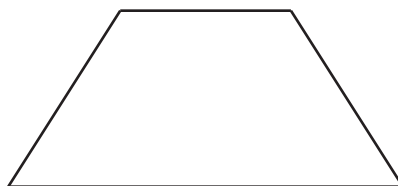
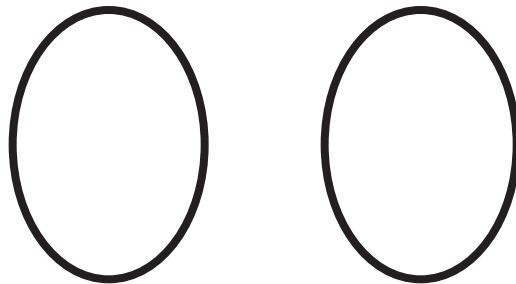


Oval Objects

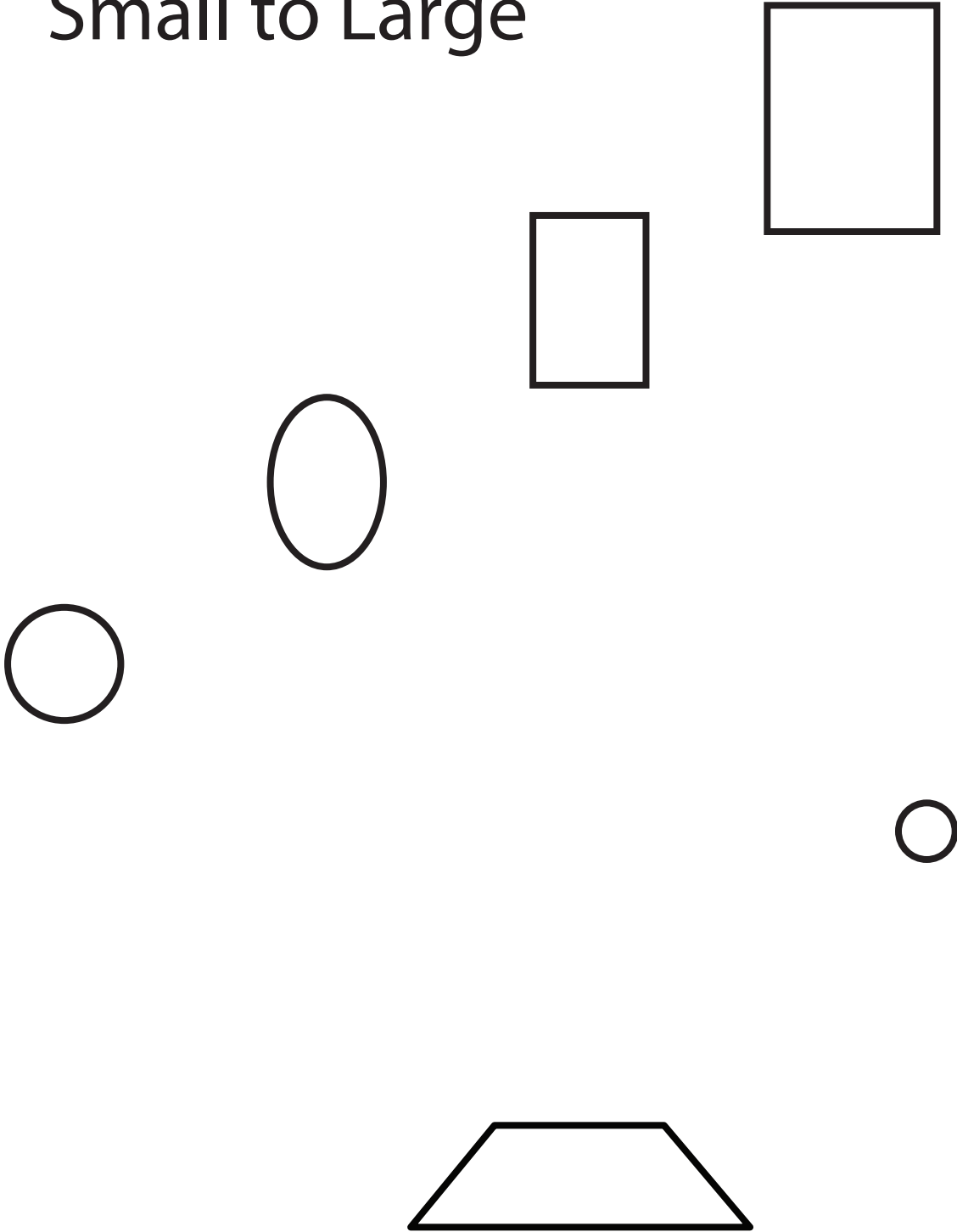


From surrender position: Engage the ovals with

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

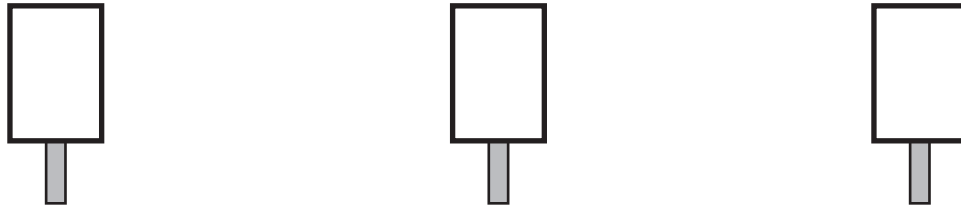


From surrender position:
Shoot (hit) the targets from the smallest to the largest
