Scoring	Normal			Rounds	6
Targets	3 targets,	Total	3 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,	Total	5 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	2 targets,	Total	2 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	1 targets,	Total	1 targets		
Scenario					
& Procedure					
110004410					
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	1 targets,	Total	1 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	3 targets,	Total	3 targets		
Scenario					
& Procedure					
110004410					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					