------------------------------|-----------------|
| Targets                    | 9 paper, 3 no-shoot  | Total                                  | 9 targets                                    | Strings                              | 1               |
| Scenario<br>&<br>Procedure | You are a driver for the money truck. The bad guys rush in to rob the money start signal, Engage T1-T3 in Tactical Priority Sequence (1-1-2-1-1) then money while standing on the ground in Tactical priority with 2 shots each through the Tactical Priority with 2 shots each. Then prone at P4 and engage T8-T9 from with 2 shots each. | ove out the passengue window of the va | ger seat (door alread<br>an. Then move to P3 | dy open) the engage and engage T6-T7 | e T4-T5<br>' on |
| Start pos                  | Gun loaded & holstered. Sit on Driver's seat.  |  |  |                                      |                 |
| Start on                   | Audible signal   |  |  |                                      |                 |
| Stop on                    | Last shot  |  |  |                                      |                 |
| Penalties                  | As per current edition of rules  |  |  |                                      |                 |
| Safety                     | L/R  |  |  |                                      |                 |
| Setup                      |  |  |  |                                      |                 |

### 9. Surronded



| • • • • • • • • • • • • • • • • • • • |  |                     | Handgun            |                    |          |
|---------------------------------------|--|---------------------|--------------------|--------------------|----------|
| Targets                               | 8 paper, 1 popper, 4 no-shoot  | Total               | 9 targets          | Strings            | 1        |
| Scenario<br>&<br>Procedure            | While you are driving, you came to a road block and the bad guys starts shound through the passenger side window in Tactical Priority with 2 shots each. Then move to P3 and engage T5, PP2, T1 shot). Then move to P4 and engage T8 with 2 shots. | ach. Then get out o | f the car and move | to P2 and engage T | 「3-T4 in |
| Start pos                             | Con 2 on front passenger seat. Sit on driver seat. hands on steering wheel   | @ 3 & 9 o'clock.    |                    |                    |          |
| Start on                              | Audible signal   |                     |                    |                    |          |
| Stop on                               | Last shot  |                     |                    |                    |          |
| Penalties                             | As per current edition of rules  |                     |                    |                    |          |
| Safety                                | L/R  |                     |                    |                    |          |
| Setup                                 |  |                     |                    |                    |          |

10.



| Scoring<br>Targets | Unlimited 5 paper, 1 popper, 2 no-shoot                                   | Firearm<br>Total | Handgun, Handgun 6 targets | Rounds<br>Strings | 14      |
|--------------------|---|------------------|----------------------------|-------------------|---------|
| Scenario           | You are at the building coner and hear the lady scream for life. Safe her |                  | nal, at P1 engage T        |                   | actical |

& Procedure Priority with 2 shots each (metal target needs at least 1 shot). Then move to P2 and engage T3 with 4 rounds (T3 is a disappering target, there is no FTN). Then move to P3 and engage T4-T5 in Tactical Priority with 2 shots each.

Start pos

Stand at P1 facing wall.

Start on

Audible signal

Stop on

Last shot

Penalties

As per current edition of rules

Safety

L/R

Setup