

1. Showdown

No image

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

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

2. The Wedge

No image

Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	1 feet to stop plate	Min rounds	25
Correction	0 sec		-

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

3. Fade out

No image

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	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Roundabout

No image

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	

5. Inside out

No image

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	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Smoke & Hope

No image

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. Down Time

No image

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	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	