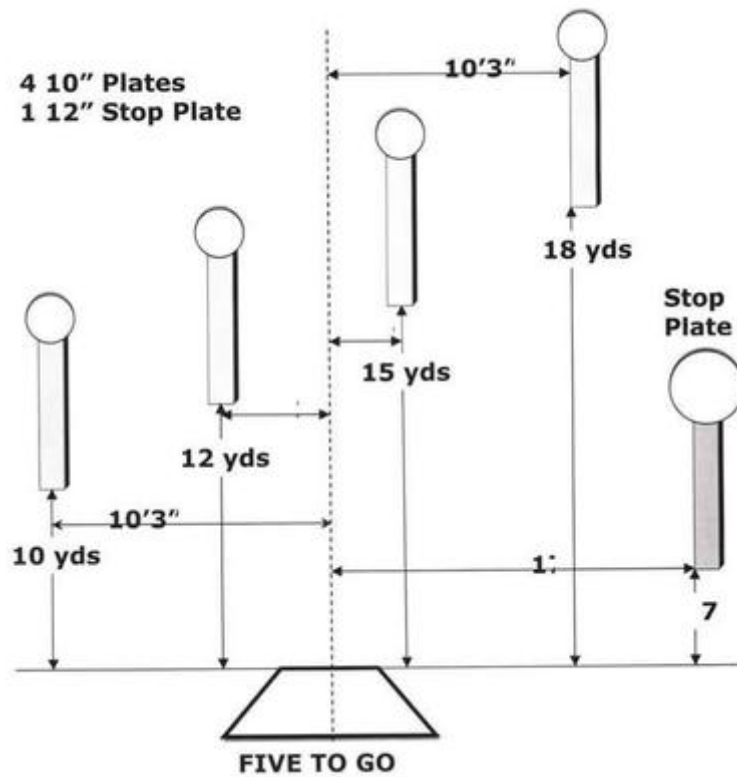


# 1. Five To Go

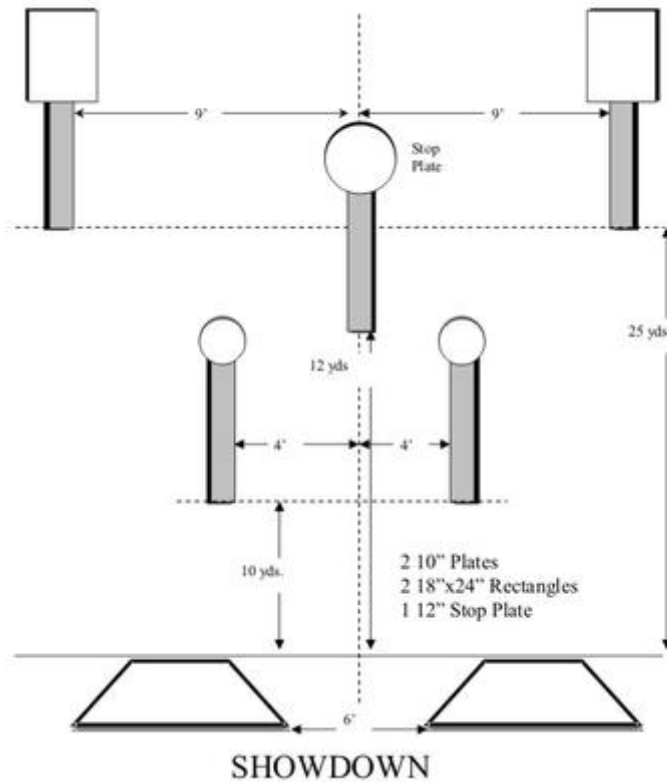


Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	21 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	



