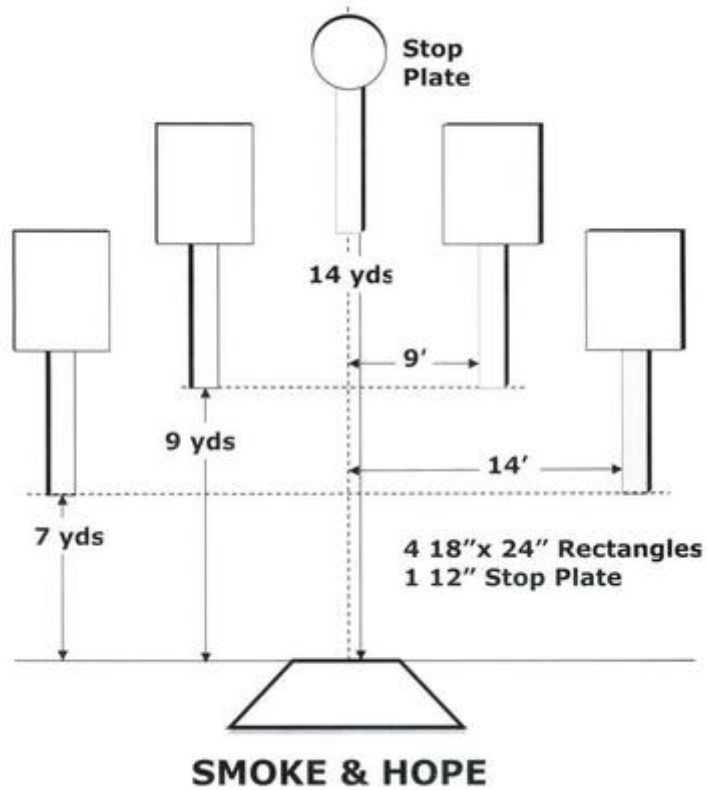


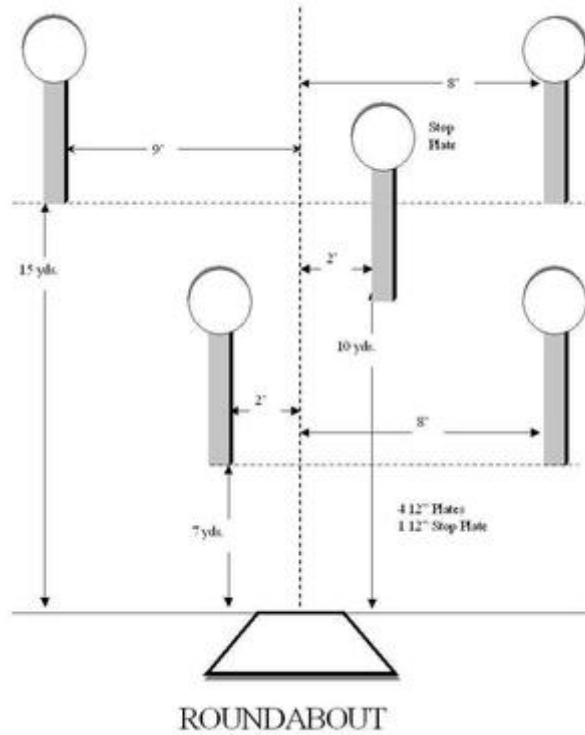
1. Smoke & Hope



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	

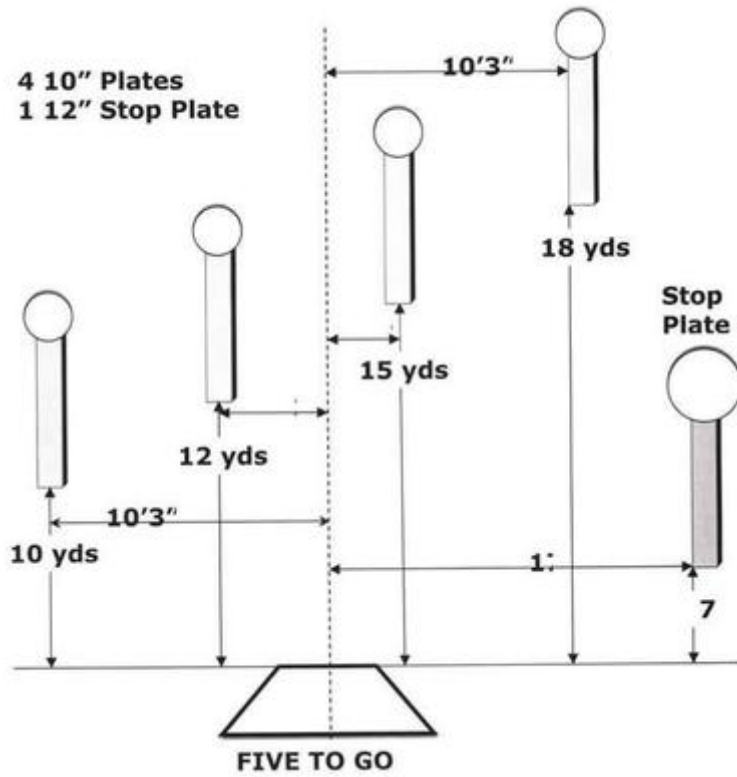
2. ROUNDABOUT



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	

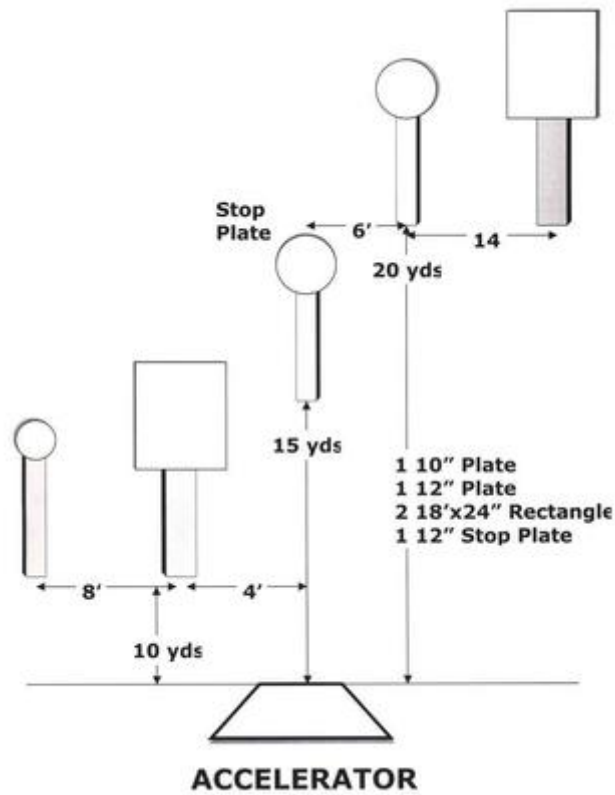
