1. Logging

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

2. Oil Drums

Scoring	Points	Par-time	90.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

3. Rubicon Race

Scoring	Points	Par-time	100.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	Hit or miss		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

4. The idiot within

Scoring	Points	Par-time	100.00 sec
Info	8 pts & 10 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

5. Shorts and scoot

Scoring	Points	Par-time	130.00 sec
Info	12 pts & 14 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

7. Just send it

Scoring	Points	Par-time	100.00 sec
Info	10 pts & 12 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			



Scoring	Points	Par-time	100.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	Hit or miss		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

9. To Your Limit

Scoring	Points	Par-time	100.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

10. Prone to be prone

Scoring	Points	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	Hit or miss		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

11. Forward

Scoring	Points	Par-time	90.00 sec
Info	9 pts & 9 rounds	Par-time factor	-
CoF	Hit to move		
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			