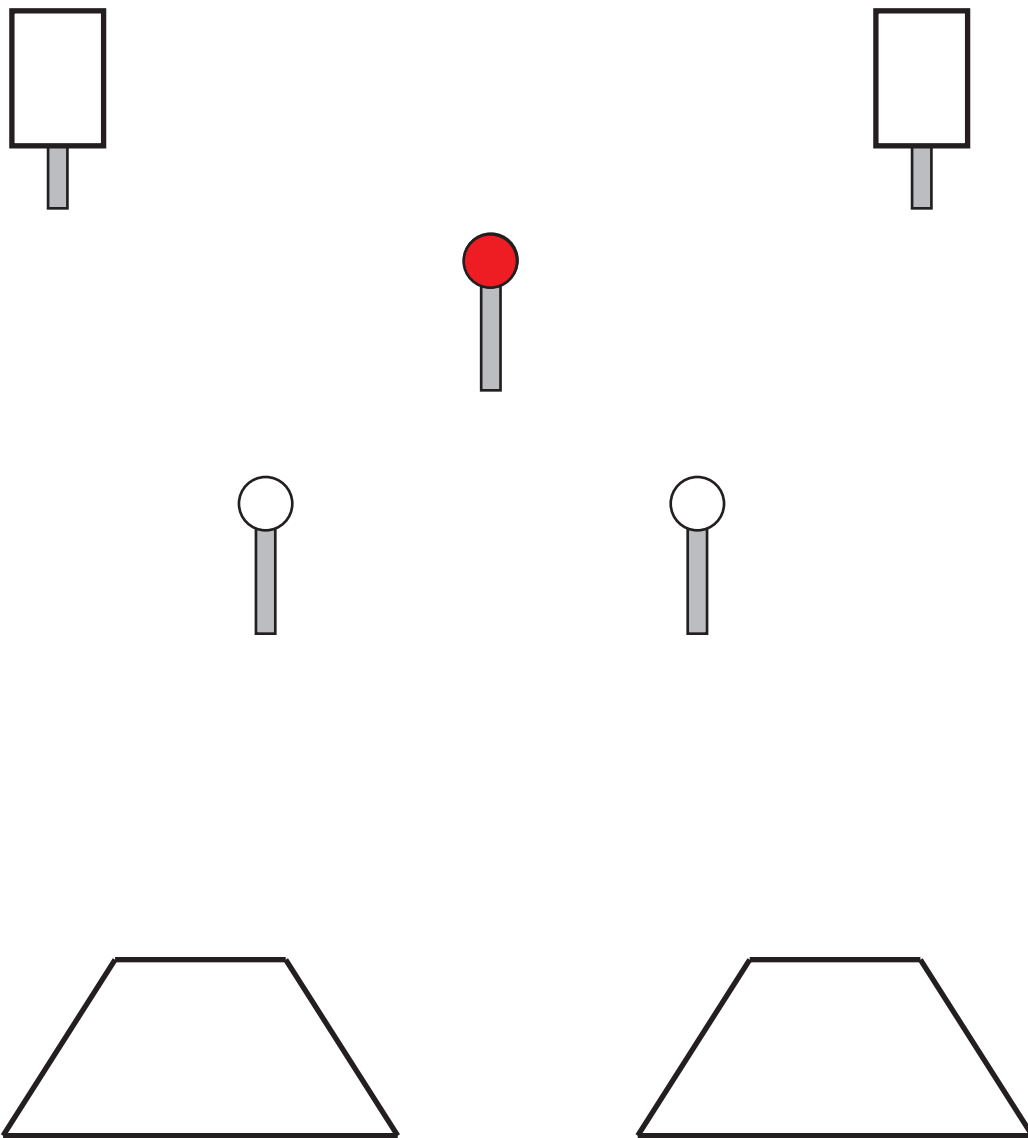


# Showdown



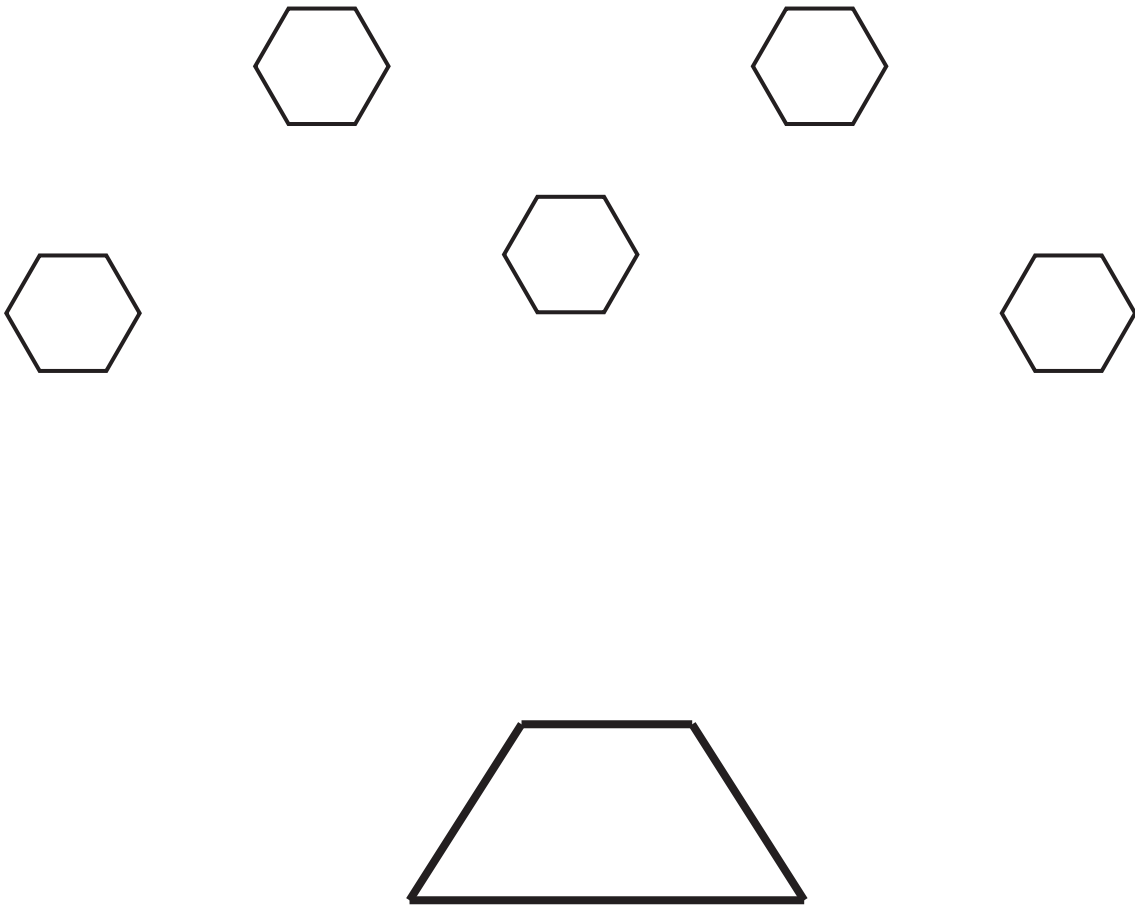
Run #1 & #2: from surrender position in left box:  
engage targets in any order with stop plate last.

Run #3 & #4: from surrender position in right box:  
