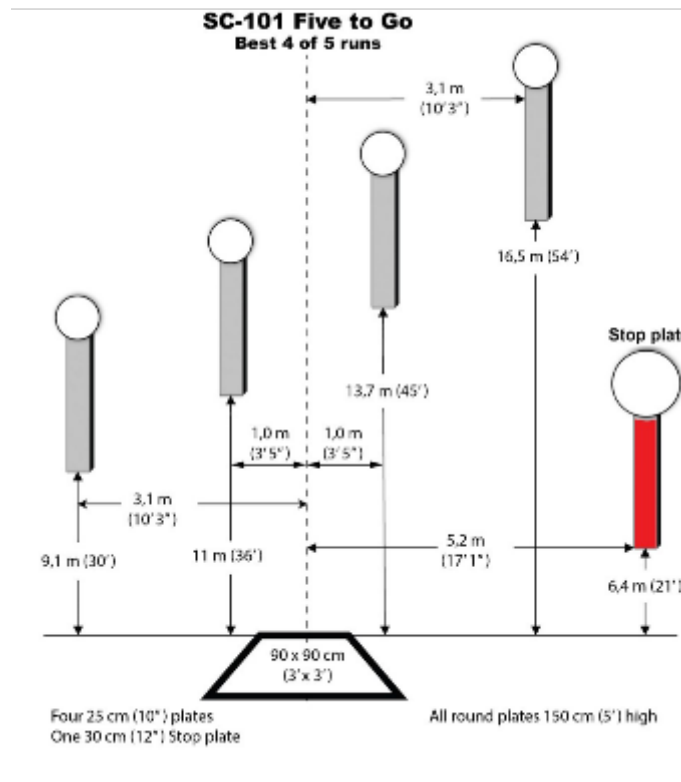


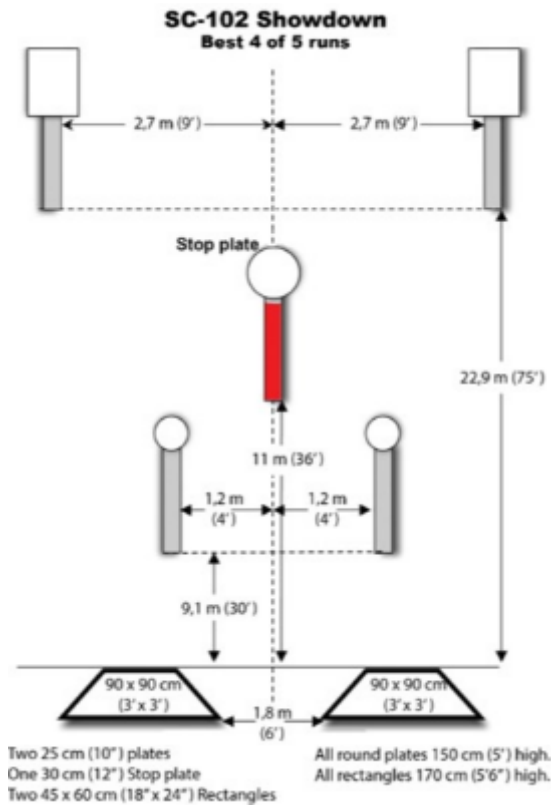
1. Five to Go



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	21 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

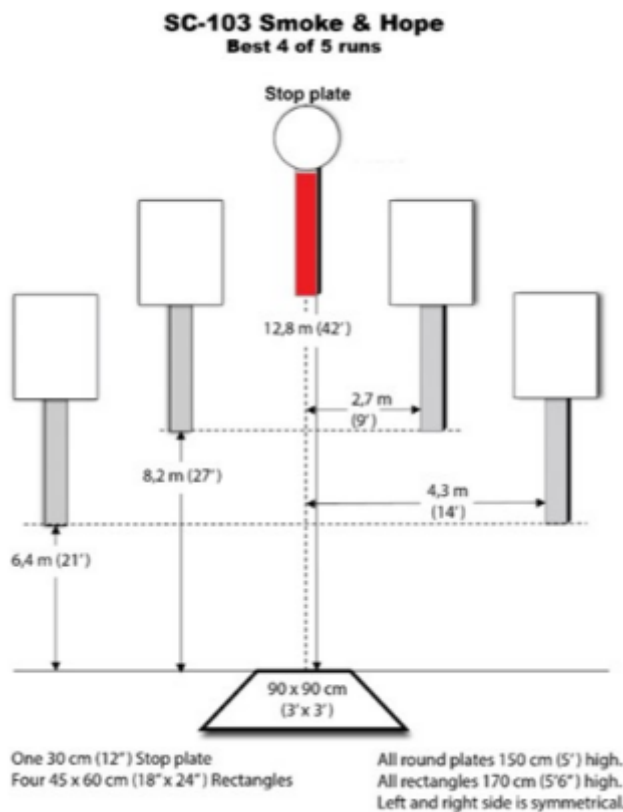
2. Showdown



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	36 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets, three strings will be shot from one shooting box and two from the other.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

