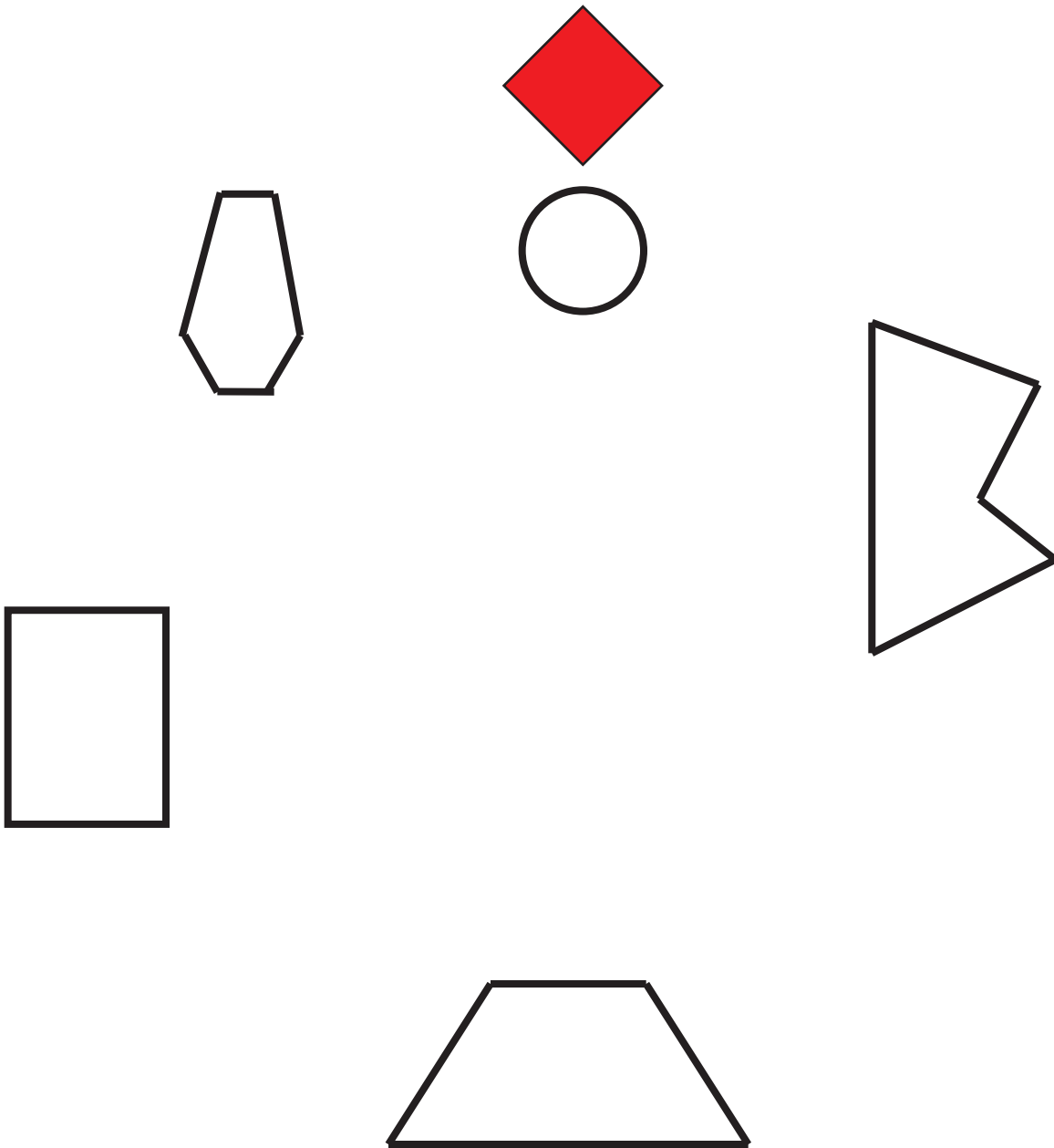


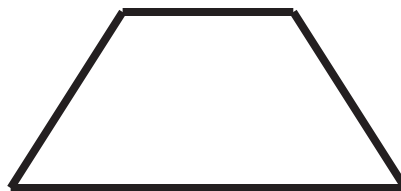
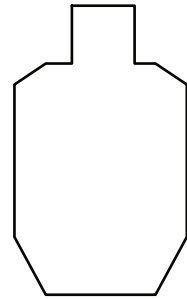
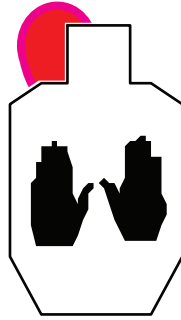
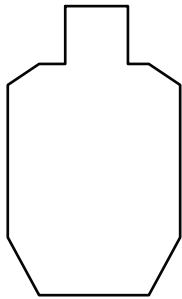
Shapes



Shoot targets in any order
Stop plate top diamond.

