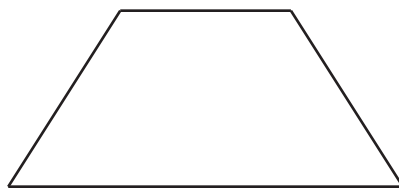
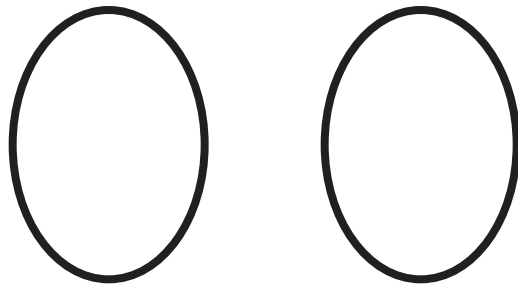


Oval Objects

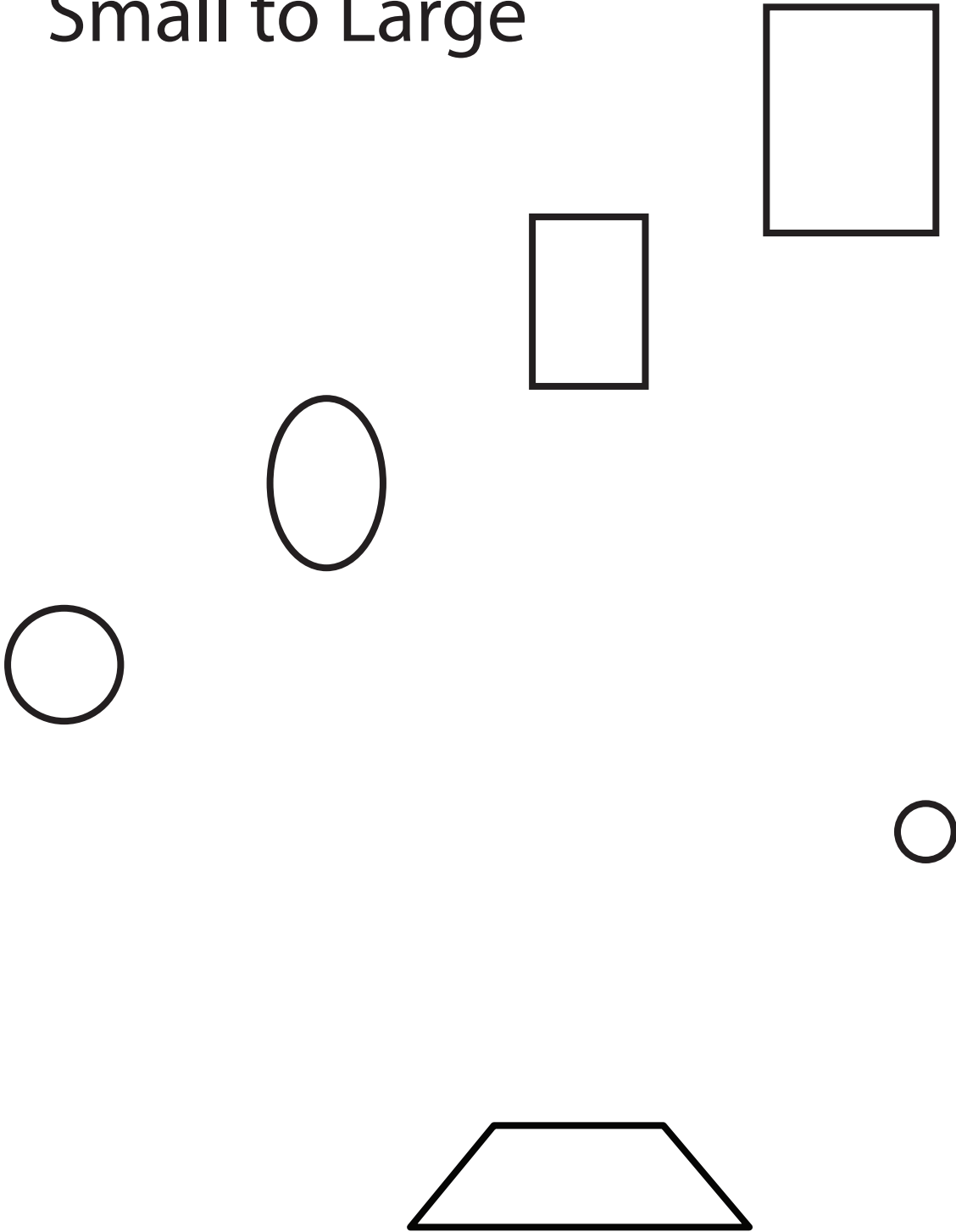


From surrender position: Engage the ovals with

2 alternating hits each
then shoot center Stop plate

3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Small to Large

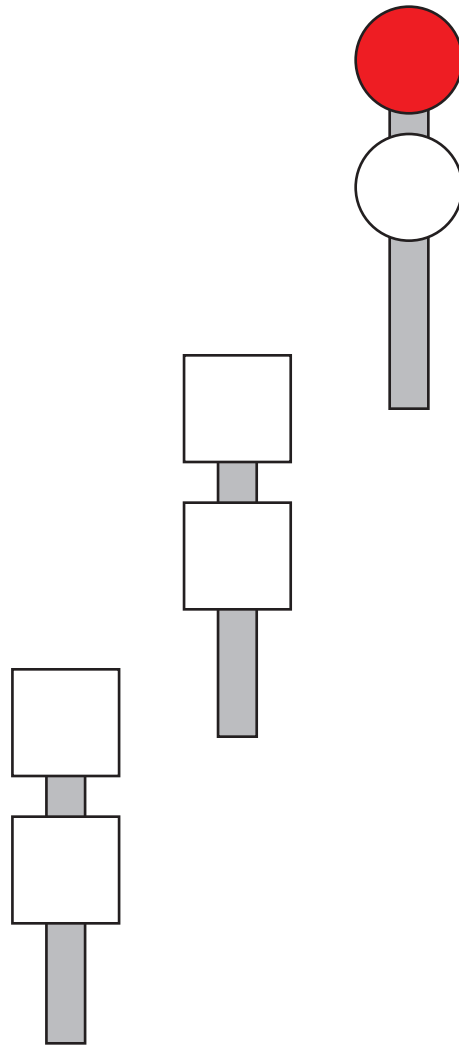


