

## 2. Five To Go

No image

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

|                   |   |
|-------------------|---|
| Procedure         | Engage all targets from within box. Stop plate must be shot last                            |
| Starting position | Standing in box, firearm at 45 degrees  |
| Start on          | Audible signal  |
| Stop on           | Last shot   |
| Penalties         | As per current edition of rules   |
| Safety angles     | Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading |
| Setup notes       |   |

### 3. Pendulum

No image

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

|                   |   |
|-------------------|---|
| Procedure         | Engage all targets from within box. Stop plate must be shot last                            |
| Starting position | Standing in box, firearm at 45 degrees  |
| Start on          | Audible signal  |
| Stop on           | Last shot   |
| Penalties         | As per current edition of rules   |
| Safety angles     | Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading |
| Setup notes       |   |