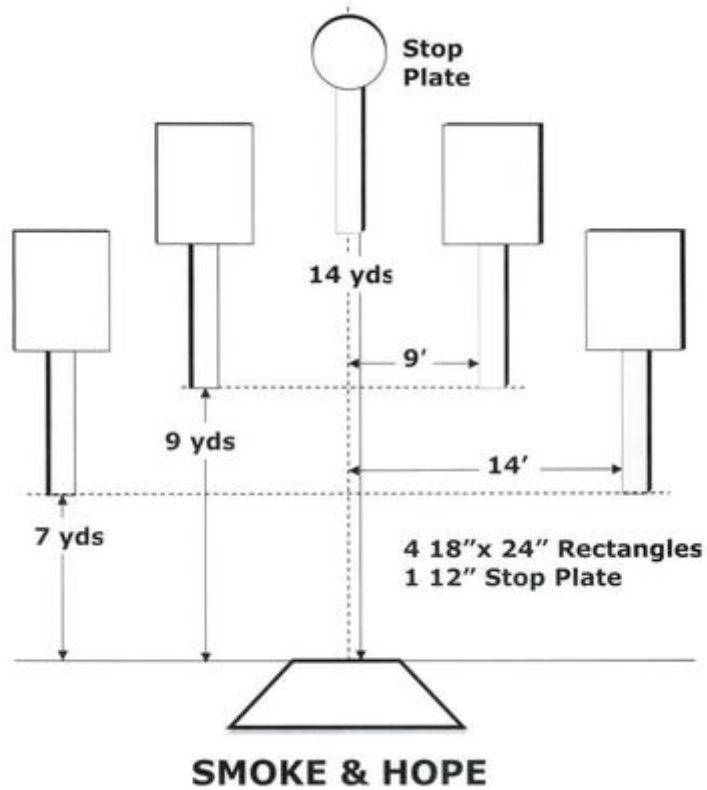
## 4. Showdown



<b>Scoring</b>	sound	<b>Strings</b>	The best 4 of 5 will be counted
<b>Distance</b>	36 feet to stop plate	<b>Min rounds</b>	25
<b>Correction</b>	0 sec		-

<b>Procedure</b>	
<b>Starting position</b>	
<b>Start on</b>	
<b>Stop on</b>	
<b>Penalties</b>	
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

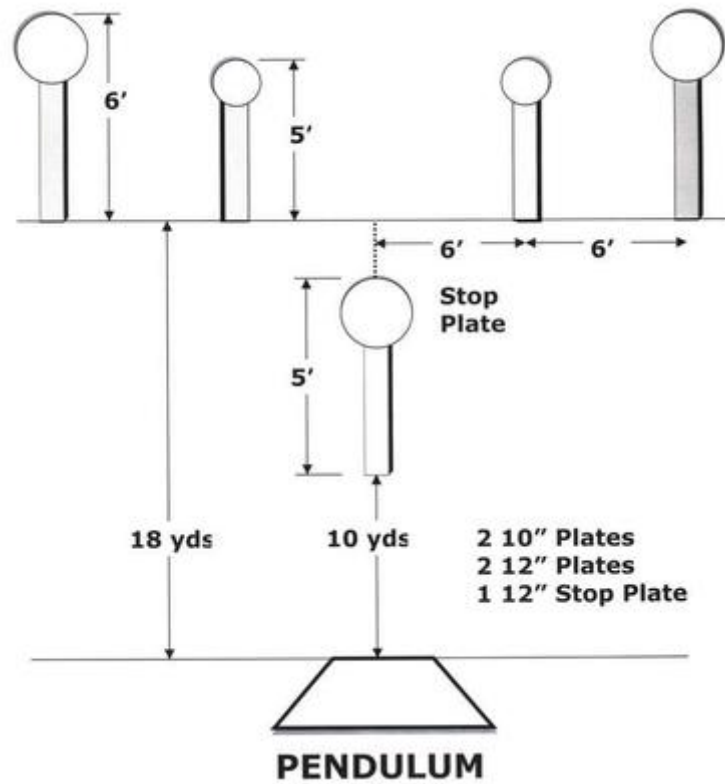
## 5. Smoke & Hope



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	42 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

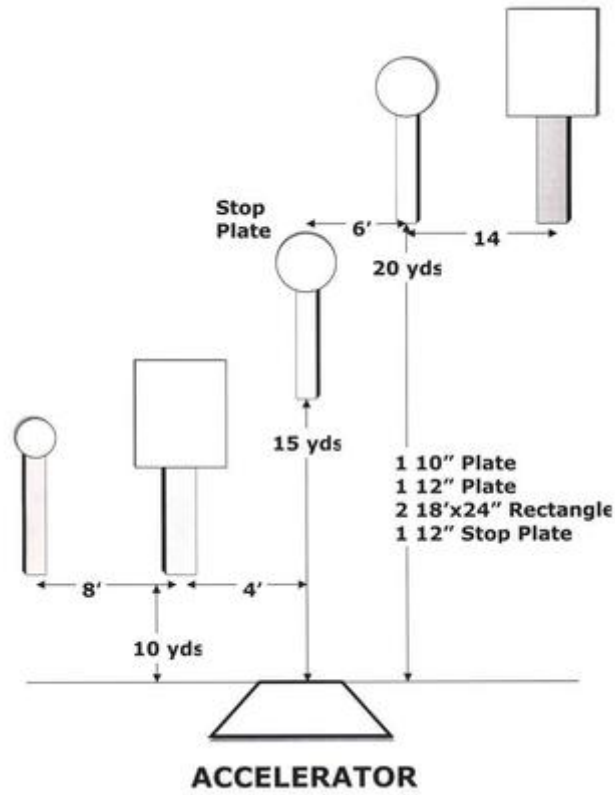
# 7. Pendulum



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	30 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

## 8. Accelerator



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	45 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	