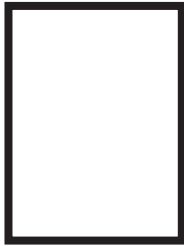
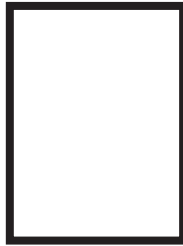


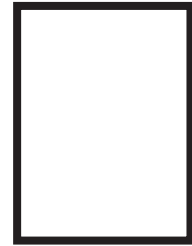
Speed Run



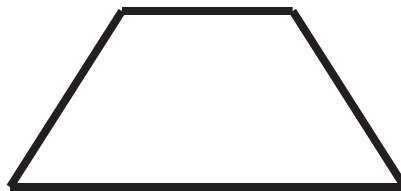
T1



T2

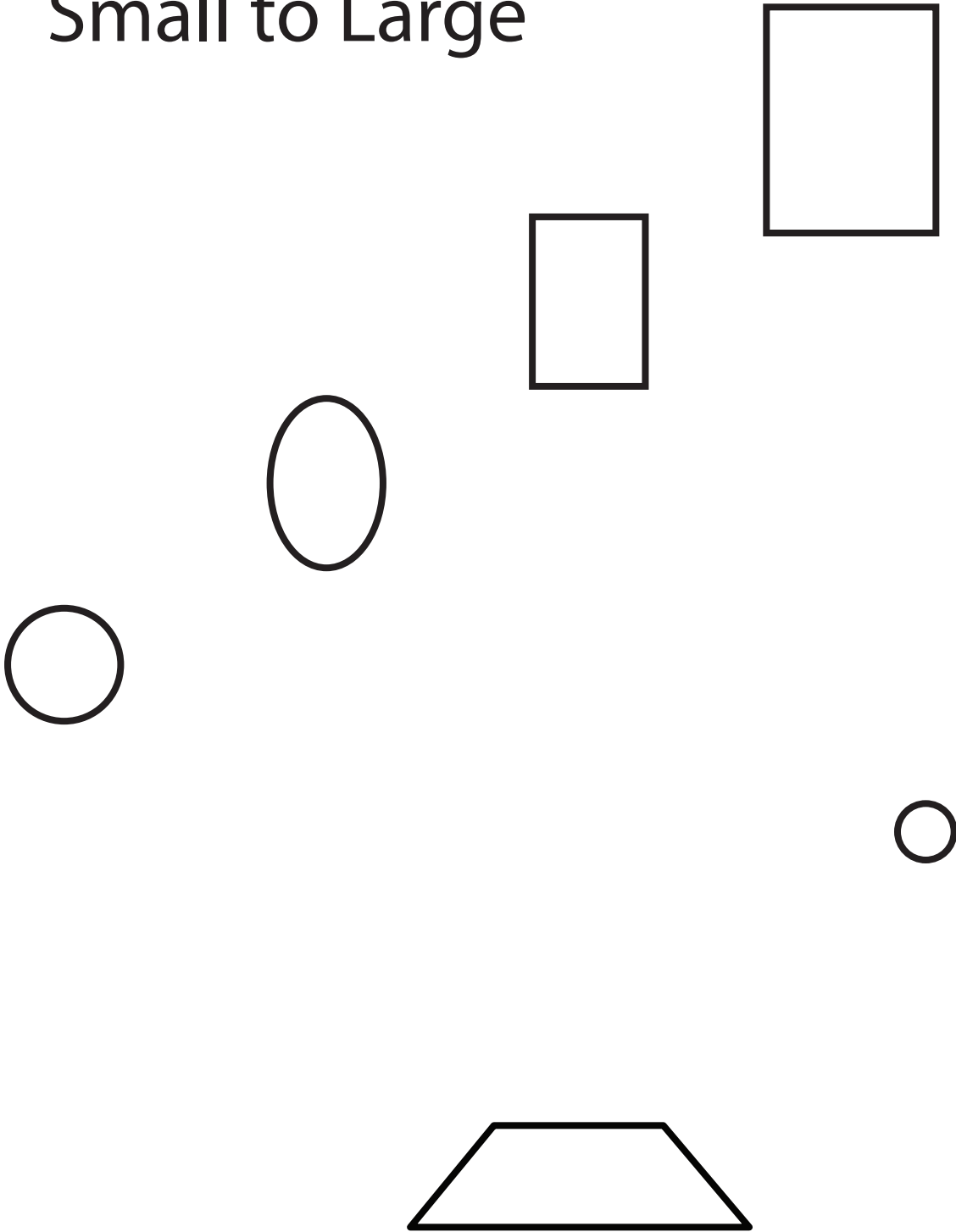


T3



From surrender position:
Hit the gongs from left to right with one shot and then repeat for a total of 6 hits. Stop is final hit on T3.
In other words: Hit T1, then T2, then T3 then return to T1, then T2, and finally T3
5 runs, 2 drop. 3 sec penalty per missed shot; 30 sec max

