

# 1. Santas Reindeer gone crazy

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| 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

No image

|                      |                                 |         |           |         |   |
|----------------------|---------------------------------|---------|-----------|---------|---|
| 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

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 6 paper,                        | Total   | 6 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                |                                 |         |           |         |    |

## 4. Stage 2 Dec 2014

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper, 2 no-shoot             | Total   | 6 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                |                                 |         |           |         |    |

## 5. Stage 2 Paladin style

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper, 2 no-shoot             | Total   | 6 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                |                                 |         |           |         |    |

## 6. Trouble in the alley - Paladin styl

No image

|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| 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

No image

|                      |                                 |         |           |         |   |
|----------------------|---------------------------------|---------|-----------|---------|---|
| 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

No image

|                      |                                 |         |           |         |   |
|----------------------|---------------------------------|---------|-----------|---------|---|
| 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                |                                 |         |           |         |   |