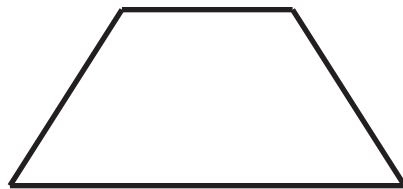


# 5 & Dime

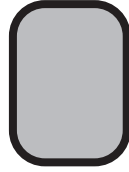


From surrender position: Shoot the 5's and then shoot the Dimes.

Stop is last target engaged

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

Ducks in a Row  
25 Rounds Minimum

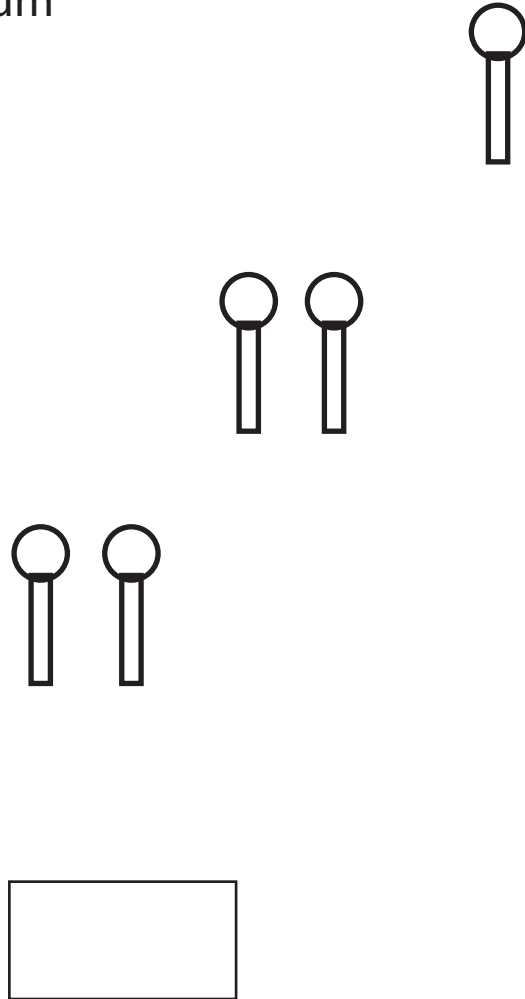


Starting with your hands in the surrender position, at the start signal:  
Engage all targets. You may move to the left or right as necessary

5 Runs, 3 sec penalty per missed shot or procedural. 30 sec max.

# Progress

25 Rounds Minimum

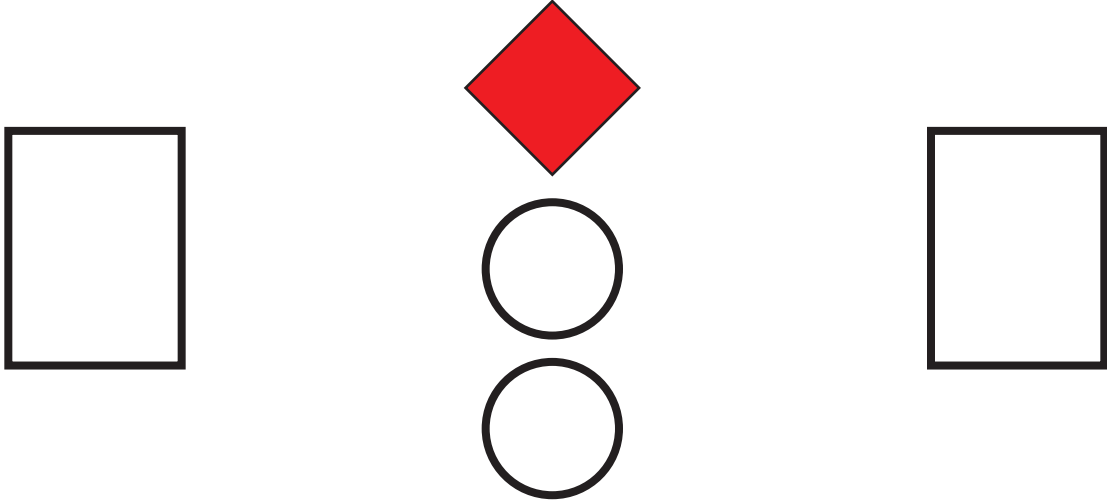


From surrender position: Engage all targets.