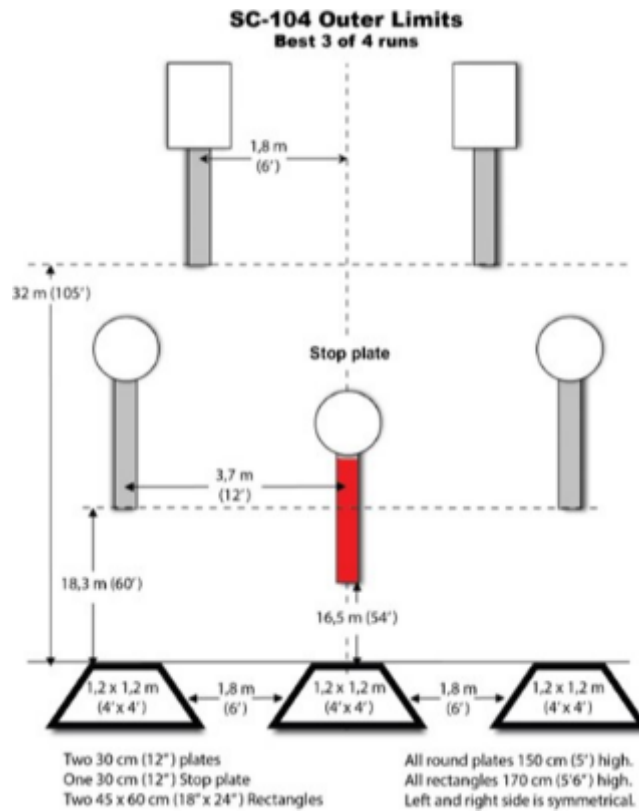
3. Smoke & Hope



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	42 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

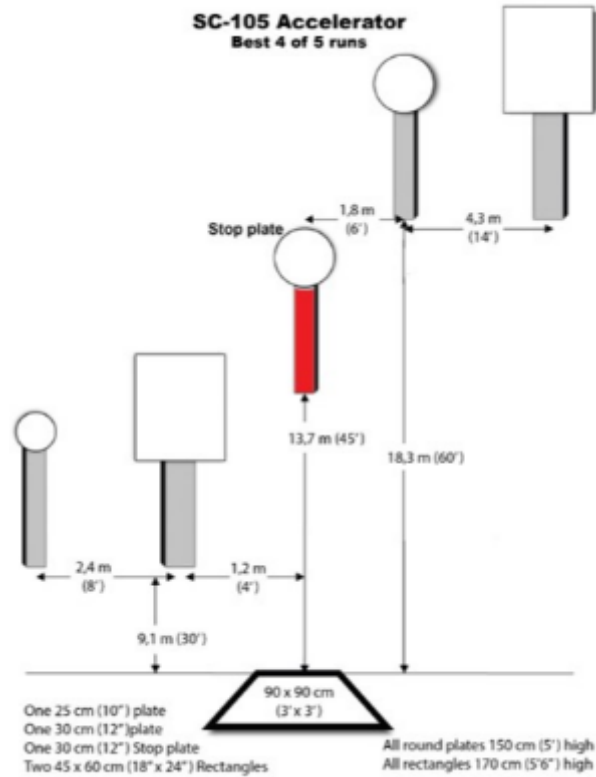
4. Outer Limits



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

Procedure	Competitors will start on their weak side shooting box and will engage the plates on the weak side of the center line, move to the middle shooting box, while on the clock, and engage the remaining two plates and stop plate.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

