

# 1. Stage 1

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 2. Stage 2

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

### 3. Stage 3

No image

Scoring	Points	Par-time	120.00 sec
Info	9 pts & 9 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 4. Stage 4

No image

Scoring	Points & tie-breaker time	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 5. Stage 5

No image

Scoring	Points	Par-time	120.00 sec
Info	13 pts & 13 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 6. Stage 6

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 7. Stage 7

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 8. Stage 8

No image

Scoring	Points	Par-time	120.00 sec
Info	11 pts & 11 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			



## 9. Stage 9

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 10. Extra poeng 7

No image

Scoring	Points	Par-time	120.00 sec
Info	1 pts & 1 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			