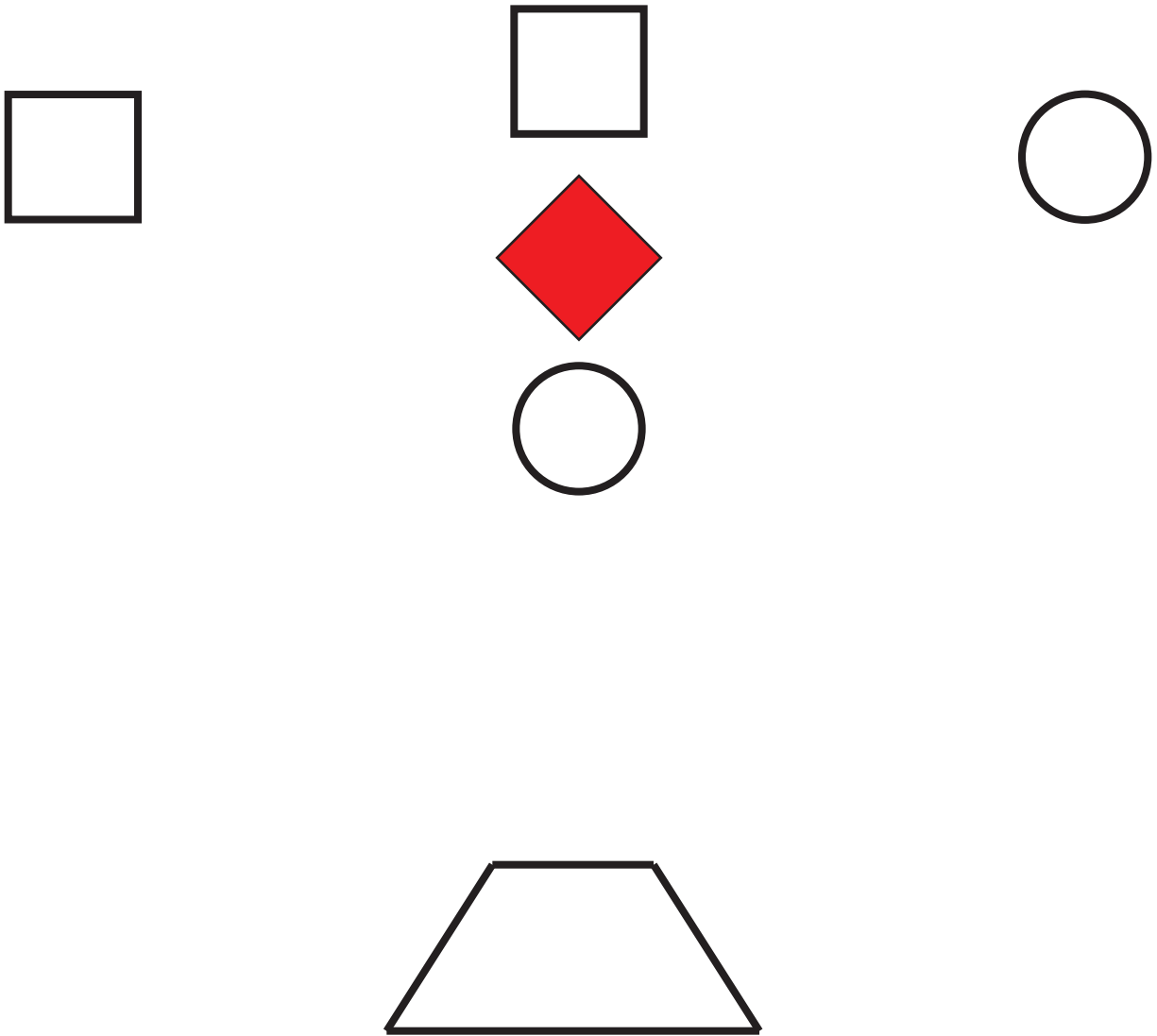


# Triple Dipper

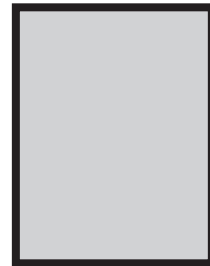
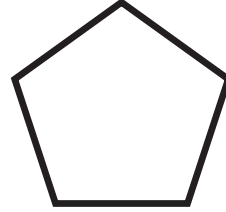
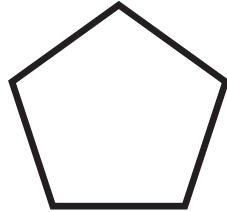


Shoot the square targets in any order,  
then shoot the plates in  
any order, then shoot the diamond to stop.

