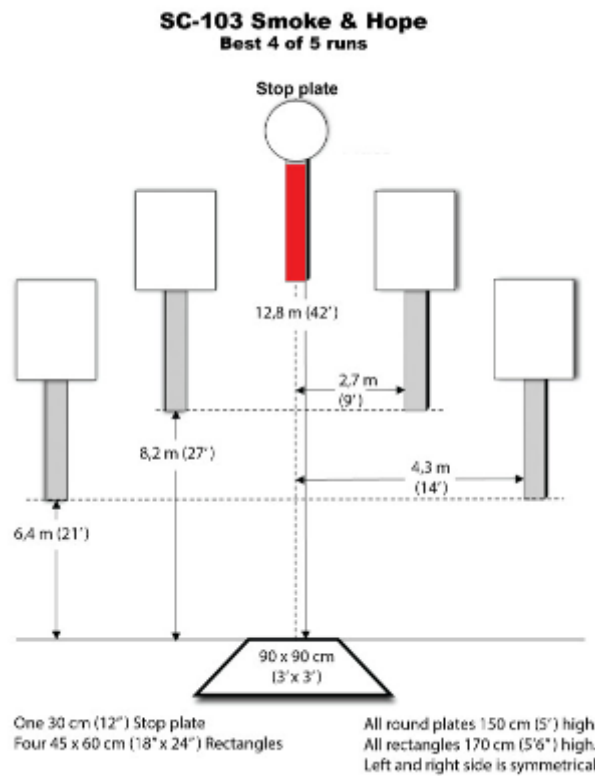


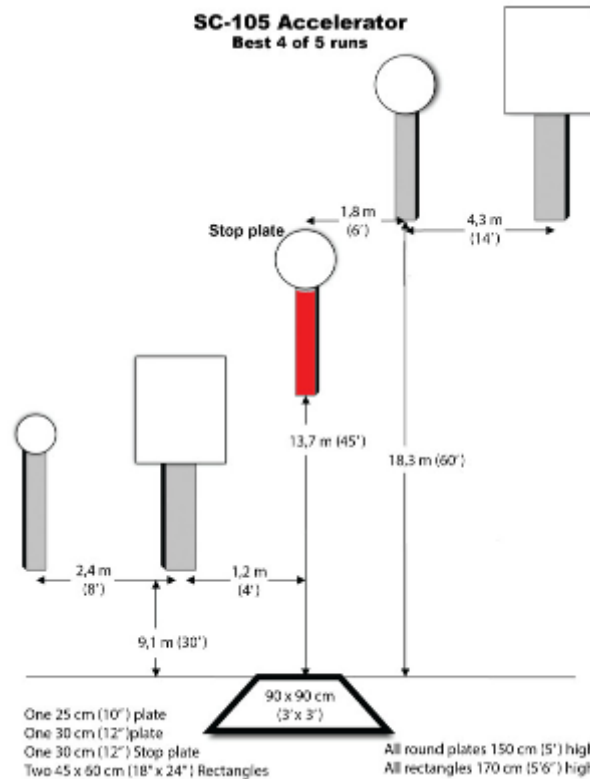
1. Smoke and Hope



| | | | |
|------------|-----------------------|------------|---------------------------------|
| Scoring | sound | Strings | The best 4 of 5 will be counted |
| Distance | 42 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 | According to division |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading |
| Setup notes | |

2. Accelerator



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

| | |
|-------------------|---|
| Procedure | Engage all targets from box |
| Starting position | According to division |
| 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 | |