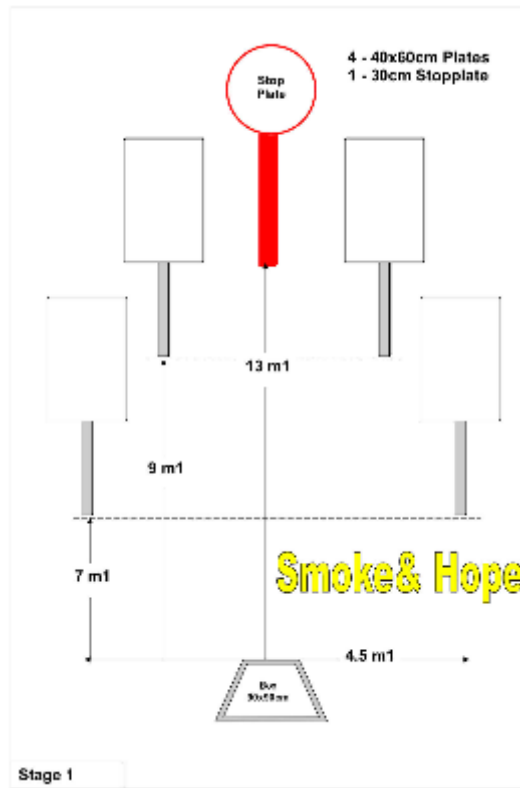


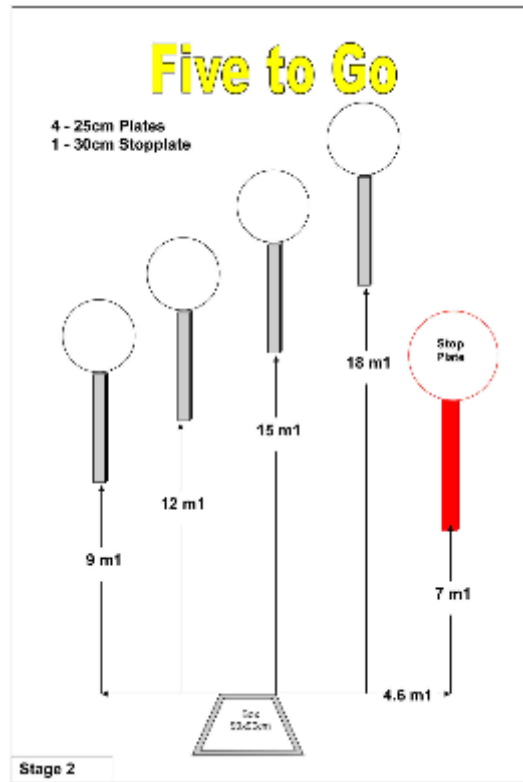
1. Smoke & Hope



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	43 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	

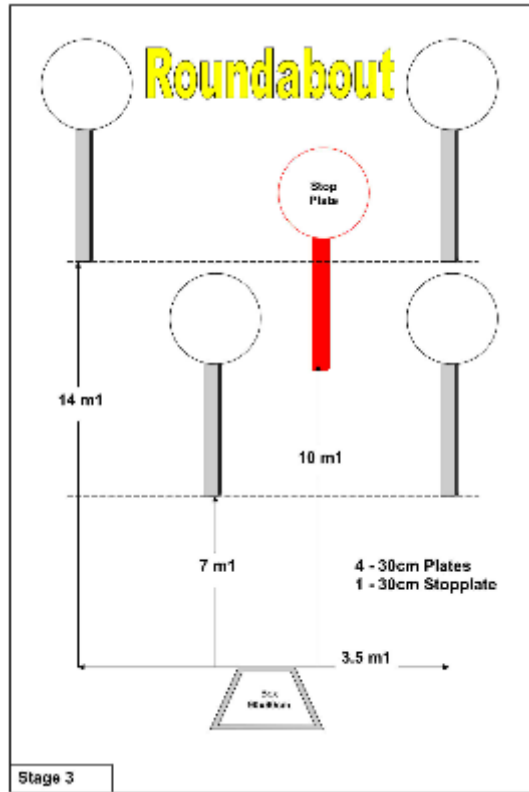
2. Five To Go



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	23 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	