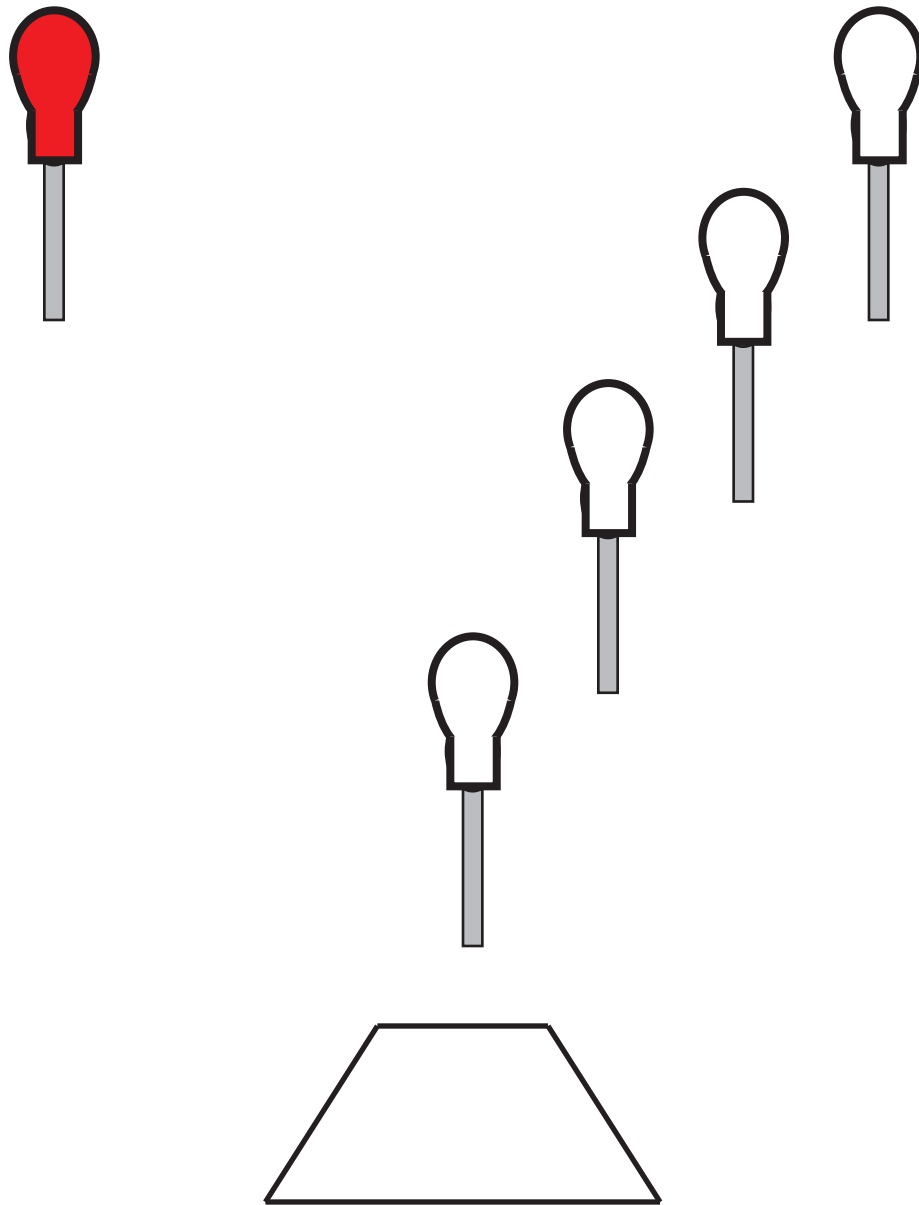
Small to Large



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.

