

# 1. Spöket

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	25 feet to stop plate	Min rounds	15
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. Hatten

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	25 feet to stop plate	Min rounds	15
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. Korpen

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	25 feet to stop plate	Min rounds	15
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. RIP

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
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. Fladdermusen

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
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. Pumpan

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
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	