From surrender position:
Shoot (hit) the targets from the smallest to the largest
(in other words--from near to far)

5 runs - 2 drop.
3 sec penalty per missed shot or procedural. 30 sec max.

Speeding 5

30 Rounds minimum



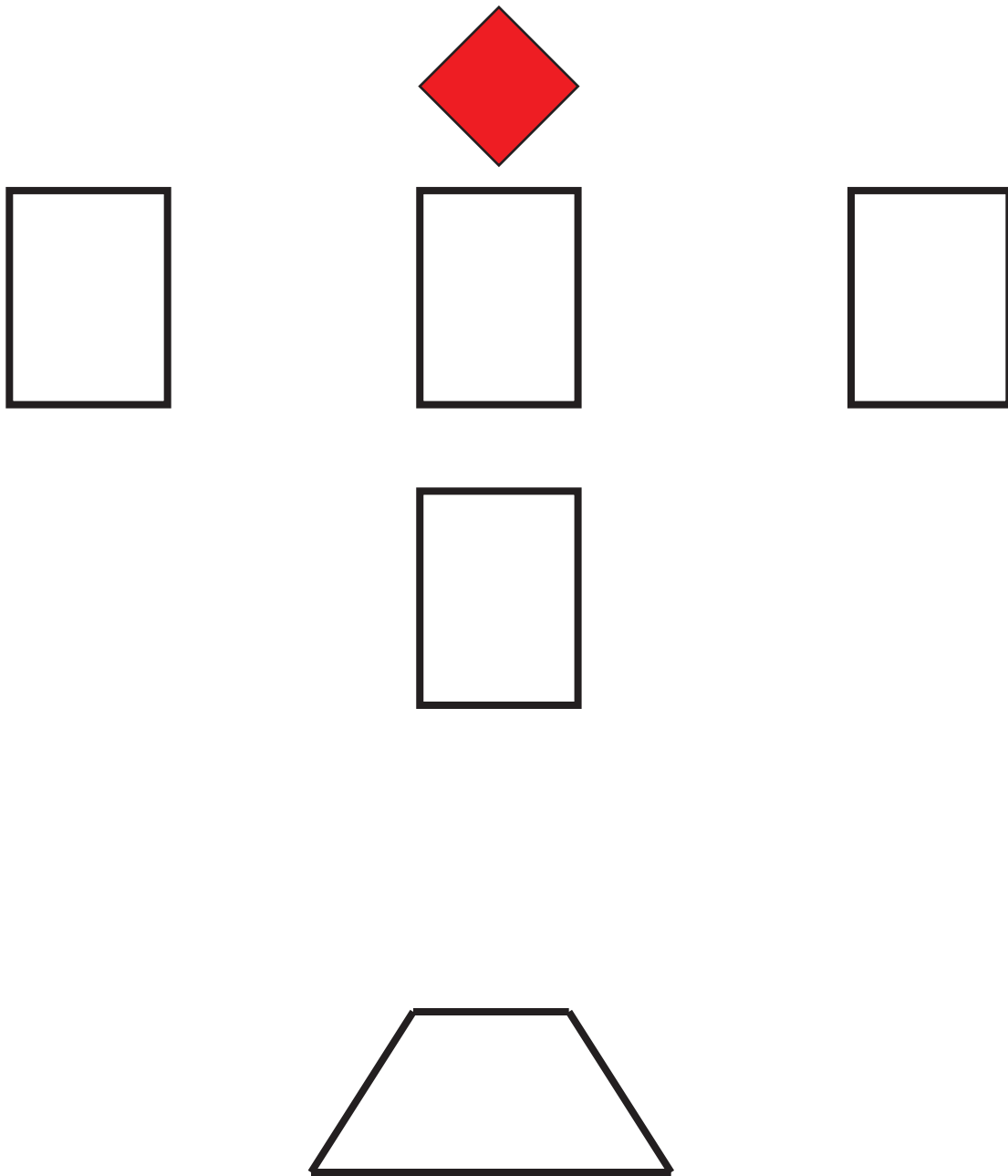
From surrender position:

Engage all targets then hit the stop plate.

