1. Five to go

No image

| Scoring | sound | Strings | The best 4 of 5 will be counted |
|-------------------|---------------------------------|------------|---------------------------------|
| Distance | 30 feet to stop plate | Min rounds | 25 |
| Correction | 0 sec | | - |
| Procedure | | | |
| Starting position | Gun loaded & holstered | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

2. Accelerator

No image

| Scoring | sound | Strings | The best 4 of 5 will be counted |
|-------------------|---------------------------------|------------|---------------------------------|
| Distance | 30 feet to stop plate | Min rounds | 25 |
| Correction | 0 sec | | - |
| Procedure | | | |
| Starting position | Gun loaded & holstered | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |

3. Speed option

No image

| Scoring | sound | Strings | The best 4 of 5 will be counted |
|-------------------|---------------------------------|------------|---------------------------------|
| Distance | 30 feet to stop plate | Min rounds | 25 |
| Correction | 0 sec | | - |
| Procedure | | | |
| Starting position | Gun loaded & holstered | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | L/R | | |
| Setup notes | | | |