Shooter must follow this sequence

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

# Inverted

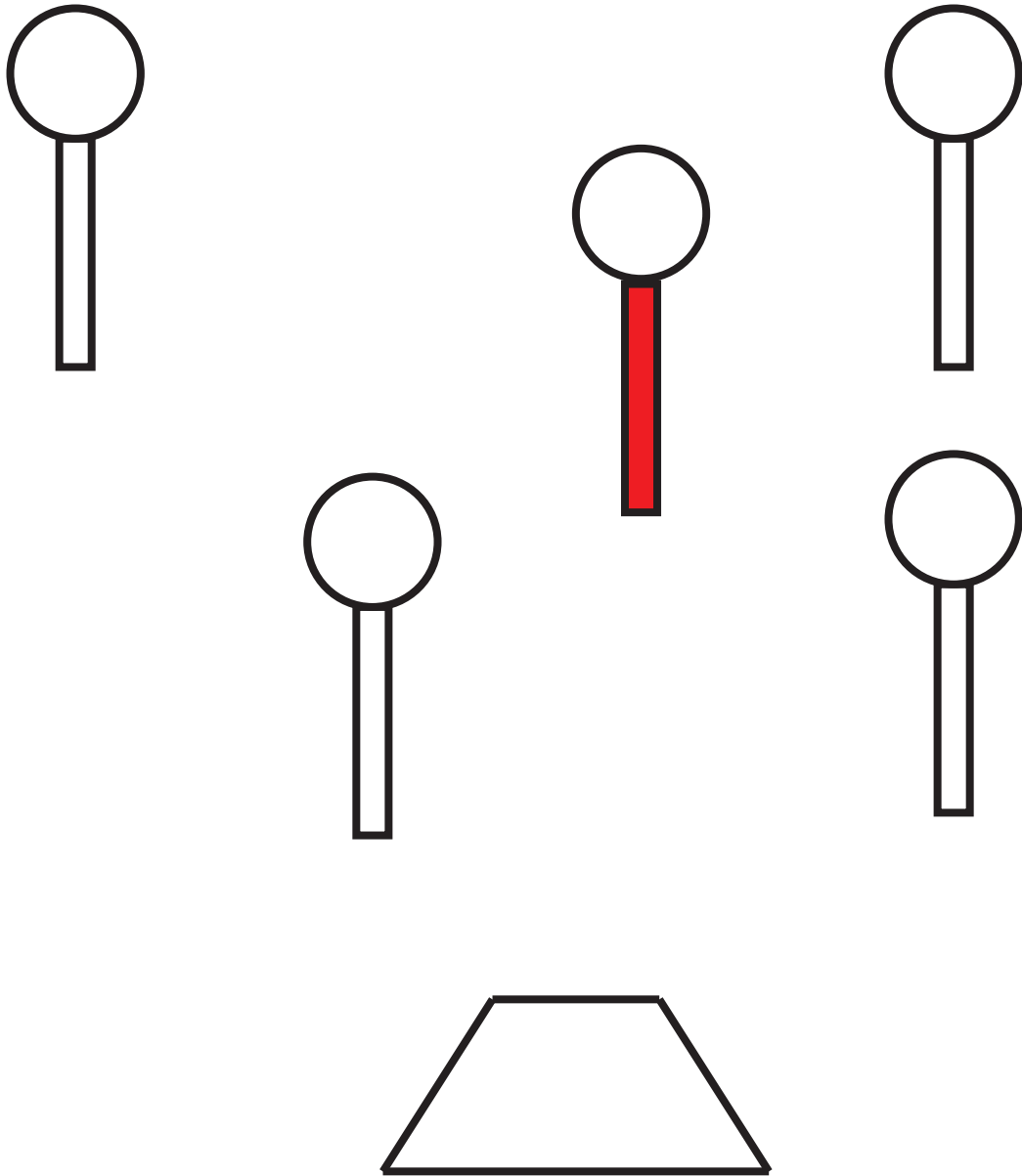


From surrender position:

Shoot the gongs, then the pentagons, then the stop plate  
5 runs - 2 drop.

