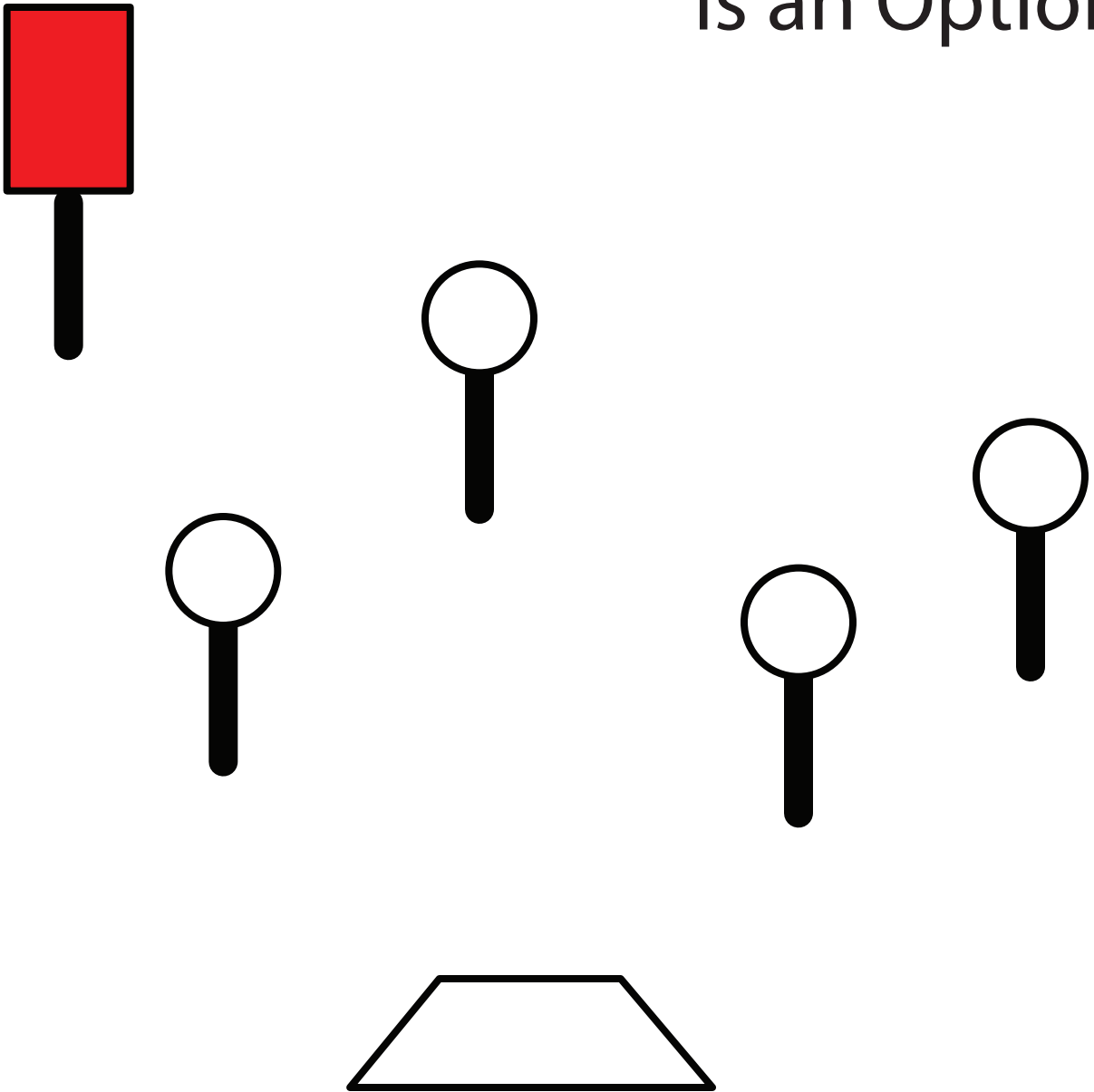