3. Five To Go



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	

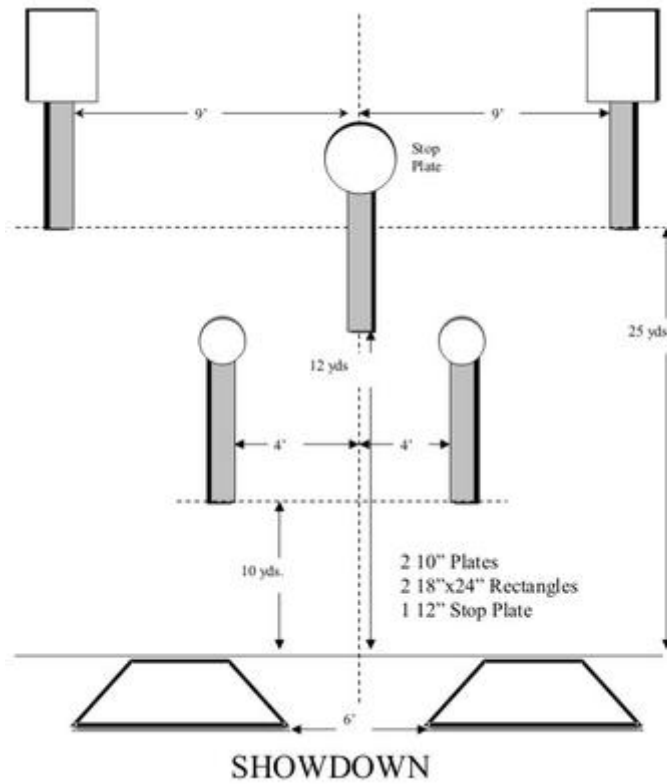
4. Accelerator



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	

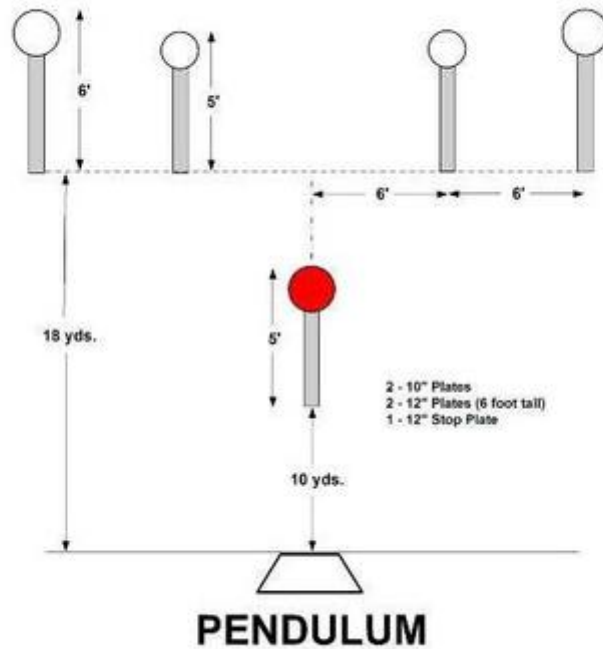
5. Showdown



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