# 1. Spring Break on the Porch

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 14 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 7 paper, 2 no-shoot             | Total   | 7 targets | Strings | 1  |
| Scenario<br>&<br>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. Back Yard Invasion

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 6 paper, 2 no-shoot             | Total   | 6 targets | Strings | 1  |
| Scenario<br>&<br>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. Standards

| Scoring       | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets       | 1 paper,                        | Total   | 1 targets | Strings | 1  |
|               |                                 |         |           |         |    |
| Cooperio      |                                 |         |           |         |    |
| Scenario<br>& |                                 |         |           |         |    |
| 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. Use Cover

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 12 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 3 paper, 3 popper, 1 no-shoot   | Total   | 6 targets | Strings | 1  |
| Scenario<br>&<br>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. Left - Right

| Scoring       | Unlimited                       | Firearm | Handgun   | Rounds  | 13 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets       | 6 paper, 1 plates, 3 no-shoot   | Total   | 7 targets | Strings | 1  |
|               |                                 |         |           |         |    |
|               |                                 |         |           |         |    |
| Scenario<br>& |                                 |         |           |         |    |
| 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. Interrupted Yard Work**

| Scoring                    | Unlimited                       | Firearm | Handgun   | Rounds  | 16 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets                    | 7 paper, 2 plates, 3 no-shoot   | Total   | 9 targets | Strings | 1  |
| Scenario<br>&<br>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                      |                                 |         |           |         |    |