1. Santas Reindeer gone crazy

| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 9 paper, | Total | 9 targets | Strings | 1 |
| 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 | | | | | |

2. Trouble in the alley

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 6 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 3 paper, 2 no-shoot | Total | 3 targets | Strings | 1 |
| 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 | | | | | |

3. Wounded Warrior

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|---------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, | Total | 6 targets | Strings | 1 |
| | | | | | |
| Casassia | | | | | |
| 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 | | | | | |

4. Stage 2 Dec 2014

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
|-----------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| | | | | | |
| Scenario | | | | | |
| & Duage duag | | | | | |
| 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. Stage 2 Paladin style

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
|-----------------|---------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| | | | | | |
| Scenario | | | | | |
| & Ducas dura | | | | | |
| 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. Trouble in the alley - Paladin styl

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
|----------------------------|---------------------------------|---------|-----------|---------|----|
| Targets | 3 paper, 2 no-shoot | Total | 3 targets | Strings | 1 |
| 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 | | | | | |

7. Man vs. Man

| Scoring | Vickers Count | Firearm | Handgun | Rounds | 9 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | | Total | 0 targets | Strings | 1 |
| 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 | | | | | |

8. Rifle accuracy

| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 6 |
|----------------------------|---------------------------------|---------|-----------|---------|---|
| Targets | 2 paper, | Total | 2 targets | Strings | 1 |
| 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 | | | | | |