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

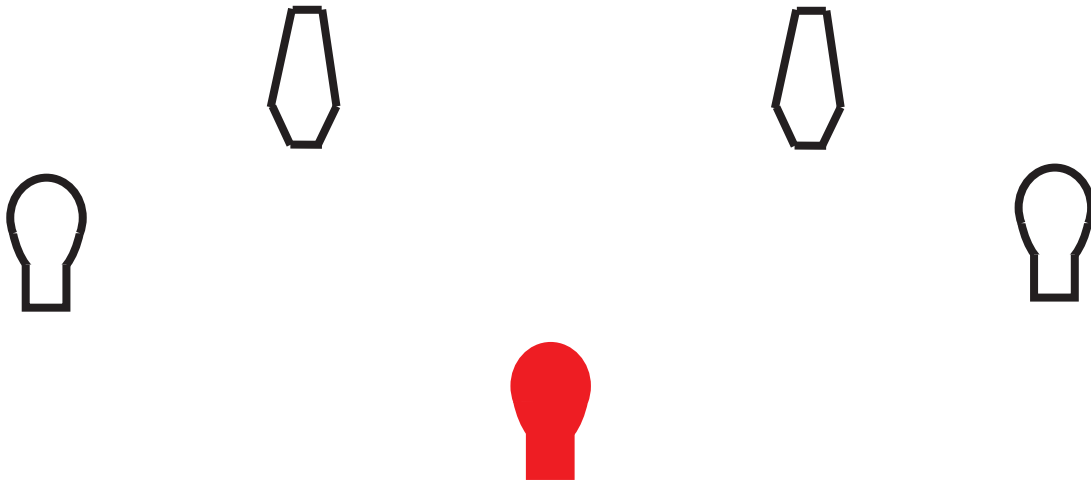
Don't Hit the Hostage



Hit each Silhouette with 2 rounds each and then shoot the stop plate without hitting the hostage.

5 runs, 2 drop. 3 sec penalty per missed shot or for each hit on a hostage; 30 sec max

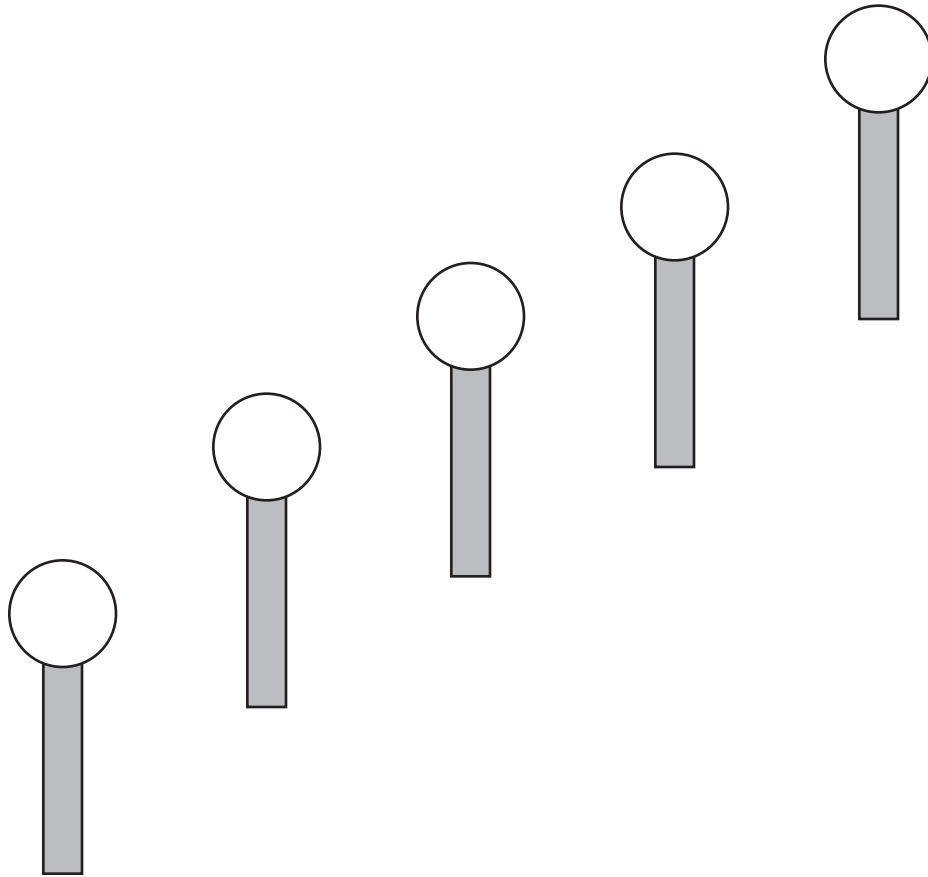
Heads or Tails



From surrender position: Shoot each head in any order
and then shoot each tail.
Stop is the center head

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

Easy Money



From surrender position: Engage targets from left to right.