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

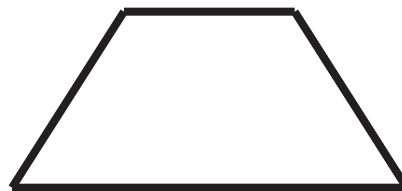
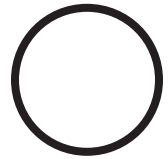
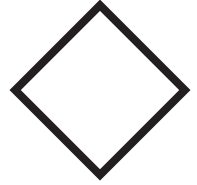
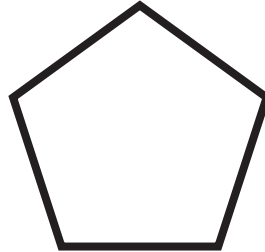
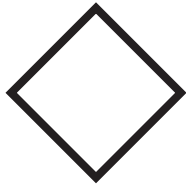
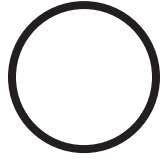
# Around Here



From Surrender position: Shoot the targets in any order and then stop plate

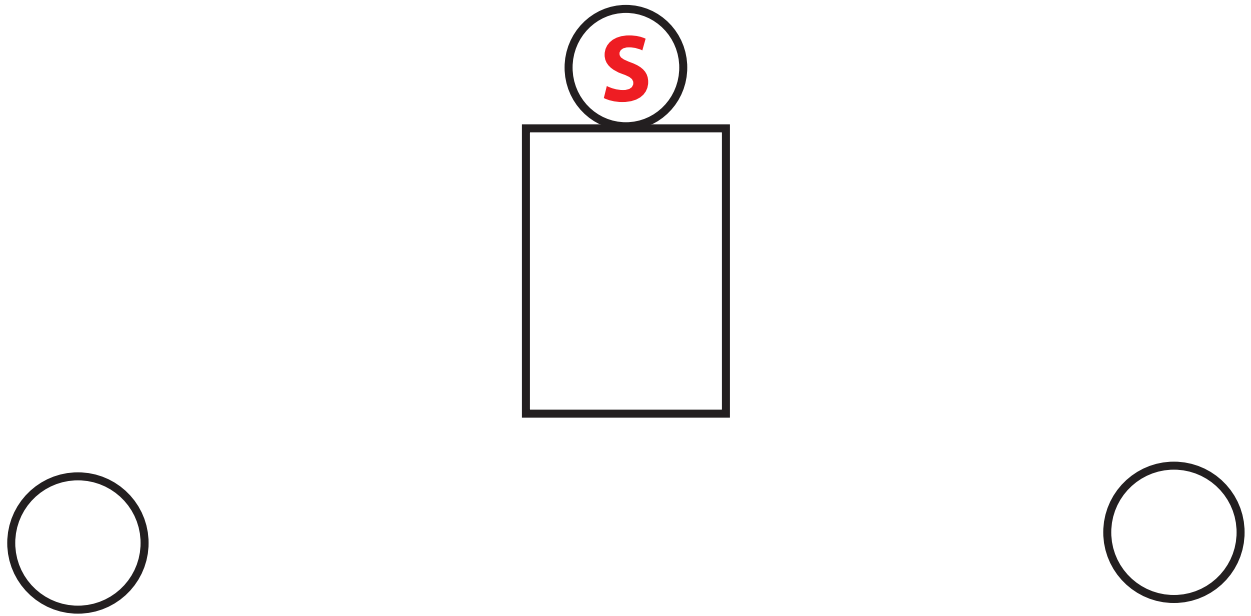
5 runs, 2 drop. 3 sec penalty per missed shot; 30 sec max

# Ultimate Five



Shoot the plates, then the squares, then the center pentagon to stop

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.