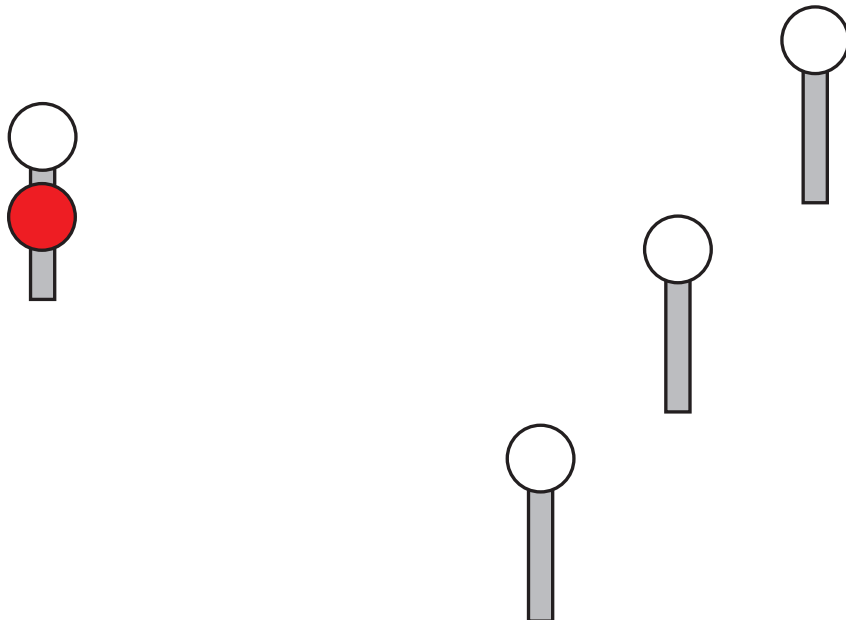
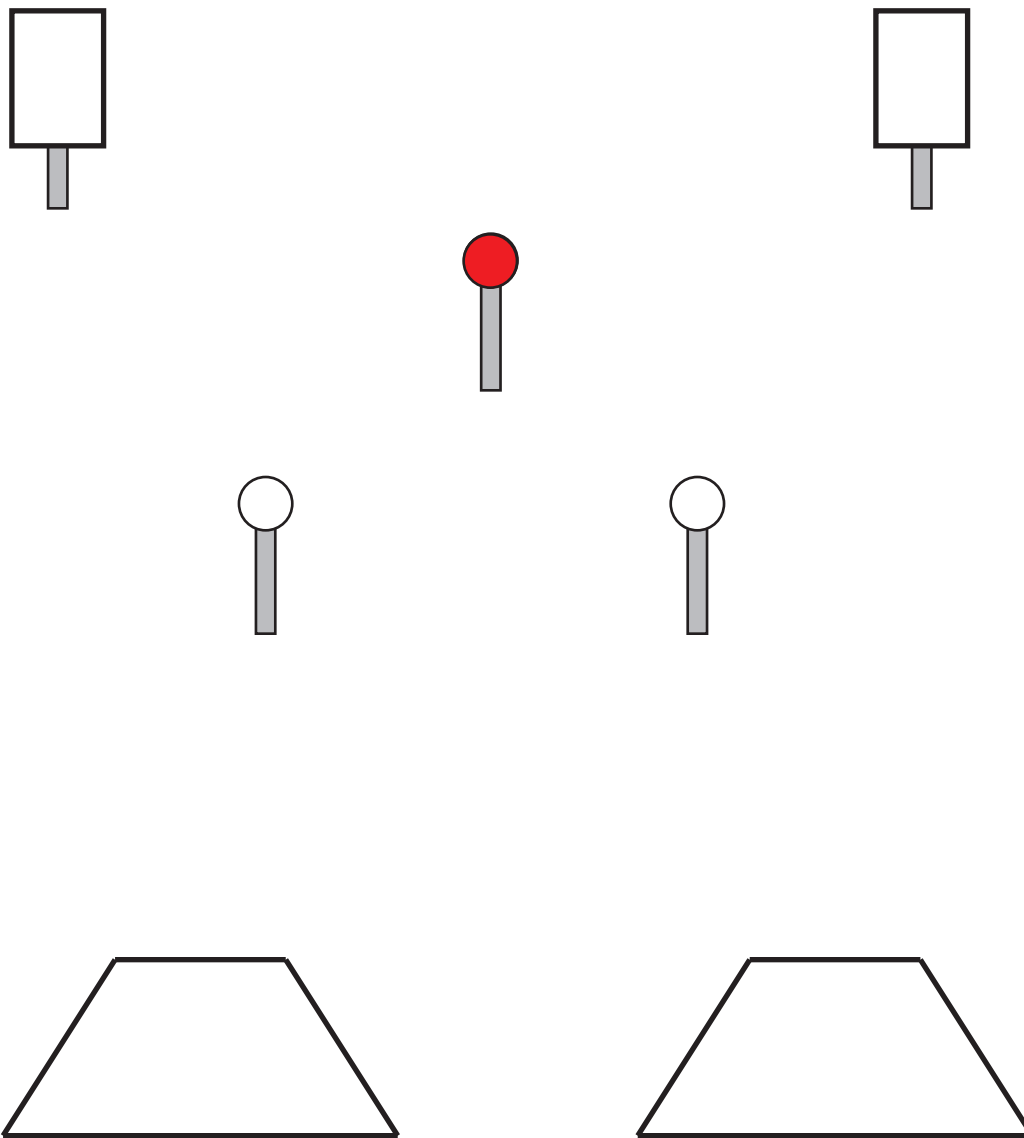