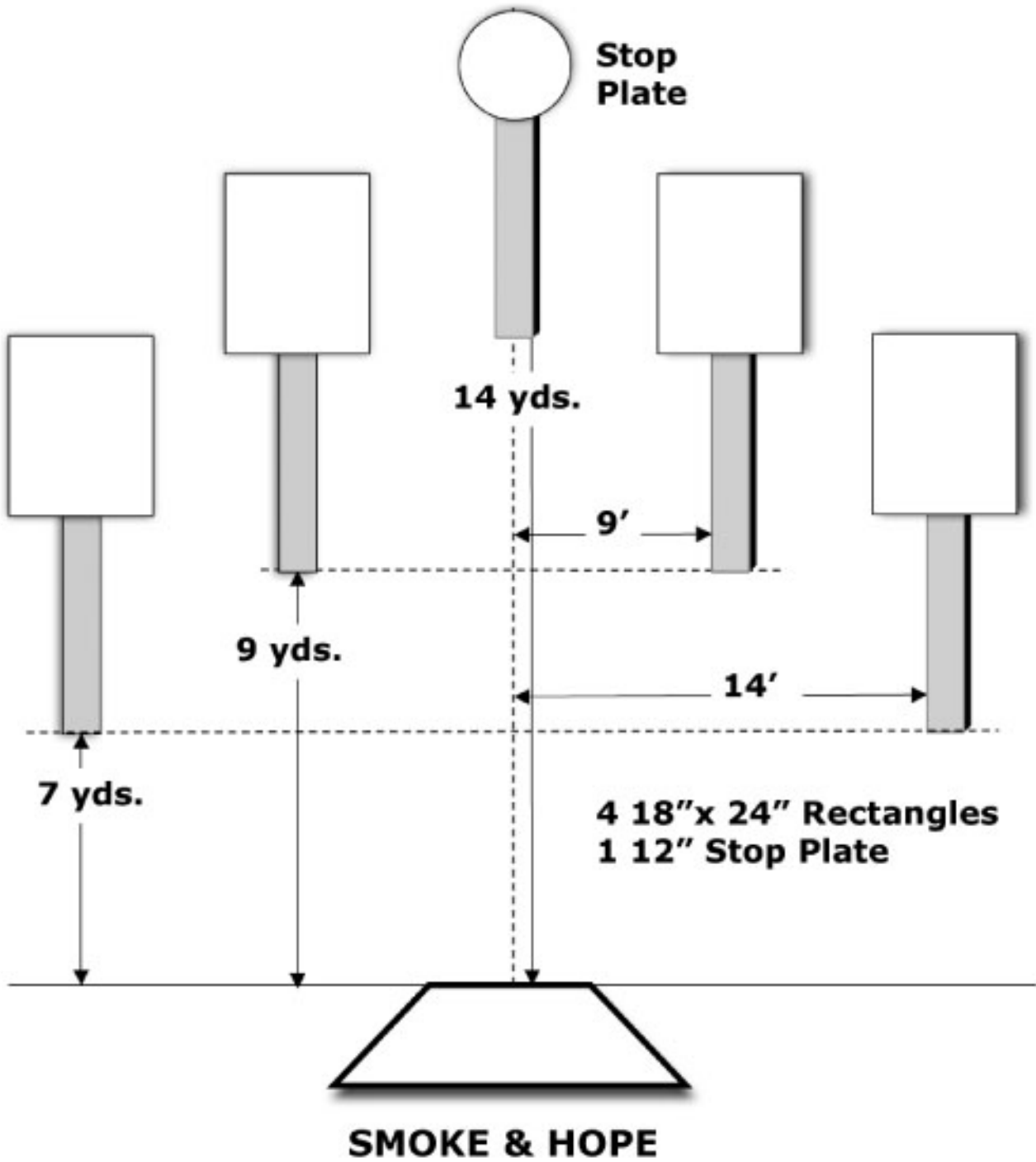


