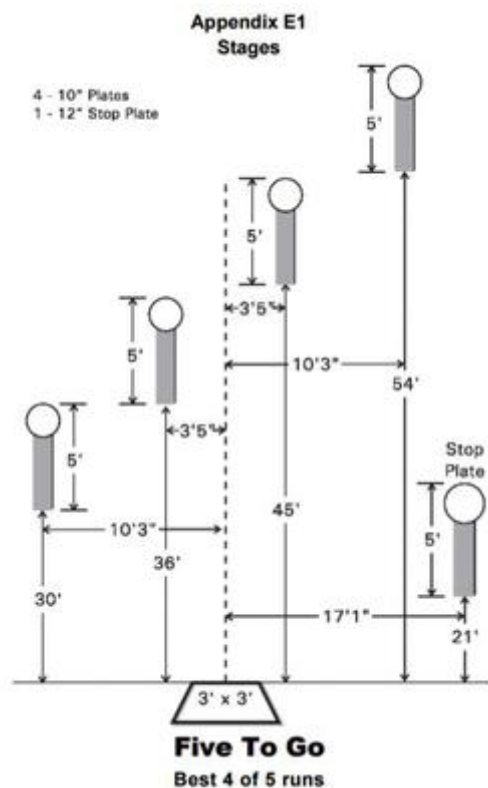


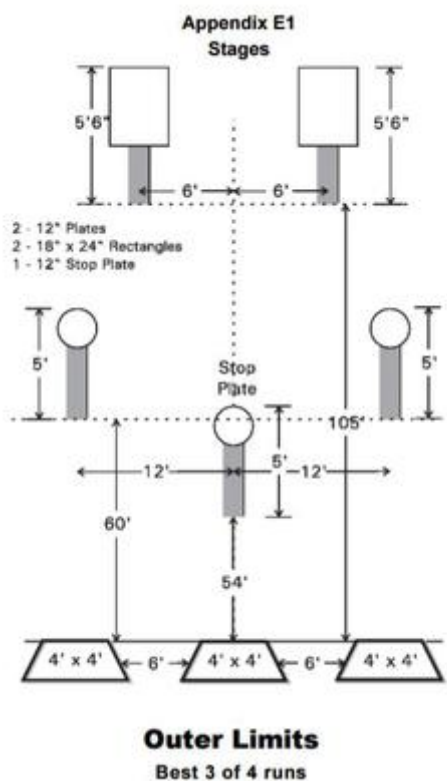
1. Five To Go



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	

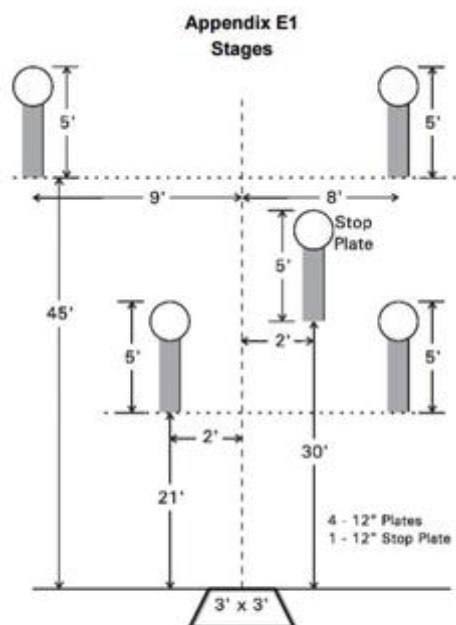
2. Outer Limits



Scoring	sound	Strings	The best 3 of 4 will be counted
Distance	54 feet to stop plate	Min rounds	20
Correction	0 sec		-

