Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
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					

Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
Scenario					
& Procedure					
110000010					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
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					

Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
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					

Scoring	Normal			Rounds	6
Targets	4 targets,	Total	4 targets		
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					

Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
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					

Scoring	Normal			Rounds	6
Targets	6 targets,	Total	6 targets		
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					

Scoring	Normal			Rounds	6
Targets	5 targets, 1 precision_targets,	Total	6 targets		
Scenario					
& Procedure					
riocedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					