# Precision 2



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.

# Showdown



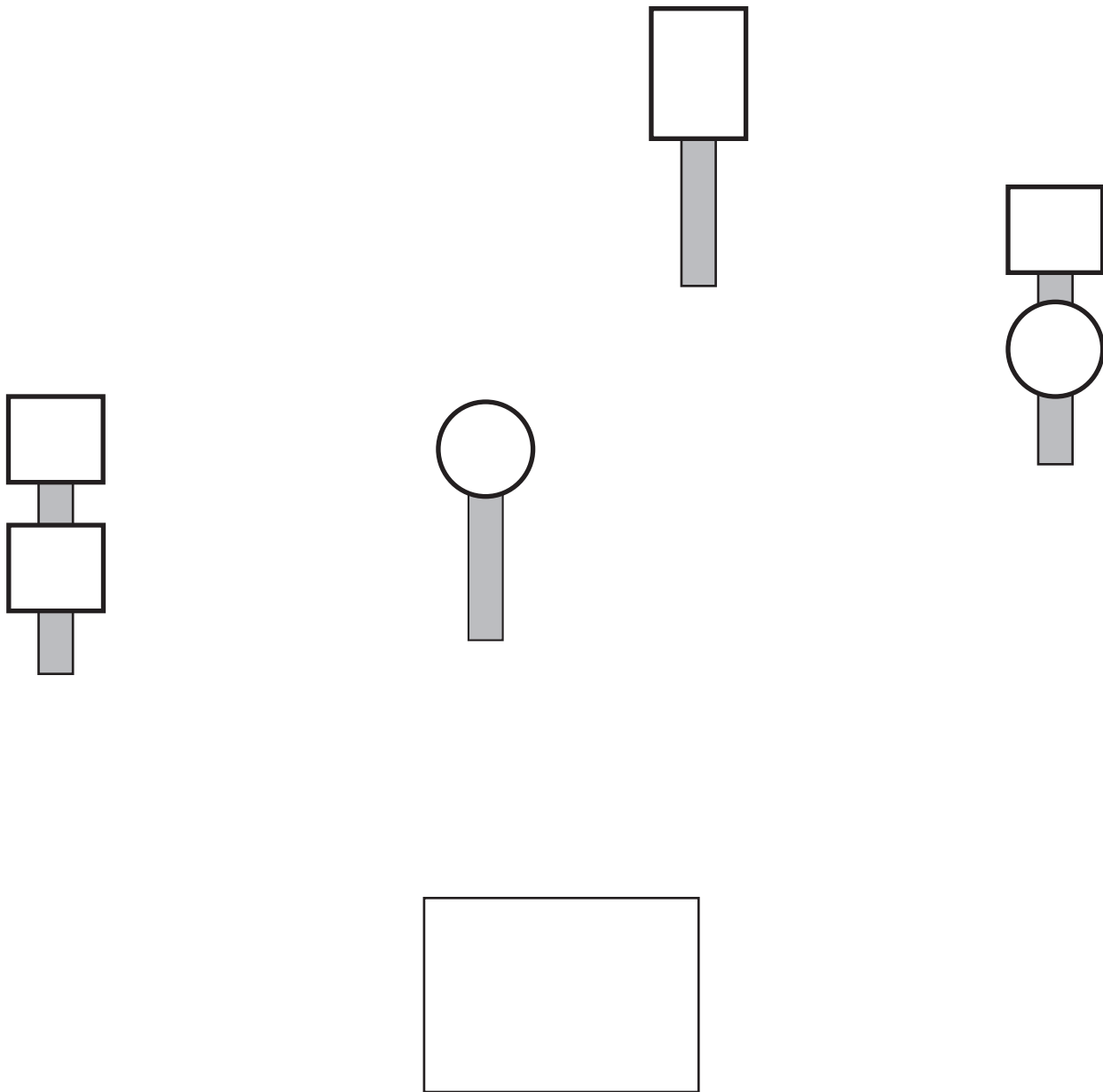
Run #1 & #2: from surrender position in left box:  
engage targets in any order with stop plate last.