Last target is the stop plate.

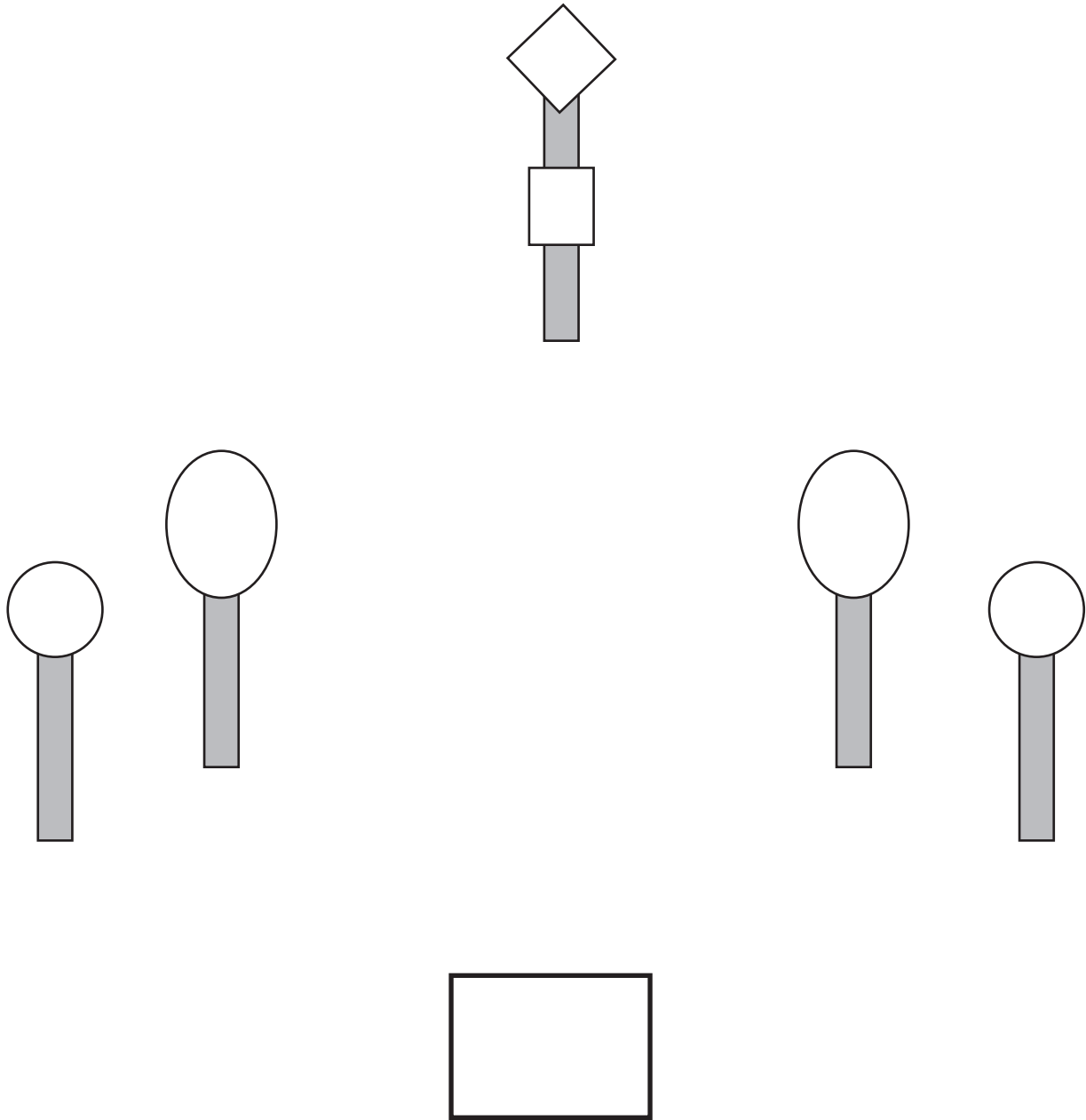
2nd run, start from right to left. Last target is the stop plate.

3rd run from left to right. 4th run from right to left.

5th run shooters choice.

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

Accelerating



From surrender position:
Engage all targets. Stop is last target engaged.

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