engage targets in any order with stop plate last.

Run #5: box is shooter's choice,  
engage targets in any order with stop plate last.

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

# Matrix

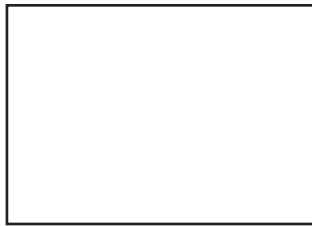
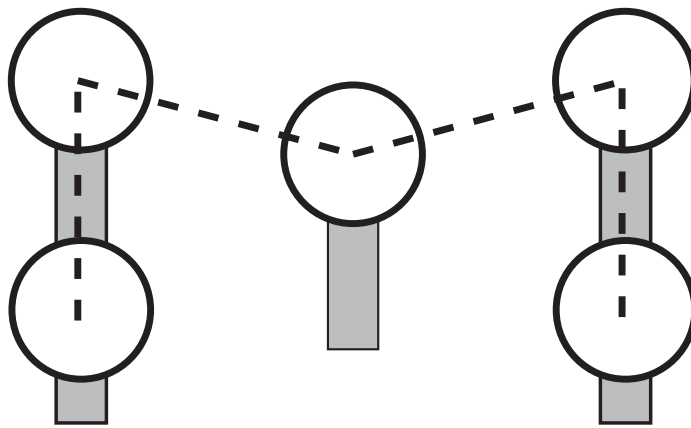