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.

# Speeding 6



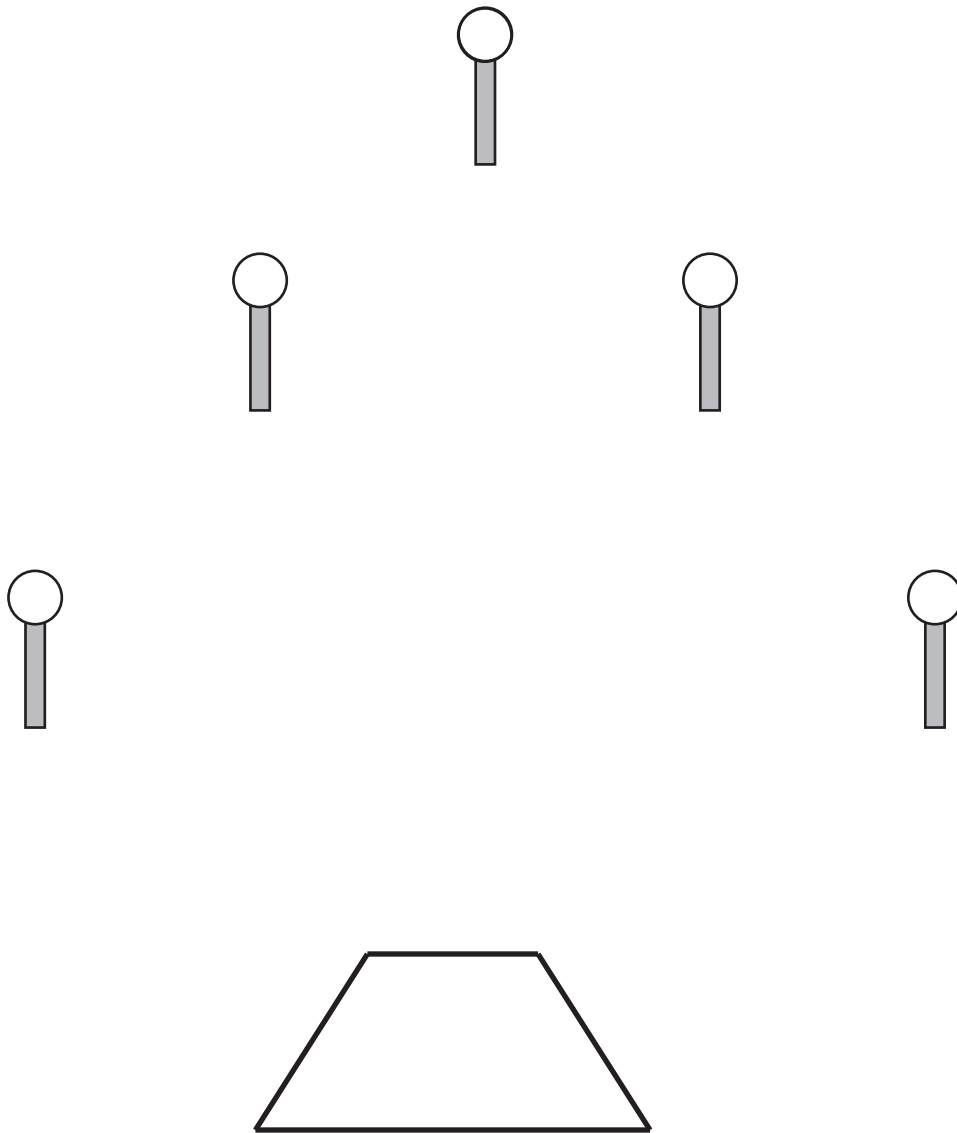
From surrender position:

Engage all targets the stop plate is the last target hit.

