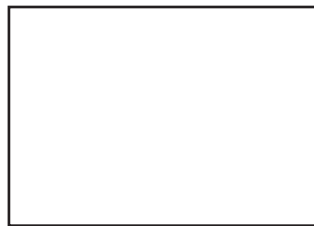
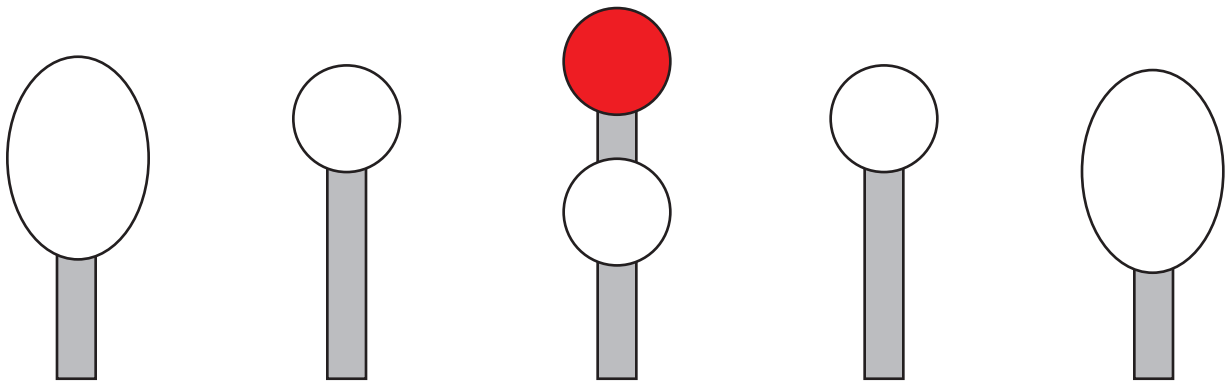


# UFO

30 Rounds minimum



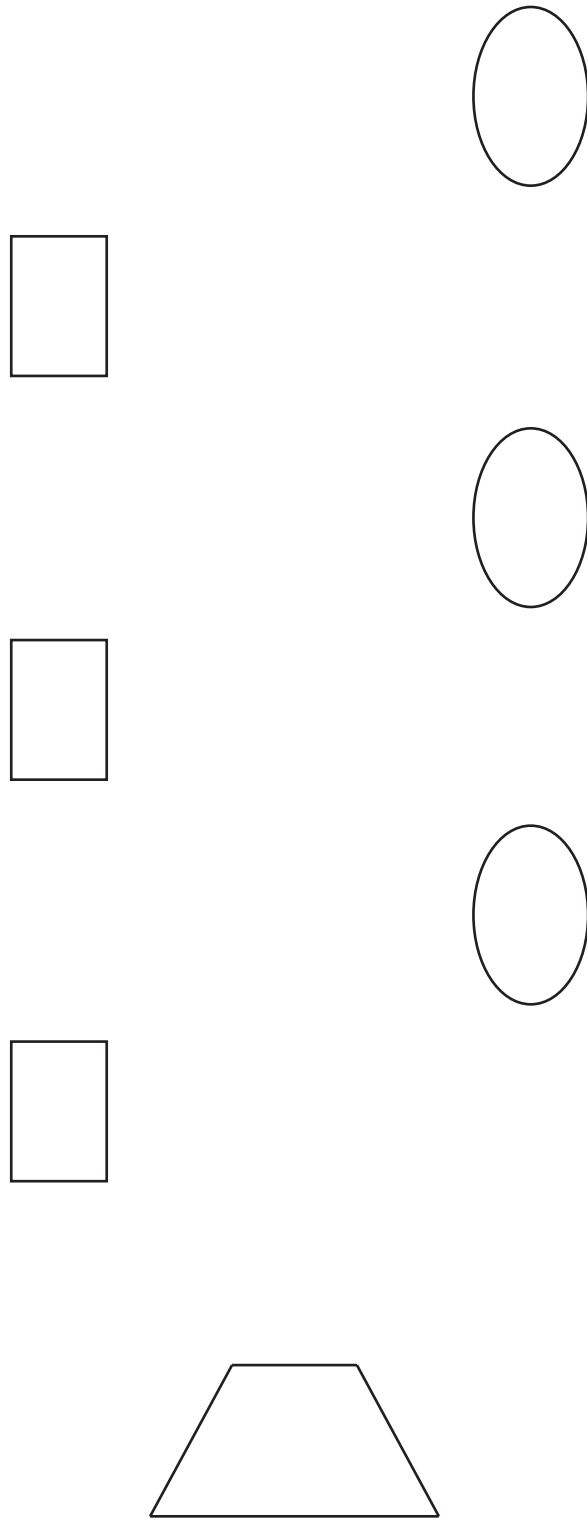
From surrender position:

Engage all targets then hit the stop plate.

5 runs 2 drop.

