

# 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	
Start 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	
Start 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	
Start 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	
Start 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	
Start 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	
Start 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	
Start 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	