From Surrender position: shoot targets in any order

Stop is last target hit

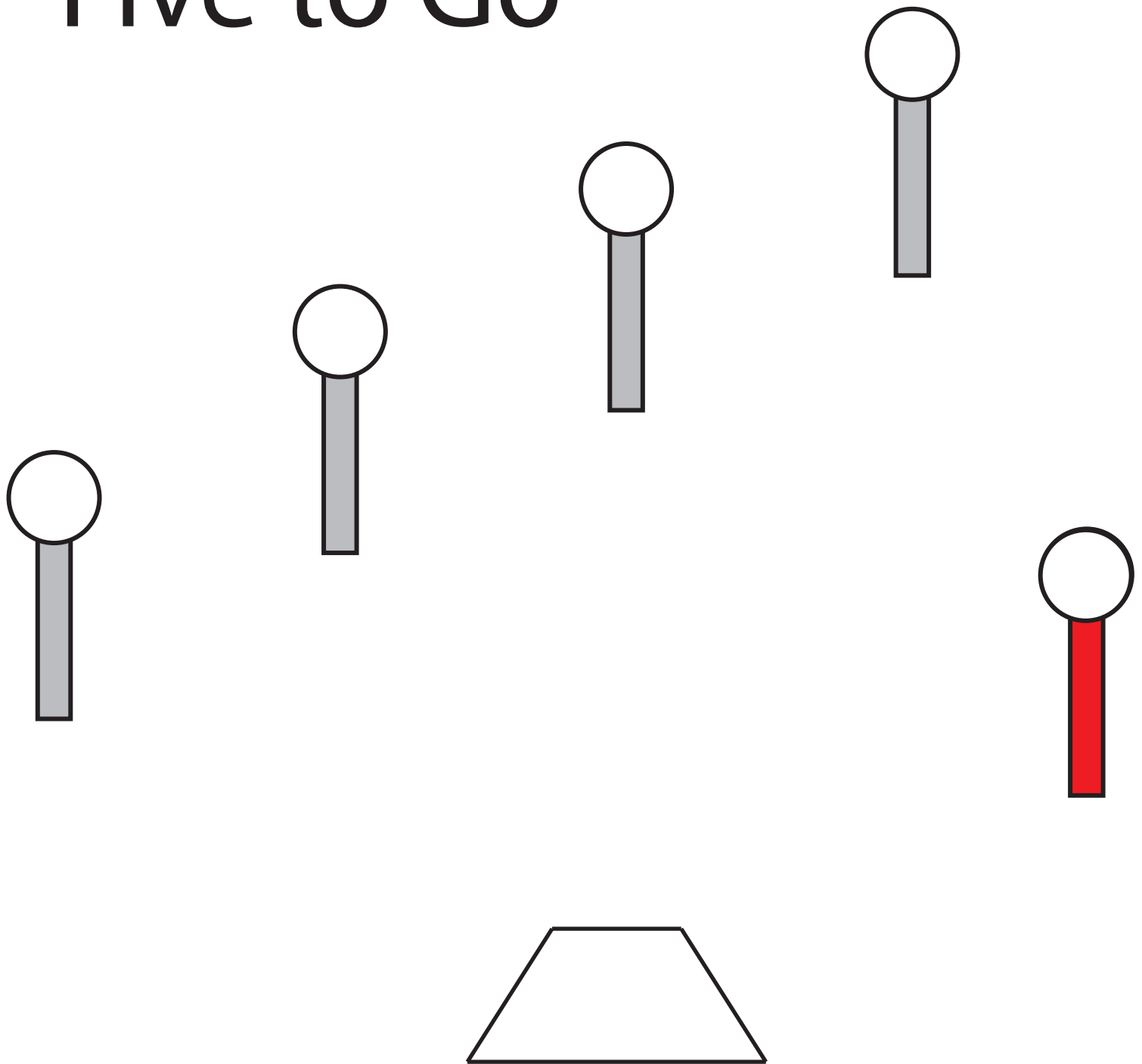
5 runs, 2 drops. 3 sec penalty per missed shot; 30 sec max

# MooTown



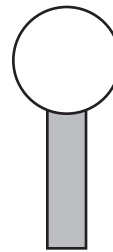
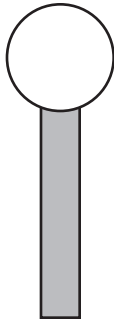
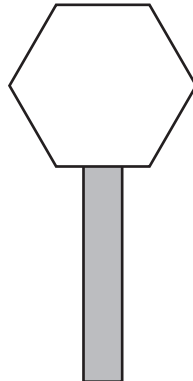
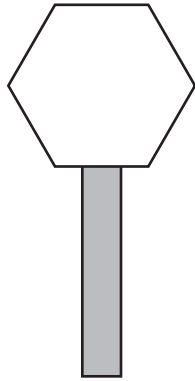
From low ready or surrender position if shooting pistol:  
Engage all targets in the bottom, top, middle, top, bottom order.  
You may start on the left or the right. 5 runs 2 drops.  
3 sec penalty per missed shot or procedural. 30 sec max.

# Five to Go



From surrender position, engage targets in any order with the stop plate last.  
3 sec penalty per missed shot. 5 runs 2 drops. 30 sec max.

# Inner Limits 4



From surrender position:  
Engage distant Gongs then engage small plates.  
Stop plate is in the center. 5 runs 2 drops.  
3 sec penalty per missed shot or procedural. 30 sec max.