(in other words--from near to far)

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

Wack'em

24 rounds minimum



Line #2

Line #1

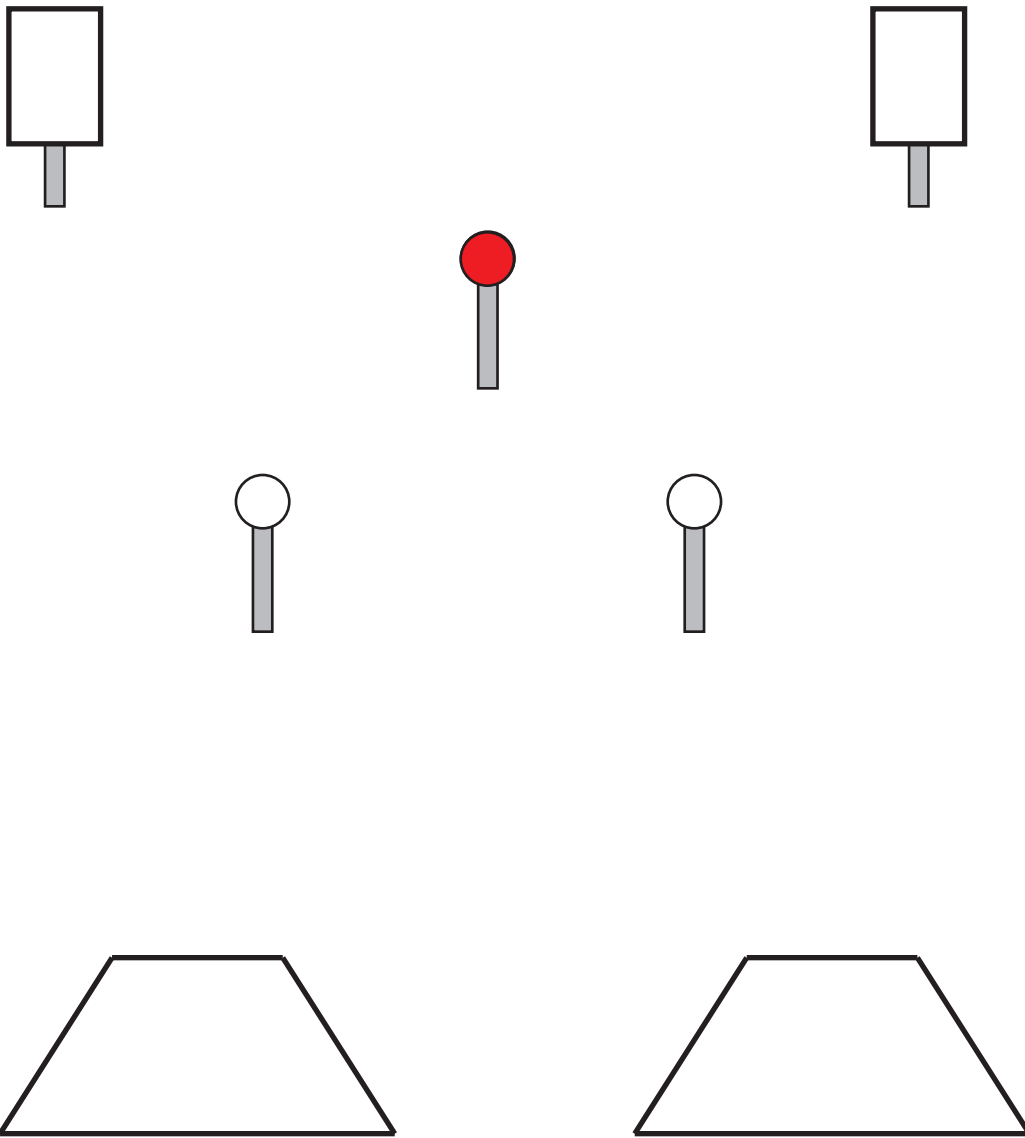
Starting at line #1 hands relaxed at sides, at the signal start moving forward toward line #2 and engage each target with 2 shots
WHILE MOVING--you must successfully engage all targets before you reach line #2.

