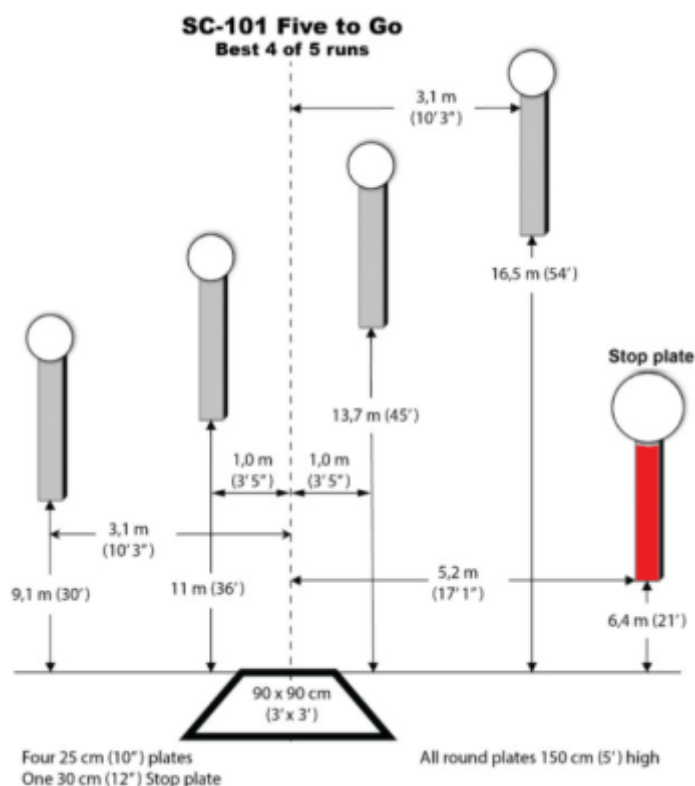


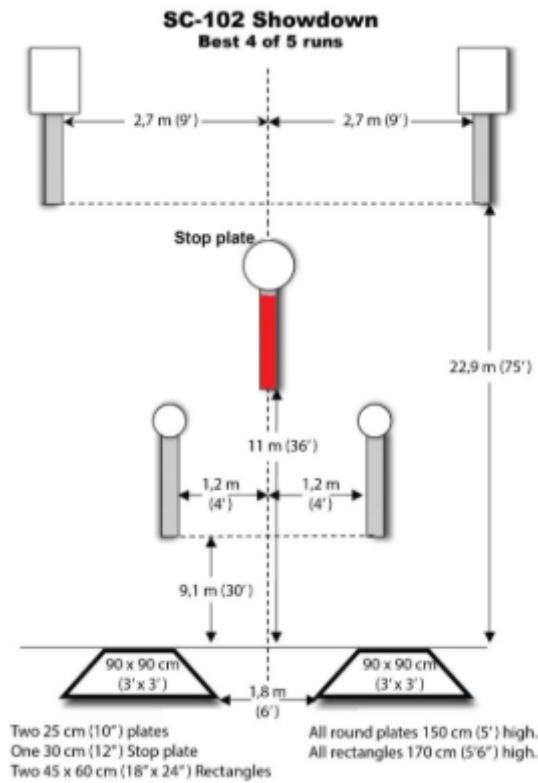
1. Five To Go



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 in any order, STOP PLATE MUST BE SHOT LAST
Starting position	In box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

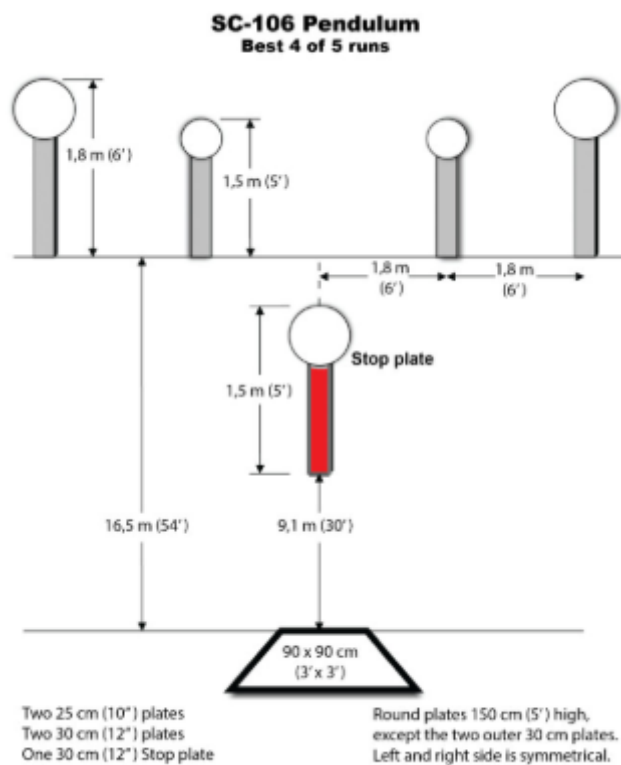
2. Showdown



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	36 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	Engage all targets in any order, STOP PLATE MUST BE SHOT LAST
Starting position	In box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

3. Pendulum



Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	54 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	Engage all targets in any order, STOP PLATE MUST BE SHOT LAST
Starting position	In box
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, horizontal when reloading
Setup notes	