

1. Left or Right

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Distant

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	27
Correction	0 sec		-
Procedure			
Starting position			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

3. Fast

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
Correction	0 sec		-
Procedure			
Starting position			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. Speed 2

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	18
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Easy

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	18
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. NOOOOO

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	24
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Sniper

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	30
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	