

# 1. Rocks

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 2. Container

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

### 3. Rooftop

No image

Scoring	Points	Par-time	90.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 4. Stige & Stolper

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 5. Skill Stage 1

No image

Scoring	Points & tie-breaker time	Par-time	105.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 6. Veggen

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 7. Rør

No image

Scoring	Points	Par-time	120.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 8. Pulse

No image

Scoring	Points	Par-time	8.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			



## 9. Tank Trap

No image

Scoring	Points	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			

# 10. Trail

No image

Scoring	Points	Par-time	180.00 sec
Info	15 pts & 15 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			