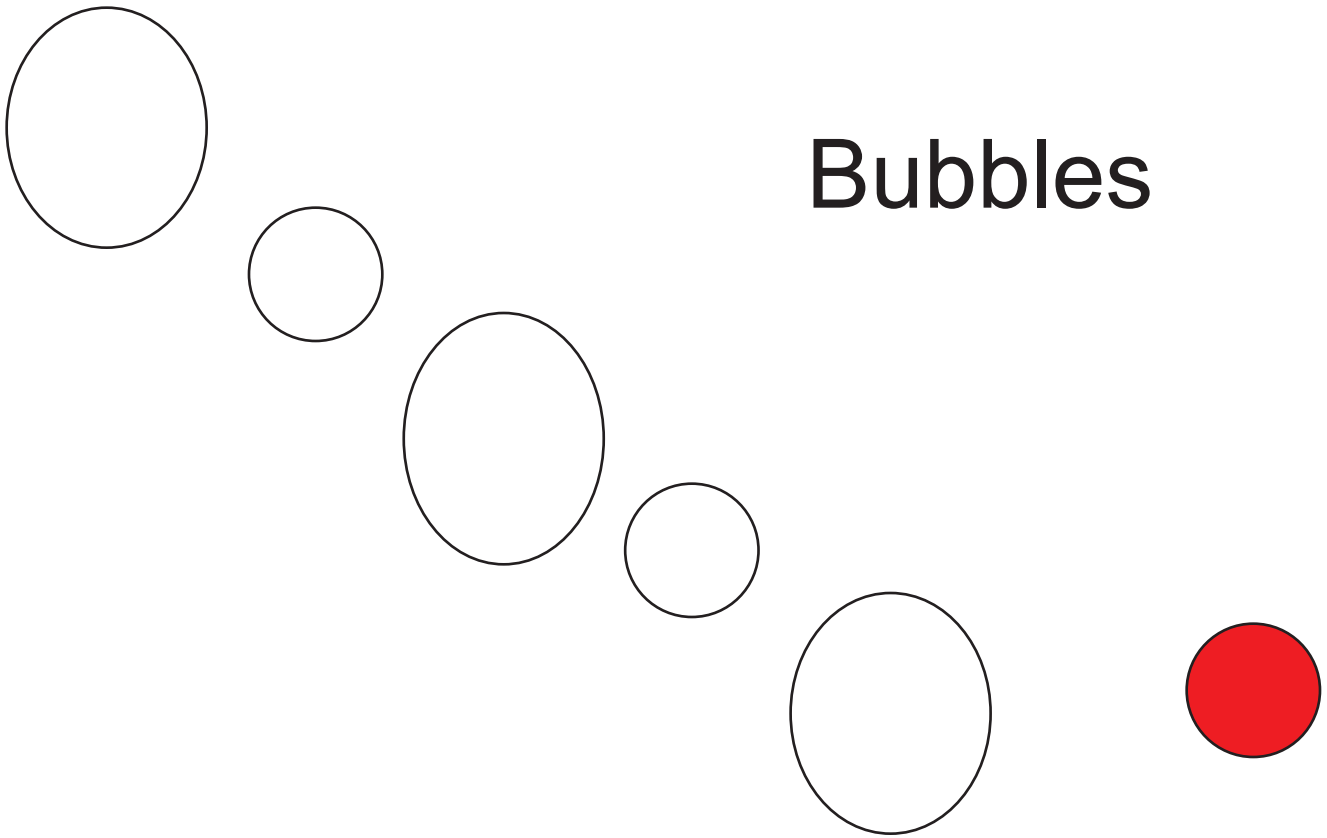
3 sec penalty per missed shot or procedural. 30 sec max.

# Ladder



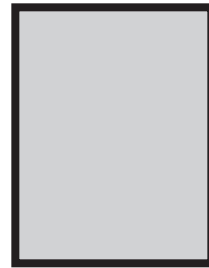
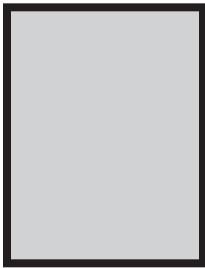
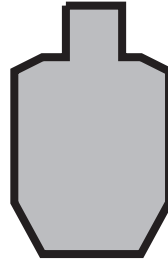
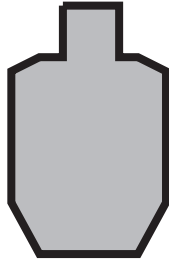
From surrender position: Shoot each target near to far.  
3 sec penalty per missed shot.  
5 runs 2 drops. 30 sec max.

# Bubbles



From surrender position:  
Engage ovals then engage small plates.  
Stop plate on Right. 5 runs 2 drop.  
3 sec penalty per missed shot or procedural. 60 sec max.

# Inverted



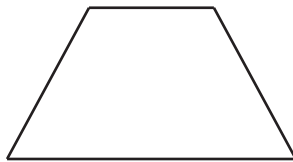
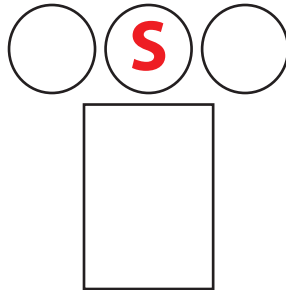
From surrender position:

Shoot the gongs, then the silhouettes, then the stop plate

5 runs - 2 drop.

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

# TRICKY DICK



From Surrender position: Engage targets in any order.  
The Gangster gets two to the body & one to the head.  
Stop plate is the gangster's HEAD. 5 runs 2 drops.  
3 sec penalty per missed shot. 30 sec max.