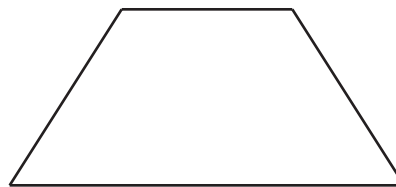
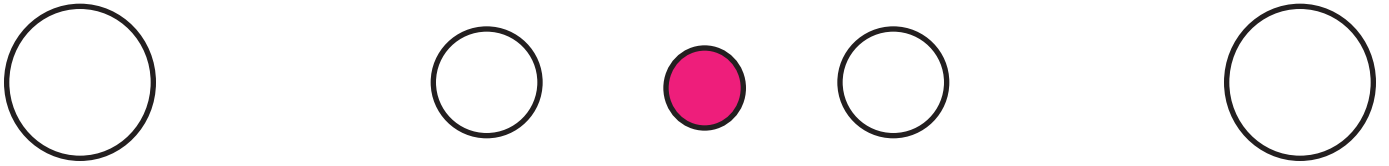
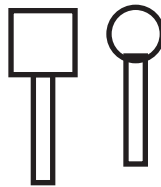
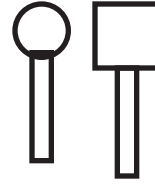


Headlights 3



From surrender position:
Engage all targets then the stop plate.
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Progress 3

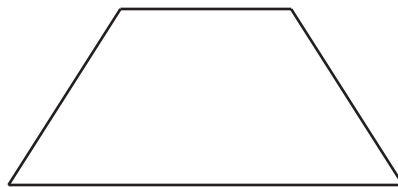
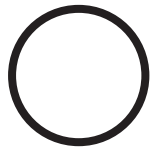
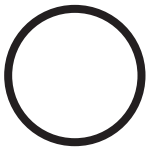
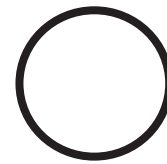
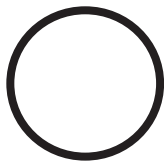
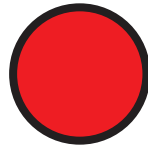


From surrender position:

Hit the Squares, then hit the circles, then shoot the diamond for stop
3 sec penalty per missed shot; 30 sec max.

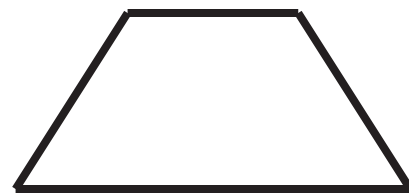
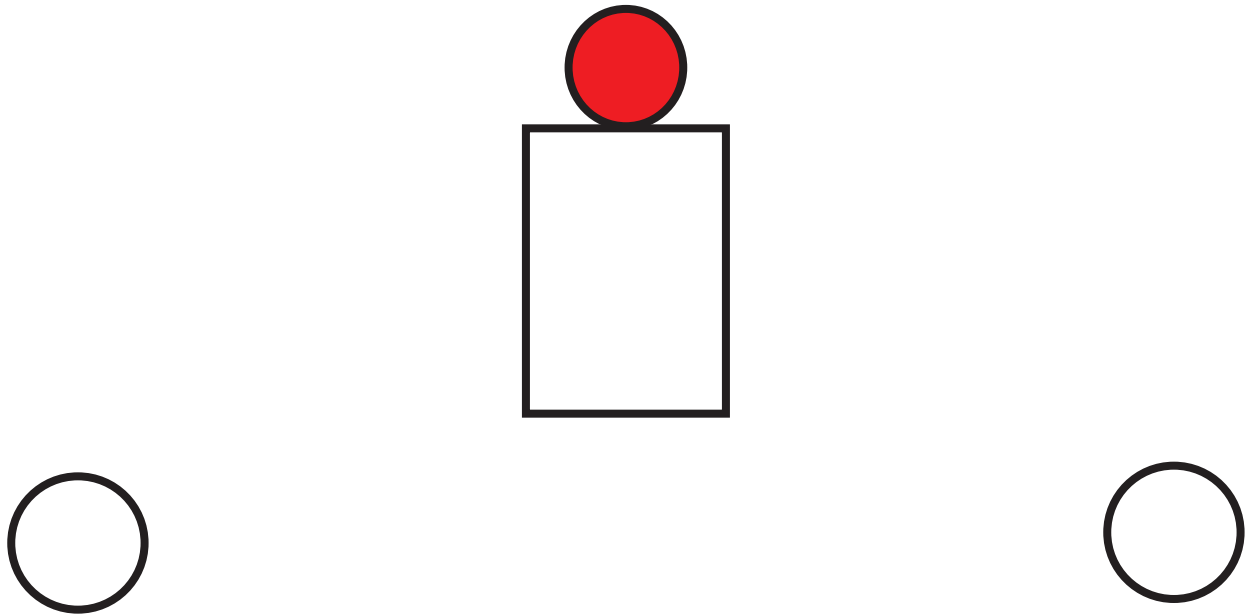
5 runs, 2 drops

Pyramid 3



From Surrender Position: Engage targets in any order with the stop plate last. Targets shapes may not match diagram

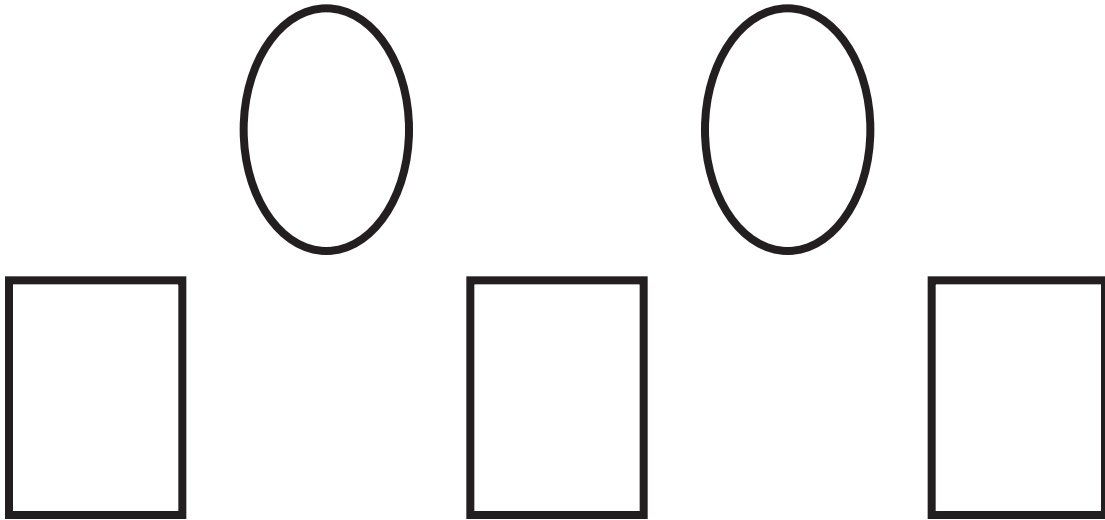
5 runs, 2 drop. 3 sec penalty per missed shot; 30 sec max



Straight Jacket 2

From surrender position: Shoot each target in any order ending with the stop plate. The square gong must have 2 hits
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

More Speed



Shoot the targets in any order
Stop is last target successfully engaged.

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