5 runs 1 drop.

5 sec penalty per missed shot or procedural. 60 sec max.

# Victory 2

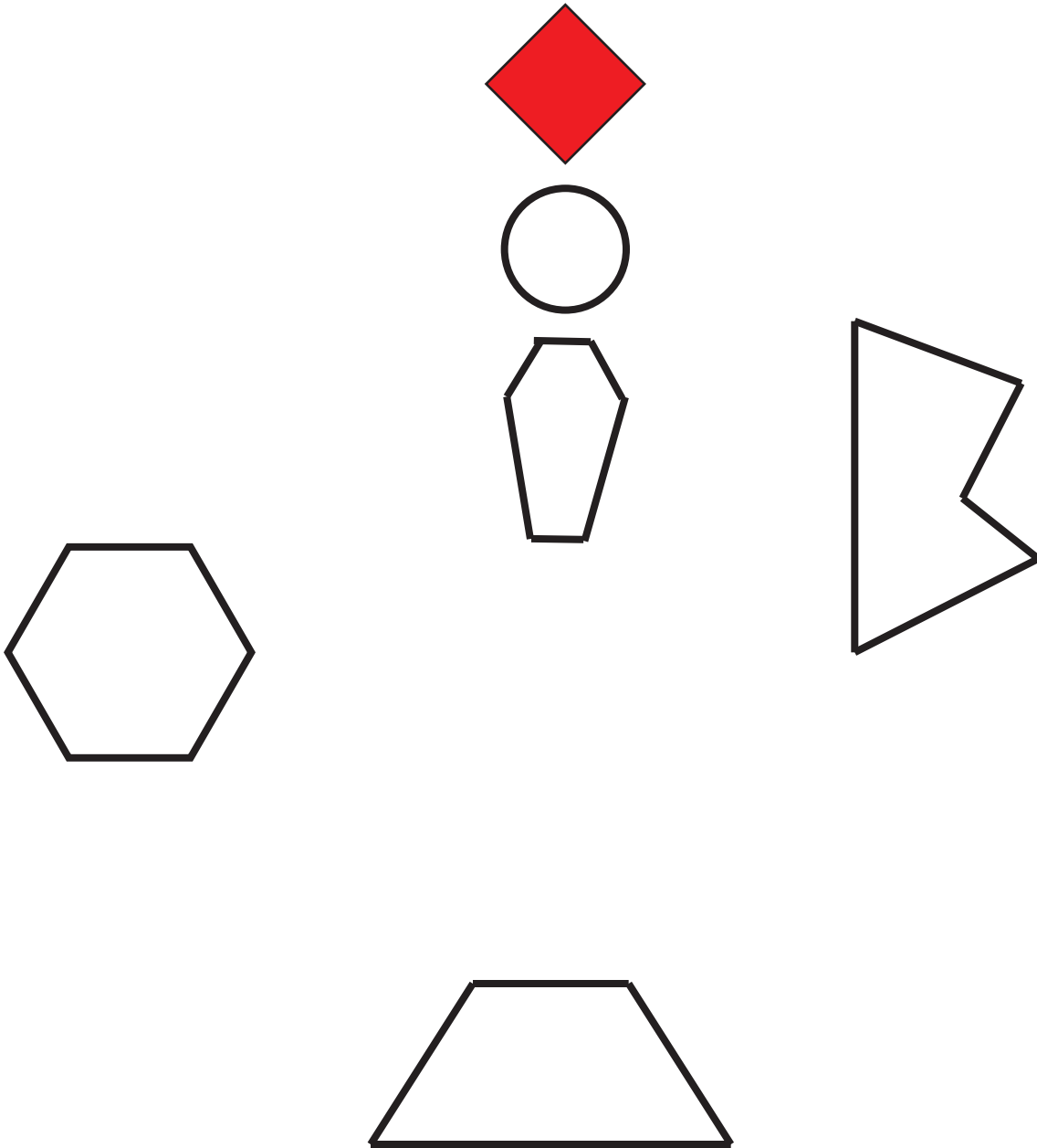


From surrender position: Engage targets in any order.

Stop plate is last target hit.

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

# Shapes



Shoot targets in any order  
Stop plate top diamond.

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