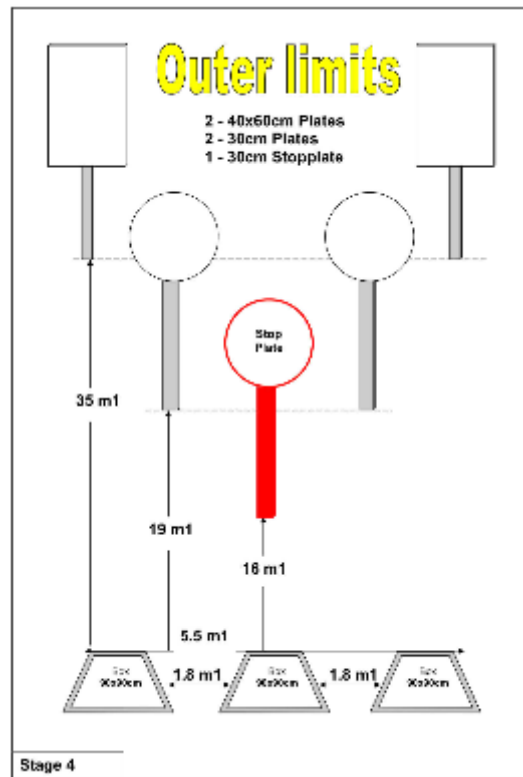
3. Roundabout



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	33 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	

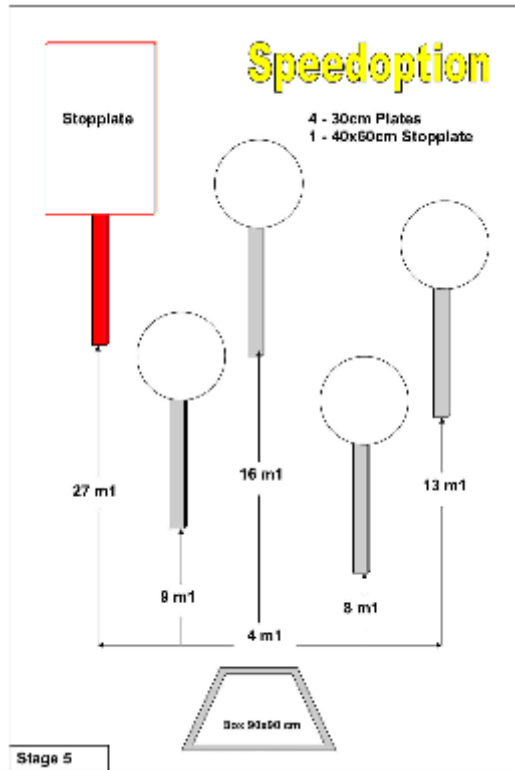
4. Outer limits



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	52 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	

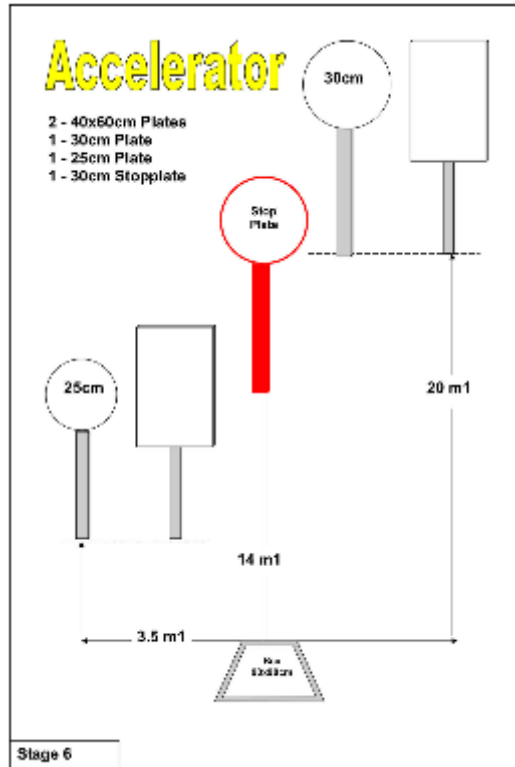
5. Speed option



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	52 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. Accelerator



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	46 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	