



## **5 x 5 Handgun Skill Test**

***Designer: Bill Wilson***

**Round Count:** 25

**Target Distance:** 10 yards

**Targets Required:** 1 threat

**Scoring Method:** Limited – 24 to the body & 1 to the head

**Starting Position:** Standing facing down range at P1

**Concealment Garment:** Not required



T1

P1





## **Black Friday**

**Round Count:** 14

**Target Distance:** 3 – 12 yards

**Targets Required:** 6 threats

**Props Required:** 2 barricades, 2 pepper poppers

**Scoring Method:** Unlimited

**Starting Position:** Standing facing up range at P1

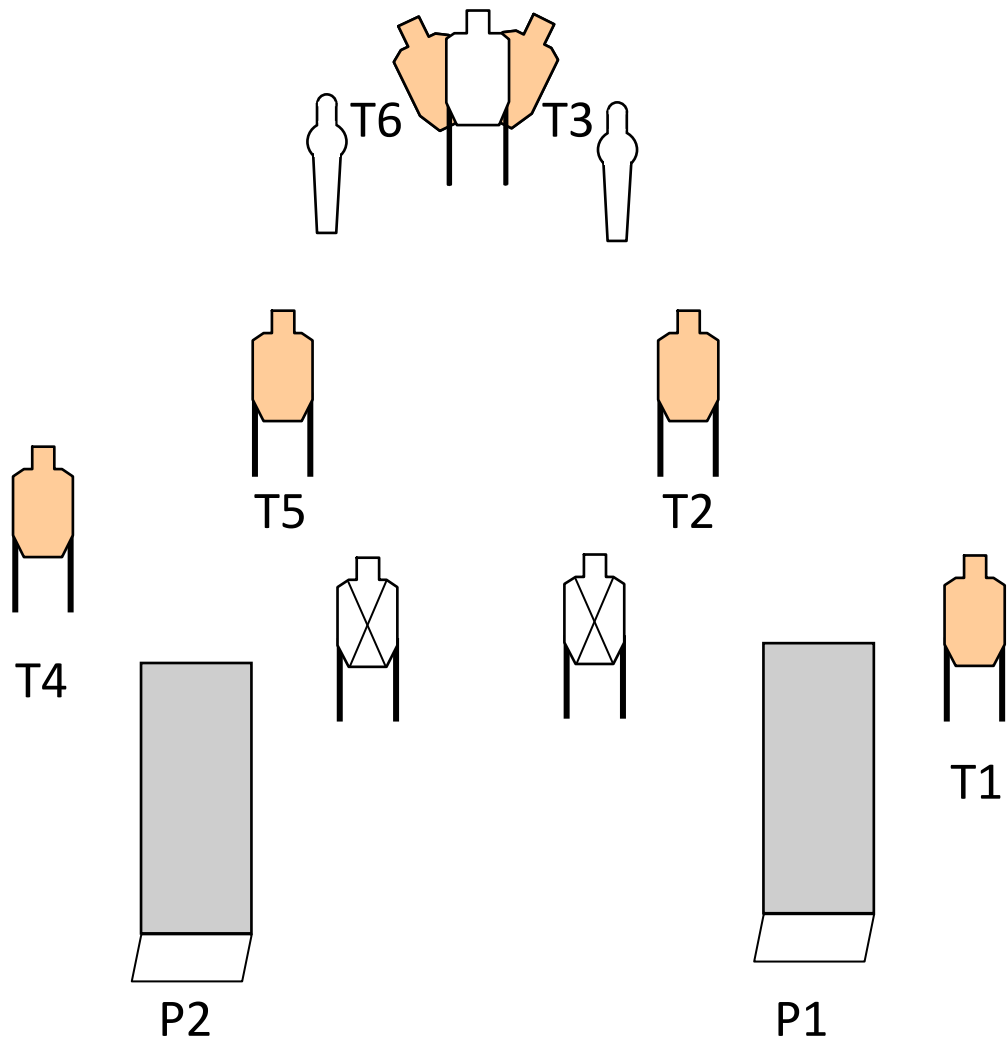
**Scenario:** You begin your Christmas shopping and all hell breaks loose for the Black Friday door busters! Instead of the usual mob mentality this mob takes the usual “five finger discount” to a whole new level and attempt to rob the store at gunpoint. You must take action and save your fellow shoppers...but not before a fleeting thought passes through your head...

“I should have waited for Cyber Monday!”

**Concealment Garment:** Required

**Procedure:** On the start signal, turn, draw and engage T1, T2, PP1 and T3. Move to P2 then engage T4, T5 and PP2 and T6. P1 and P2 are interchangeable and shooters may start at either position.

**Scoring:** Threats require 2 hits and steel must fall.





## **Christmas Cheer!**

**Round Count:** 25

**Target Distance:** 3 – 10 yards

**Targets Required:** 5 threats

**Props Required:** Table, chair and a buddy's gun (loaded with 10 rounds).

**Scoring Method:** Limited / Unlimited

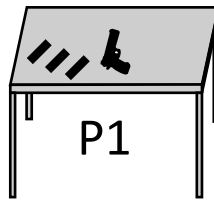
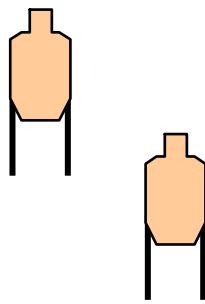
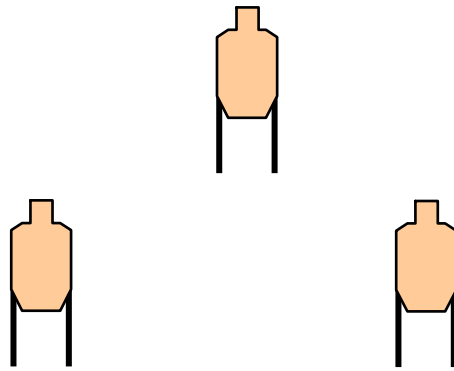
**Starting Position:** Seated facing down range at P1 with both guns on the table

**Scenario:** Your buddy is showing off his Christmas present to you when 5 baddies over hear your conversation and invite themselves over to steal your things. Lucky for you your buddy's gun is readily at hand. Defend yourself!

**Concealment Garment:** Required

**Procedure:** On the start signal, pick up gun from table and engage T1 – T5 with 2 rounds each. After expending all the ammo in that gun, draw your own and engage T1 – T5 with 3 rounds each. (Shooter may stand or remain seated).

**Scoring:** Targets require 5 hits each.





## **STRIKE BACK**

**Round Count:** 16

**Target Distance:** 2 – 15 yards

**Targets Required:** 3 threats, 2 tuxedos & 2 heads

**Props Required:** Barrels, 2 barricades, clamshell, 2 pepper poppers

**Scoring Method:** Unlimited

**Starting Position:** Standing facing down range at P1

**Scenario:** You are expecting to be on holiday for Christmas and Boxing day, however, being assigned to Section 20, a secretive unit of British military intelligence, you are on constant alert and subject to call at any time. You have been sent in to rescue Sergeant Stonebridge and Colonel Grant, who have been captured by international terrorists after a mission gone badly. You are the last man in...

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1, T2, PP1 and T3. Move to P2 then engage T4, T5 and PP2. Move to P3 and engage T6 and T7. T3 may be re-engaged from P2.

**Scoring:** Threats require 2 hits and steel must fall.