Starting at line #2 hands relaxed at sides, at the signal start retreating backward toward line #1 and engage each target with 2 shots
WHILE MOVING--you must successfully engage all targets before you reach line #1.

Stop is last hit from each run 3 sec penalty per missed shot
or ANY shot fired while not moving.
4 runs (2 from line #1 & 2 from line #2) 0 drops. 30 sec max.

Showdown

25 Rounds Minimum



Run #1 & #2: from surrender position in left box:
engage targets in any order with stop plate last.

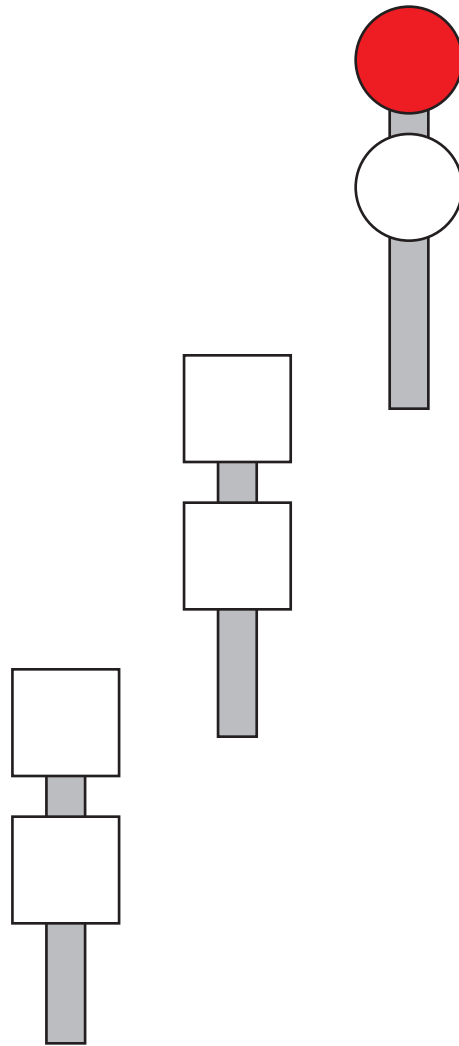
Run #3 & #4: from surrender position in right box:
engage targets in any order with stop plate last.

Run #5: box is shooter's choice,
engage targets in any order with stop plate last.

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