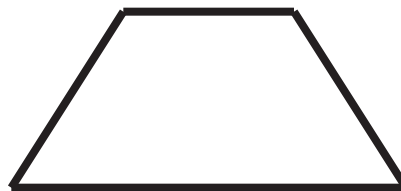
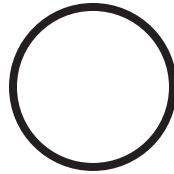


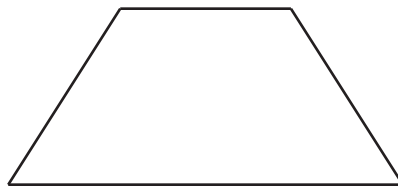
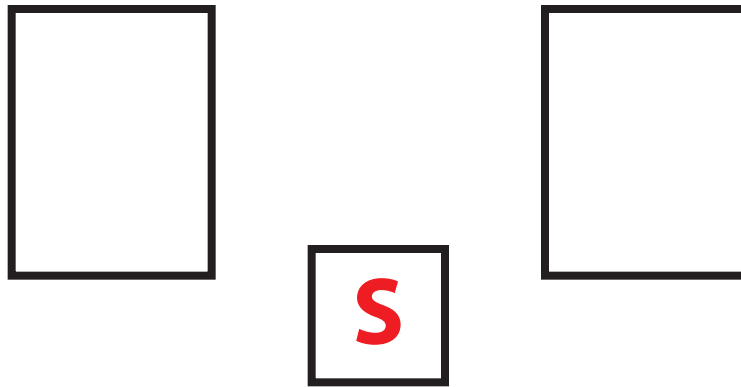
High Five



Shoot the targets in any order

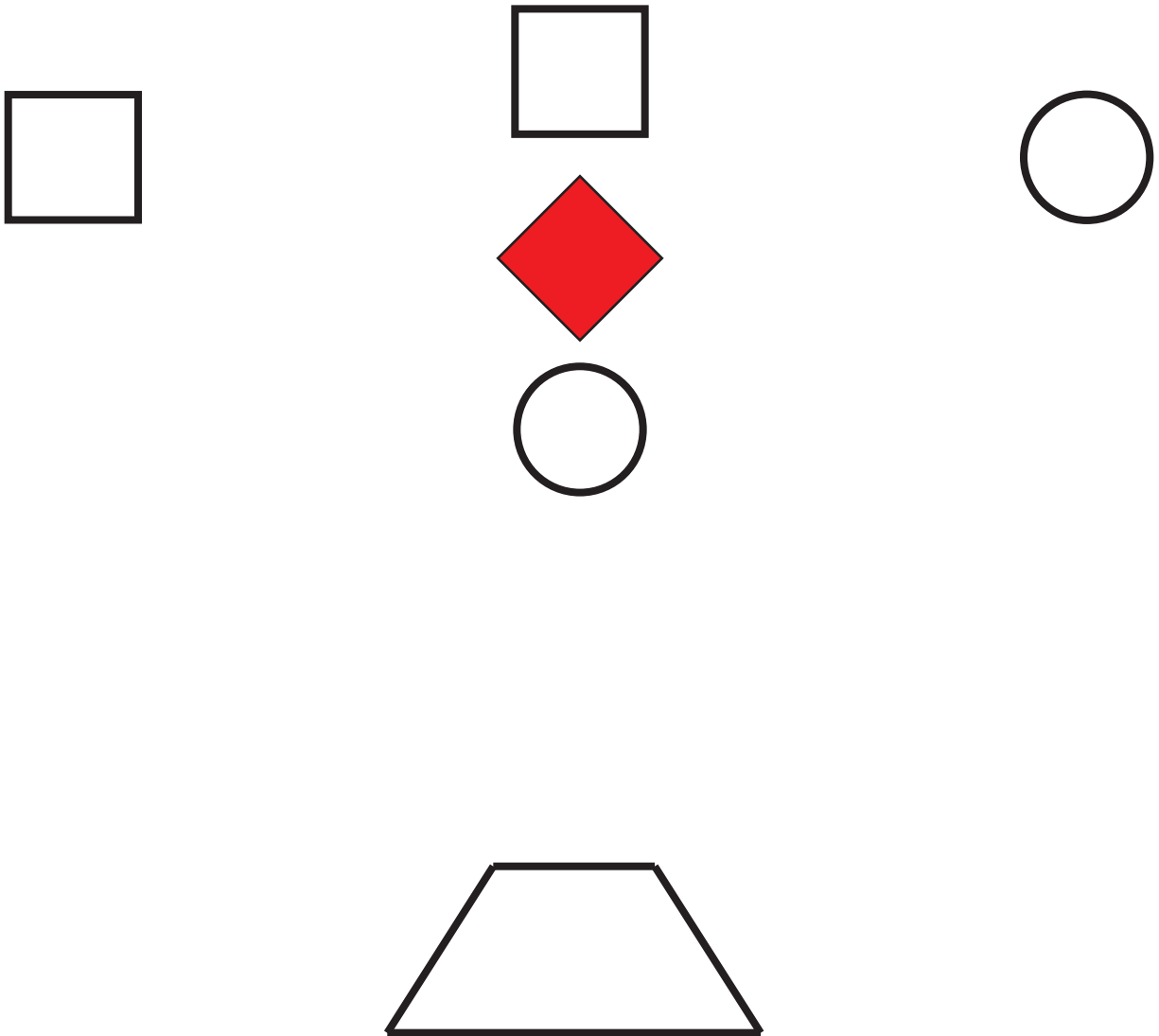
5 runs, 2 drop. 3 sec penalty per
missed shot; 30 sec max