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

3. Roundabout

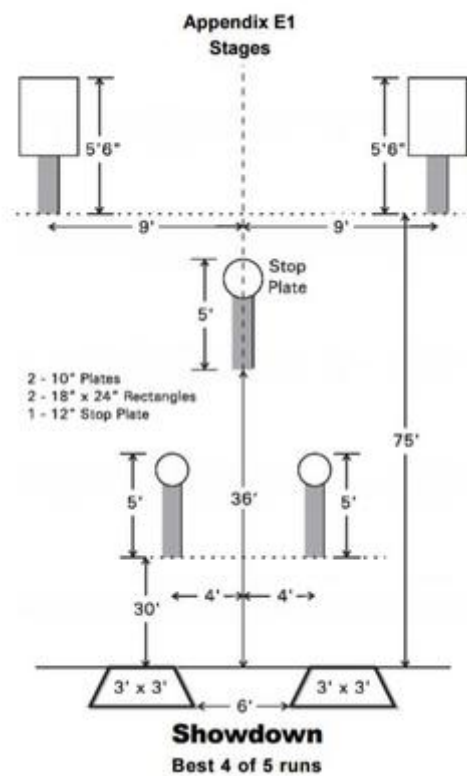


Roundabout
Best 4 of 5 runs

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	

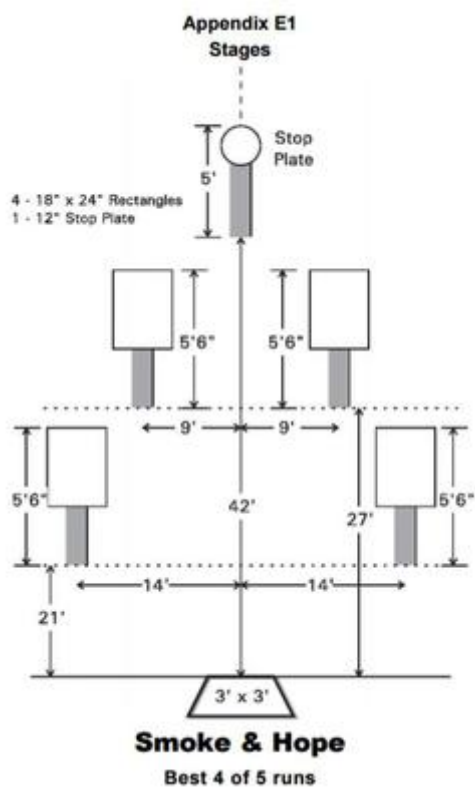
4. Showdown



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	

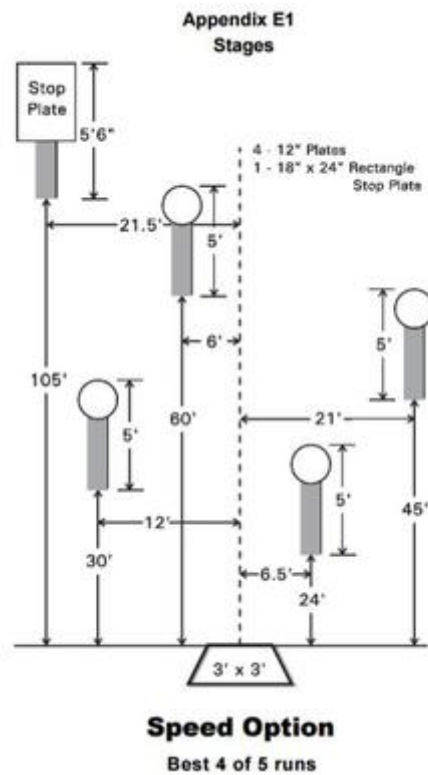
5. Smoke & Hope



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	

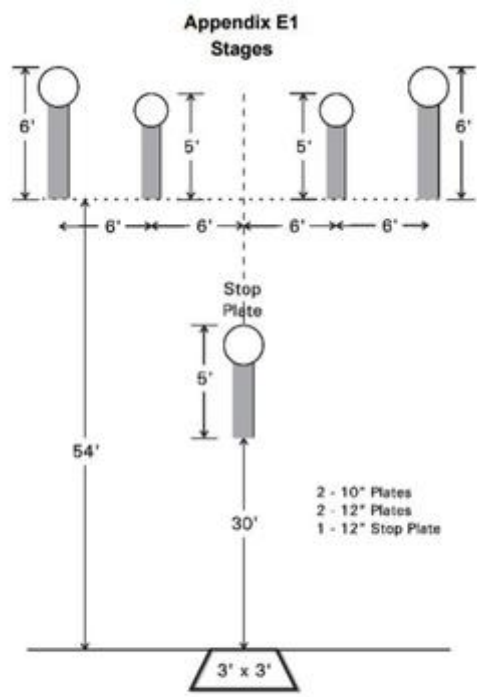
6. Speed Option



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	105 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

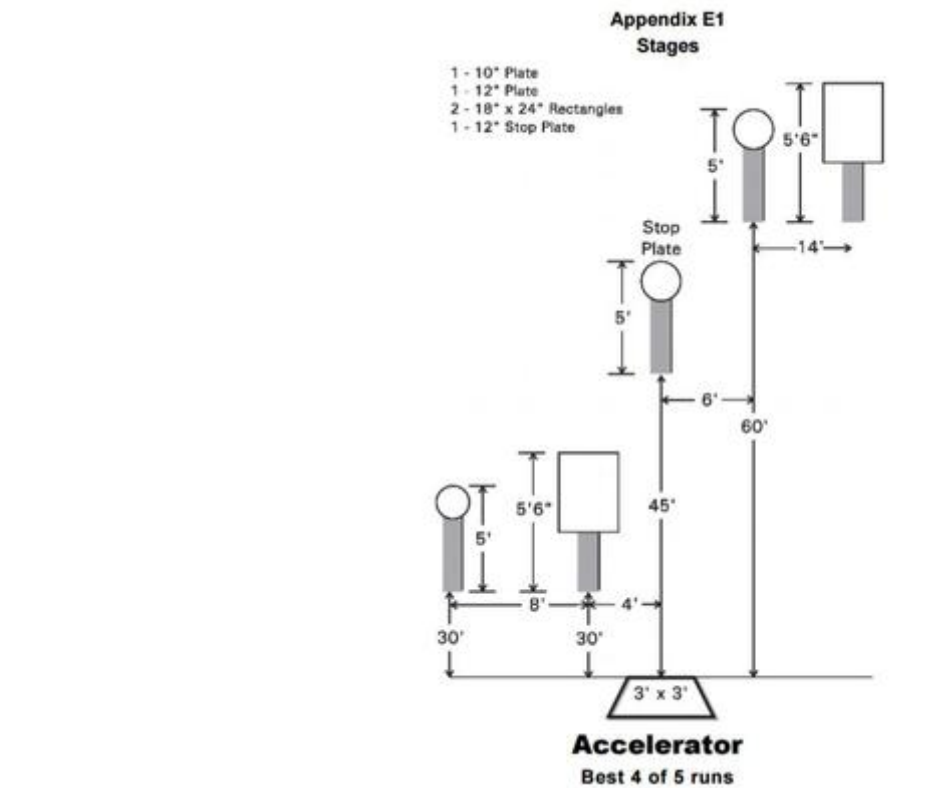


Pendulum
Best 4 of 5 runs

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	