Precision

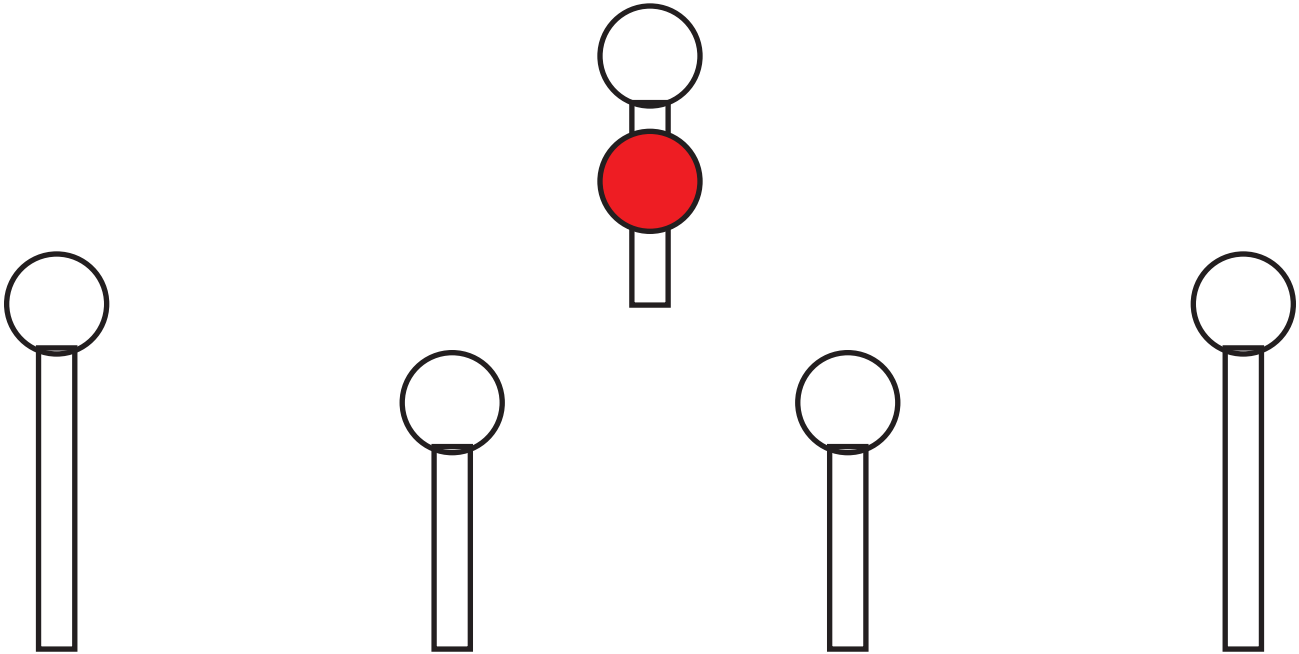


From surrender position: Engage targets in any order.

Last target is the stop plate.

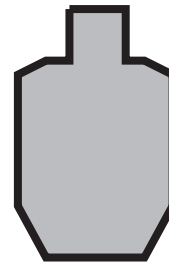
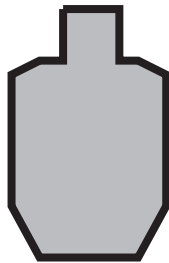
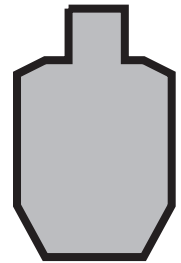
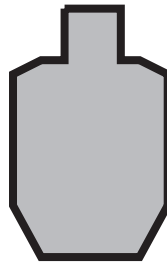
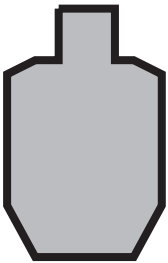
3 sec penalty per missed shot. 5 runs 2 drops. 30 sec max.

Pendulum 2



From surrender position:
Engage targets in any order then shoot
stop plate
5 runs 2 drops
3 sec penalty per missed shot.
30 sec max.

Bouchards



On 3 Jul 2015 the owner of Bouchards (a high end clothing store) defended himself against armed burglars who rammed a van into the door of his business (at 4 a.m.) and then tried to enter. The owner had placed his pistol on the counter; however you know better and have yours in your holster.

Starting with your hands at your sides, at the start signal:
Engage all targets -- stop is the last target hit
5 runs - 2 drop.
3 sec penalty per missed shot or procedural. 30 sec max.