Stop is the last target hit; 5 runs, 2 drops

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

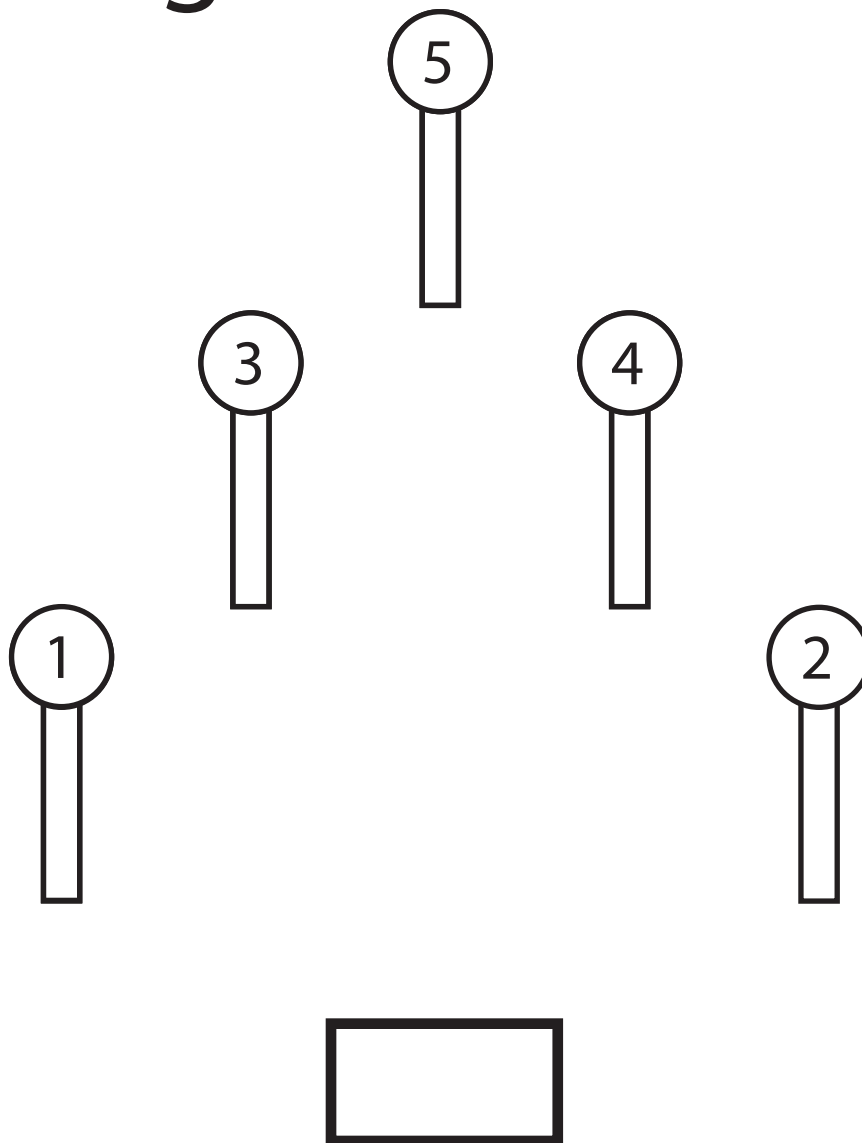
# Shapes



Shoot targets in any order  
Stop plate top diamond.

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 2 drops.

3 sec penalty per missed shot.

3 sec penalty for procedural. 30 sec max.