

# 1. Five To Go

No image

Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	21 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 2. Outer Limits

No image

Scoring	sound	Strings	The best 3 of 4 will be counted
Distance	54 feet to stop plate	Min rounds	20
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

### 3. Roundabout

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	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 4. Showdown

No image

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

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 5. Smoke & Hope

No image

Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	42 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

## 6. Speed Option

No image

Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	105 feet to stop plate	Min rounds	25
Correction	0 sec		-

Procedure	
Starting position	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

# 7. Pendulum

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			
Start on			
Stop on			
Penalties			
Safety angles			
Setup notes			

## 8. Accelerator

No image

Scoring	sound	Strings	The best 4 of 5 will be counted
Distance	45 feet to stop plate	Min rounds	25
Correction	0 sec		-
Procedure			
Starting position			
Start on			
Stop on			
Penalties			
Safety angles			
Setup notes			