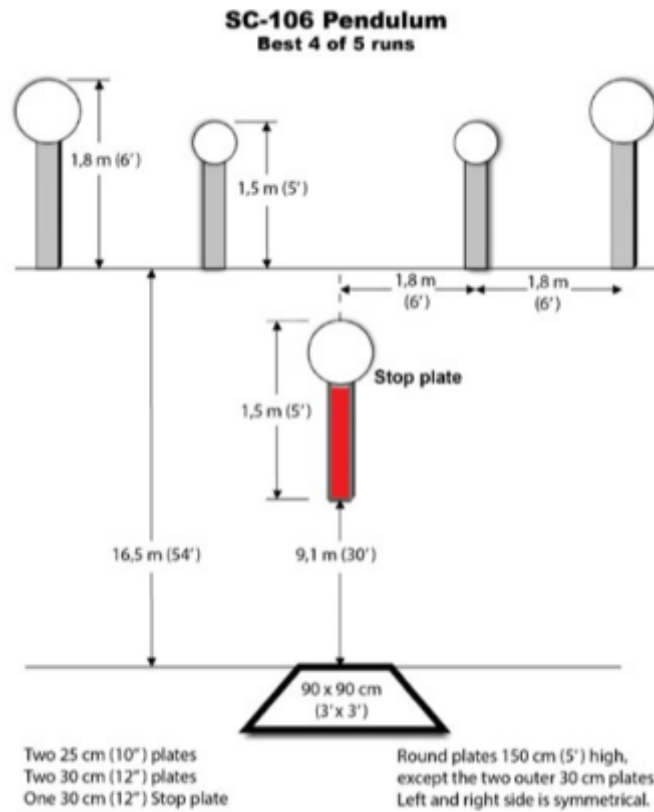
5. Accelerator



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	45 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

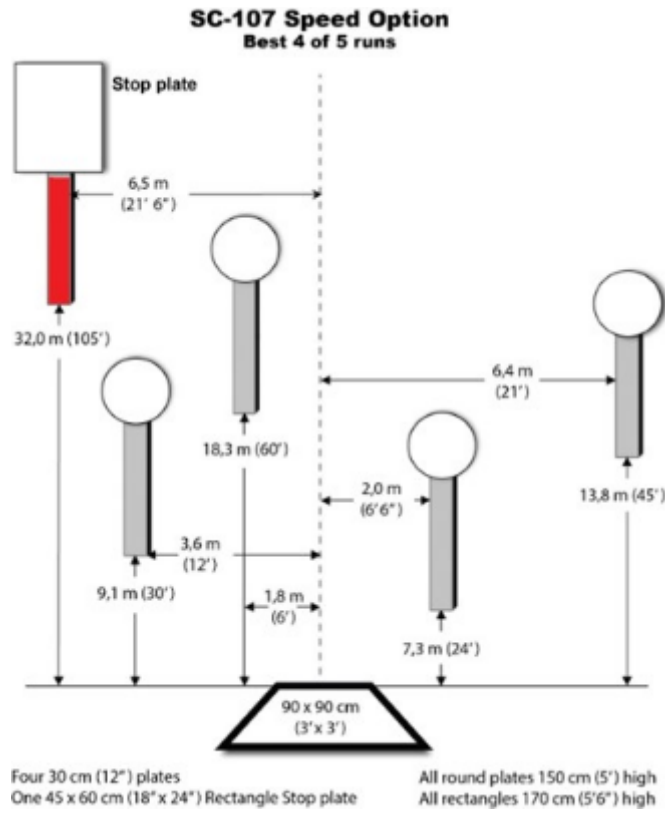
6. Pendulum



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	30 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	

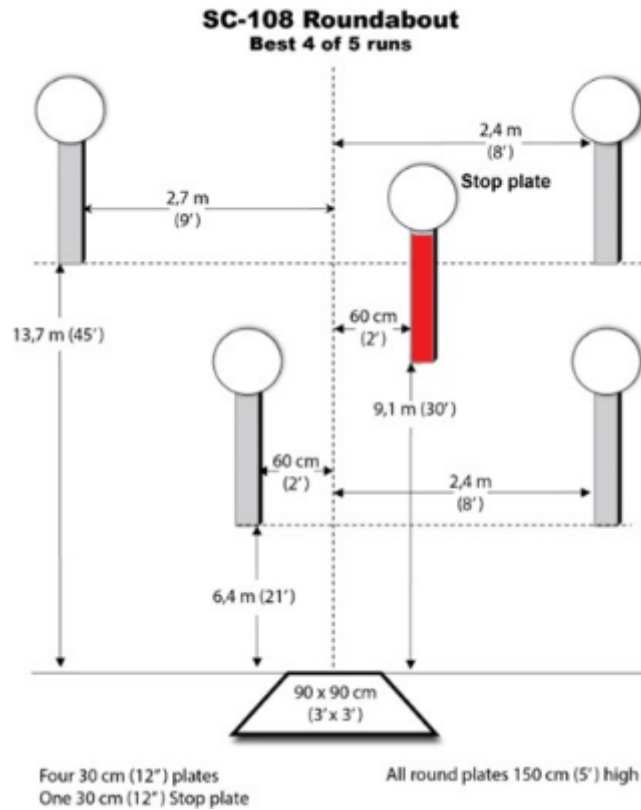
7. Speed Option



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	105 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks.
Setup notes	

8. Roundabout



Scoring	impact	Strings	The best 4 of 5 will be counted
Distance	30 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	On signal engage targets.
Starting position	Gun loaded & holstered, hands are to be held with wrists and hands above the shoulders and fully visible from behind.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Safety angles are within the red and white sticks
Setup notes	