

**Scenario: Retreat!**

**DESCRIPTION:** Start at P1 loaded to division capability and holstered. Engage T1 with one shot from retention. While retreating engage the other two targets with two rounds each. All remaining targets require two shots. Shots taken at P3 are from low cover.

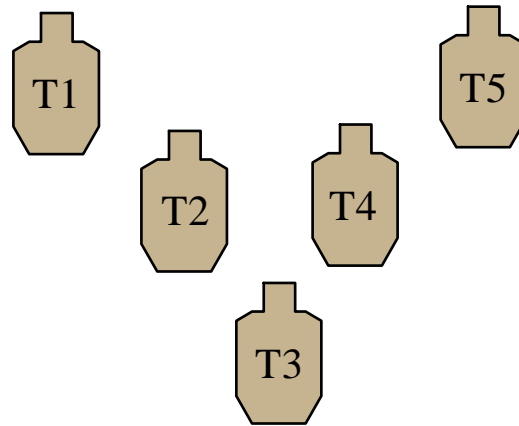
**SAFETY REMINDERS:** Don't Crowd Cover. Watch muzzle when transitioning from retreating to barricade. When shooting from retention, weak hand must be held out of the way of muzzle (on chest for example)

**SET-UP:** P1 1 yard from shooter. All other targets are between 2 yards and 7 yards from shooting positions. Open port at P2.

Concealment is required

13 rounds

Unlimited scoring



Range Boundary

**Standard:** All hands using priority

**DESCRIPTION:** Start at P1 Loaded with 5 rounds and holstered [all loading devices loaded to 5 rounds], Engage all targets with one shot each freestyle, reload, engage all targets with one additional round each strong hand only, reload and engage each target with one round each weak hand. The best shot to the head and two to the body will be scored.

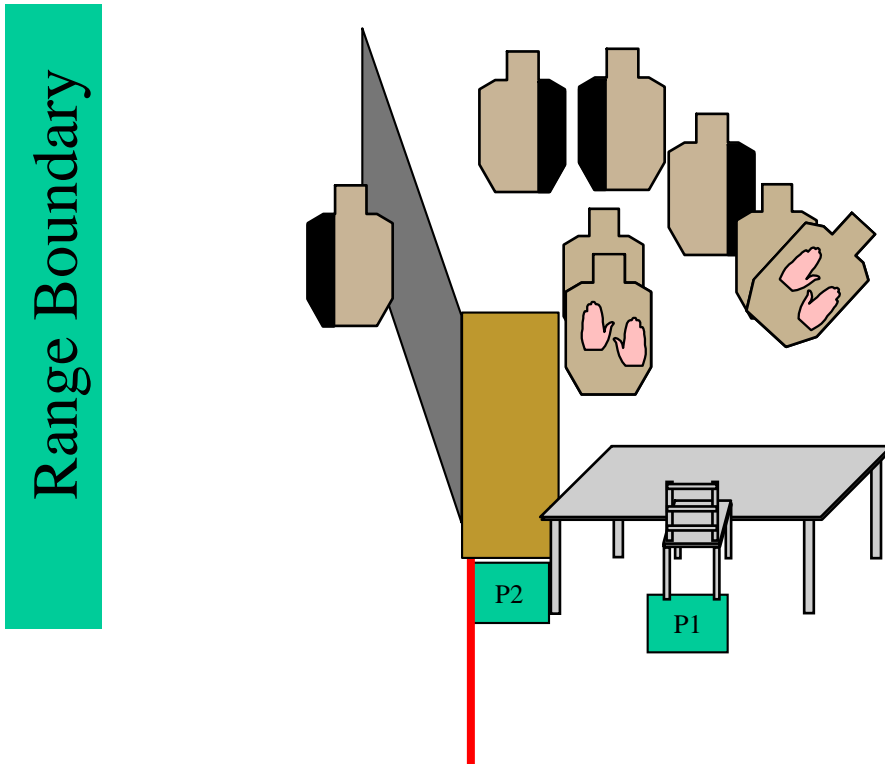
**SAFETY REMINDERS:** Be careful when transitioning firearm from strong hand to weak hand.

**SET-UP:** T3 is 3 yards from P1, T2 and T4 are 5 yards from P1 and T1 and T5 are 7 yards from P1. If necessary to keep all shots in backstop, paint the portion of the target below the body -0 as hard cover.

Concealment is not required

15 rounds

Limited Scoring



**Scenario:** Why can't I just enjoy my coffee

**DESCRIPTION:** Start at P1 loaded to division capability but with firearm and loading devices placed in a briefcase. Engage all targets visible from table with three rounds while seated. The remaining target requires three rounds. Best head and two body will be scored.

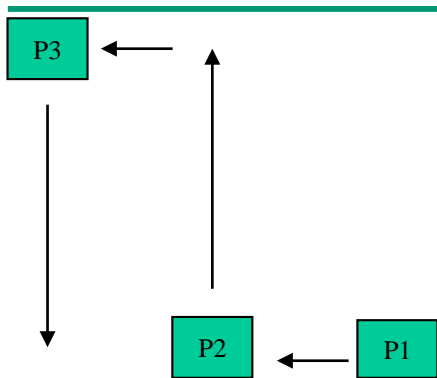
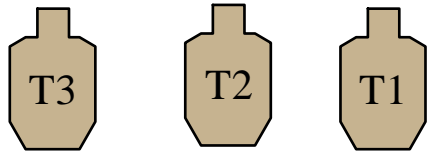
**SAFETY REMINDERS:** Emphasize safely retrieving the firearm from the briefcase.

**SET-UP:** Targets are from 3 to 7 yards from shooter. Ensure there are no large shooting angles when shooting from table. If necessary, the hard cover arrangement will allow the targets to get placed closer together since shoot through would impact in hard cover. Set up first, then paint targets as necessary.

Concealment is required

15 rounds

Unlimited scoring



Range Boundary

**Standard: Shooting on the move**

**DESCRIPTION:** Start at P1 Loaded with 5 rounds [all loading devices loaded to 5 rounds]. Engage T1 from P1 stationary with 5 rounds, reload; Engage T2 while advancing from P2 with 5 rounds [do not cross fault line], reload; Engage T3 while retreating from P3 stationary with 5 rounds. The best two head shots and best three body shots will be scored.

**SAFETY REMINDERS:** watch muzzle when placing loaded gun on dashboard.

**SET-UP:** P1 is 8 yards from targets and fault line is 3 yards from targets. If necessary to keep all shots in backstop, paint the portion of the target below the body -0 as hard cover.

Concealment is not required

15 rounds

Limited Scoring