

1. Bump

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	15
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. ZiggZagg

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	18
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Flat

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	18
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Deep

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	18
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Wave

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	21
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Random

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	24
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. All IN

No image

Scoring	sound	Strings	The best 2 of 3 will be counted
Distance	30 feet to stop plate	Min rounds	30
Correction	0 sec		-

Procedure	
Starting position	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	