Four Square



From surrender position:
Engage the large squares with
2 alternating hits each
then shoot center Square
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Triple Dipper

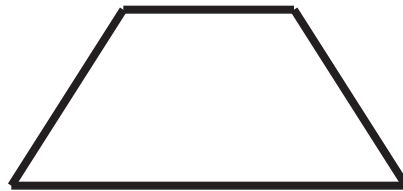
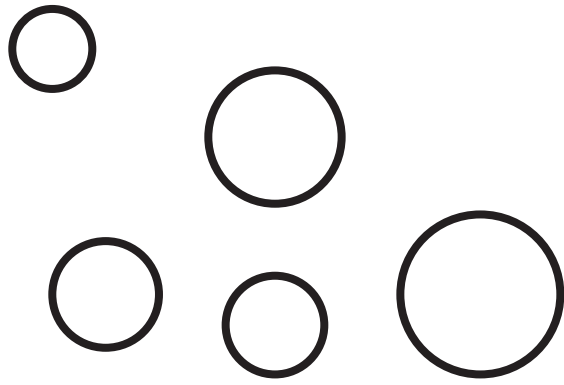


Shoot the square targets in any order,
then shoot the plates in
any order, then shoot the diamond to stop.

Shooter must follow this sequence

5 runs, 2 drop. 3 sec penalty per
missed shot; 30 sec max

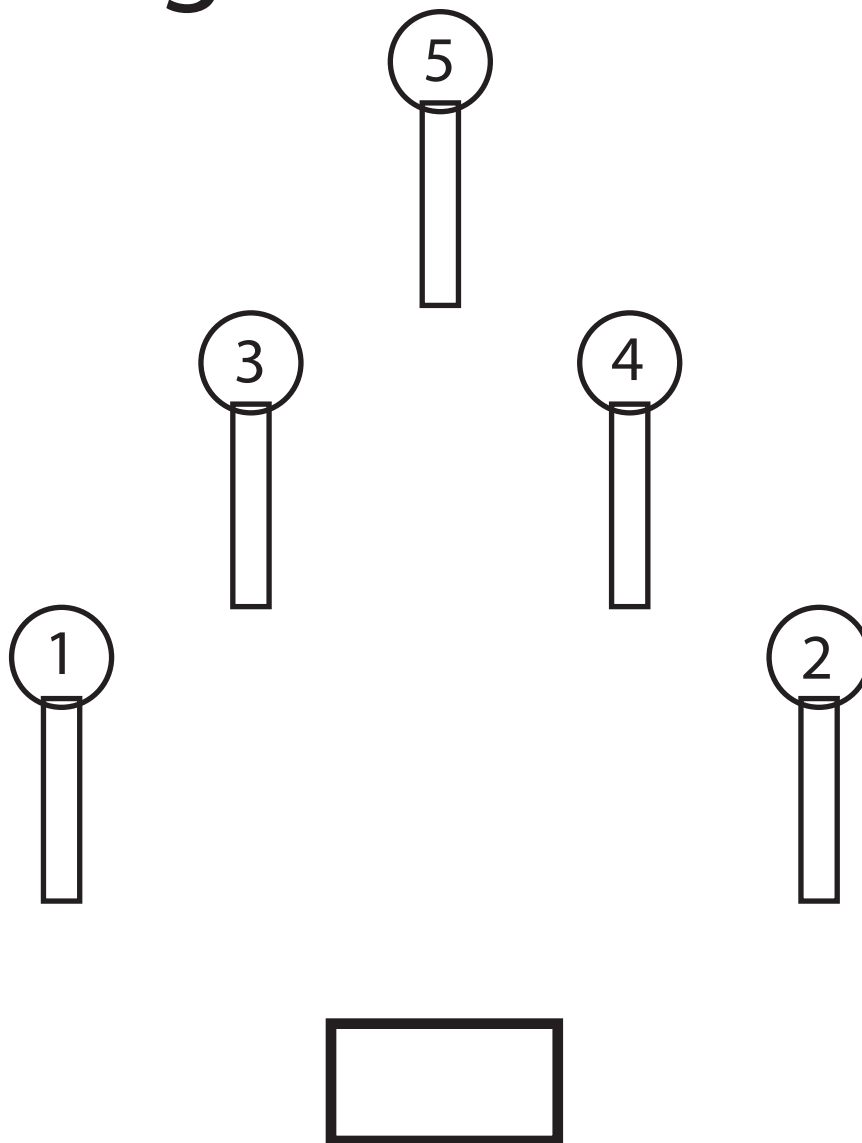
Tiny Bubbles



Shoot the targets in any order

5 runs, 2 drop. 3 sec penalty per
missed shot; 30 sec max

Zig Zag



From surrender position:
Engage targets ***IN ORDER***
in a zig-zag pattern.

5 runs, one drop.

3 sec penalty per missed shot.

5 sec penalty for procedural. 30 sec max.