# Speed is an Option

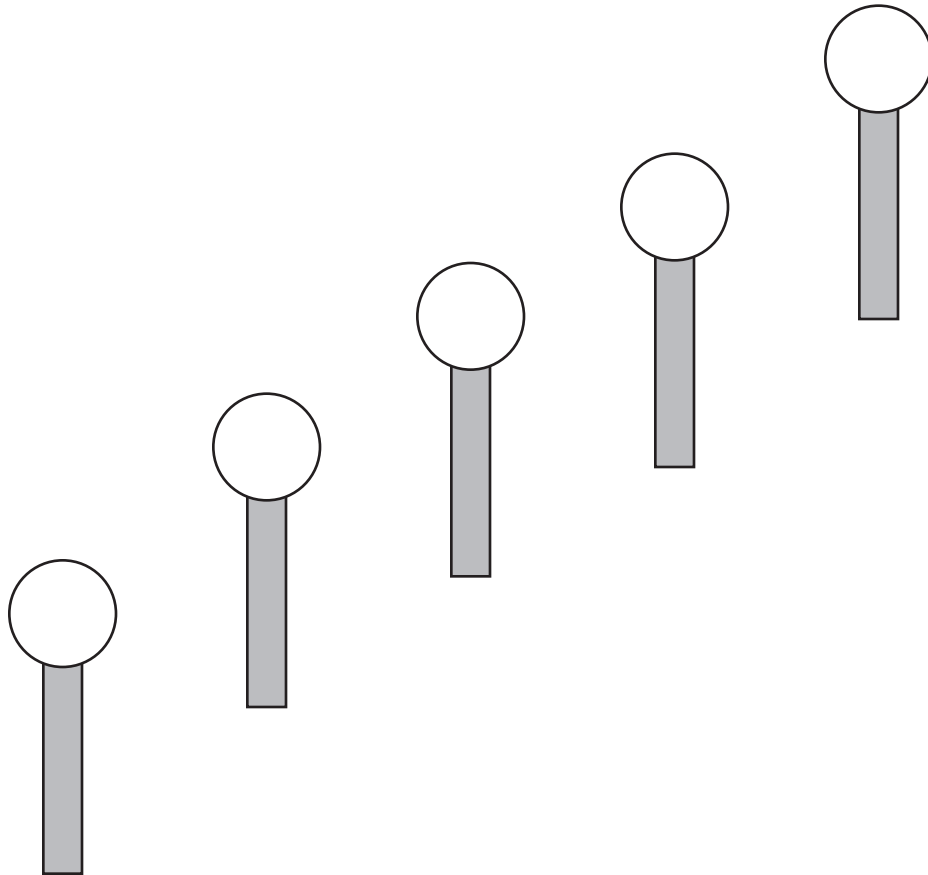


From surrender position:  
Engage plates and then Gong to stop  
5 runs 2 drops  
5 sec penalty per missed shot or procedural. 30 sec max

From Surrender position: shoot targets in any order  
Stop is last target hit  
5 runs, 2 drops. 3 sec penalty per missed shot; 30 sec max



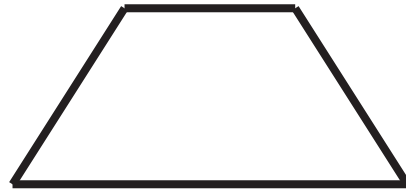
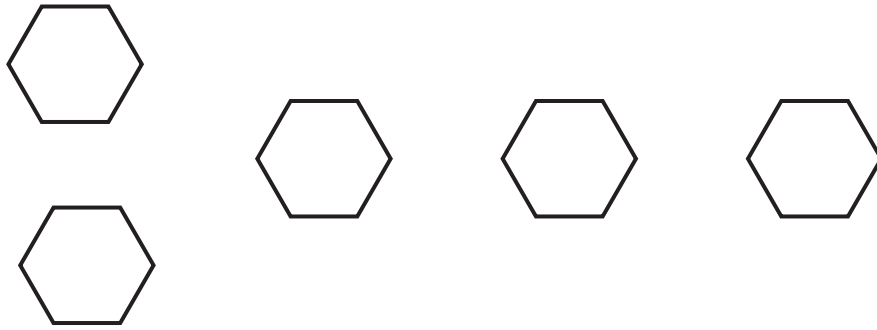
# Easy Money



Engage all targets  
Stop is last target hit

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

# Jet

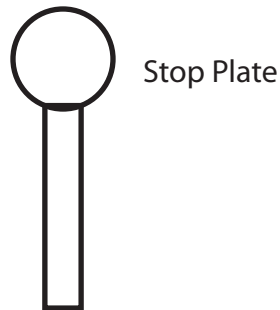
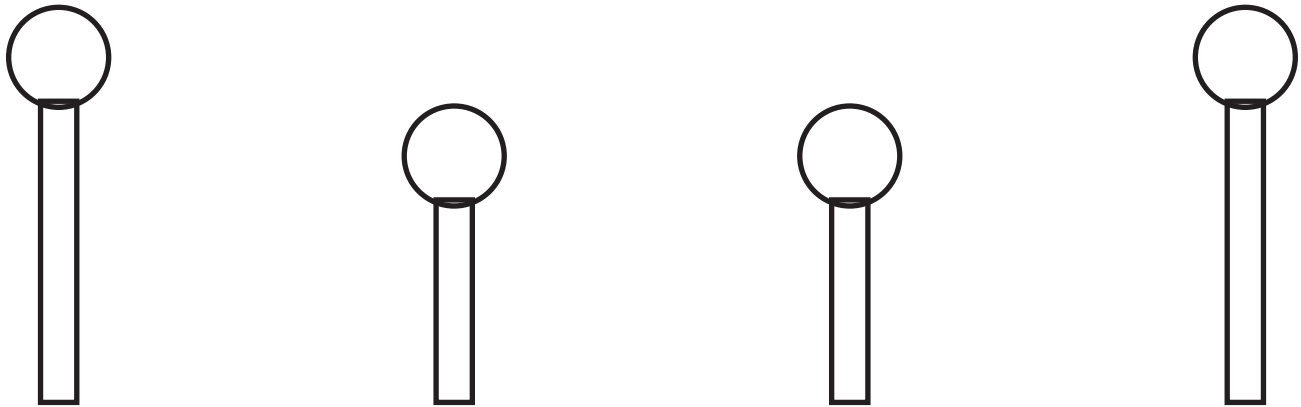


From Surrender position: shoot targets in any order

Stop is last target hit

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