5 runs 2 drop.

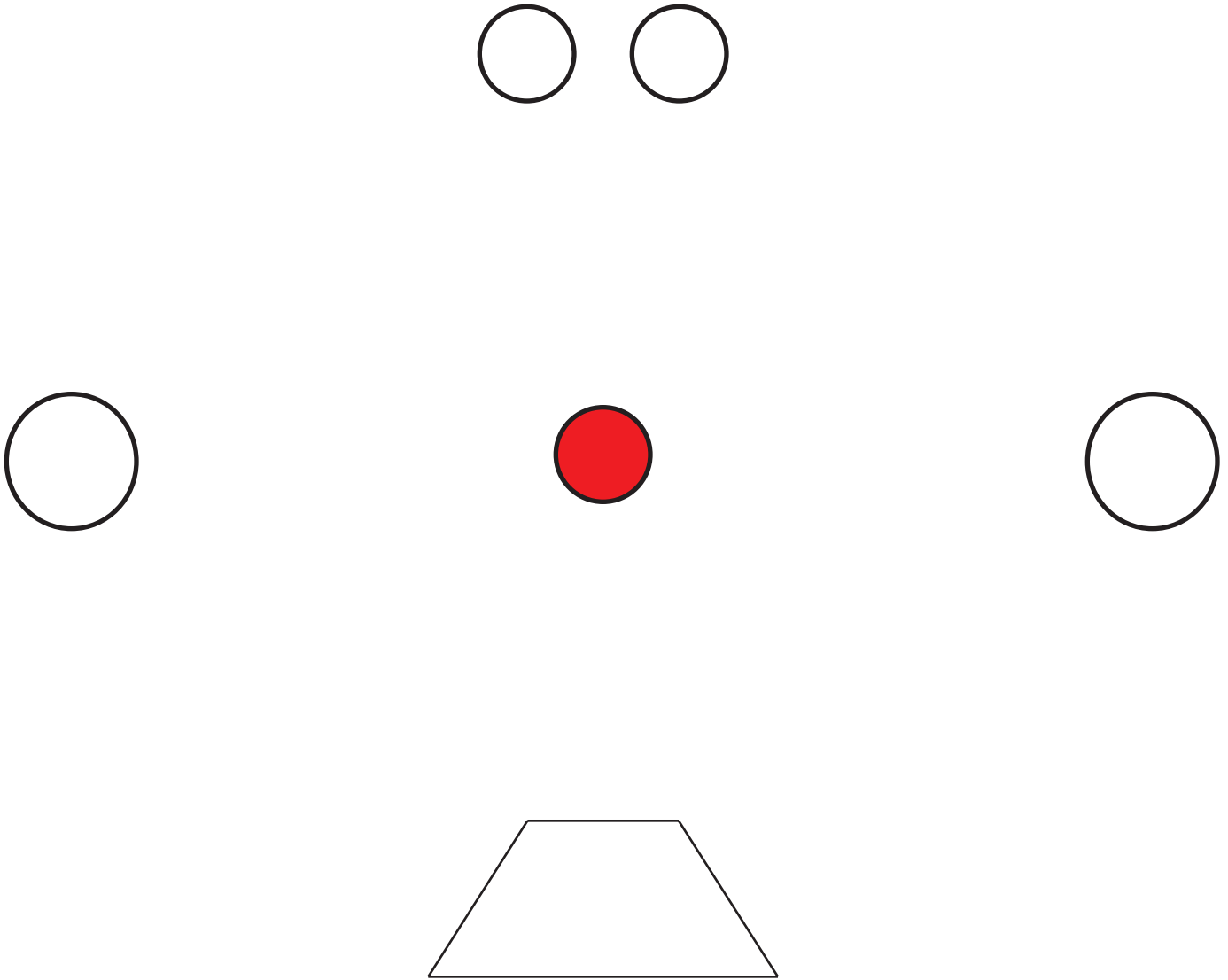
3 sec penalty per missed shot or procedural. 30 sec max.

Banging the Gongs



Shoot the gongs in any order
Then shoot stop plate top diamond.

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



ENTRAPMENT

From surrender position:
Engage targets in any order.
Stop plate is center target. 5 runs 2 drop.
3 sec penalty per missed shot. 30 sec max.

25 Rounds Minimum