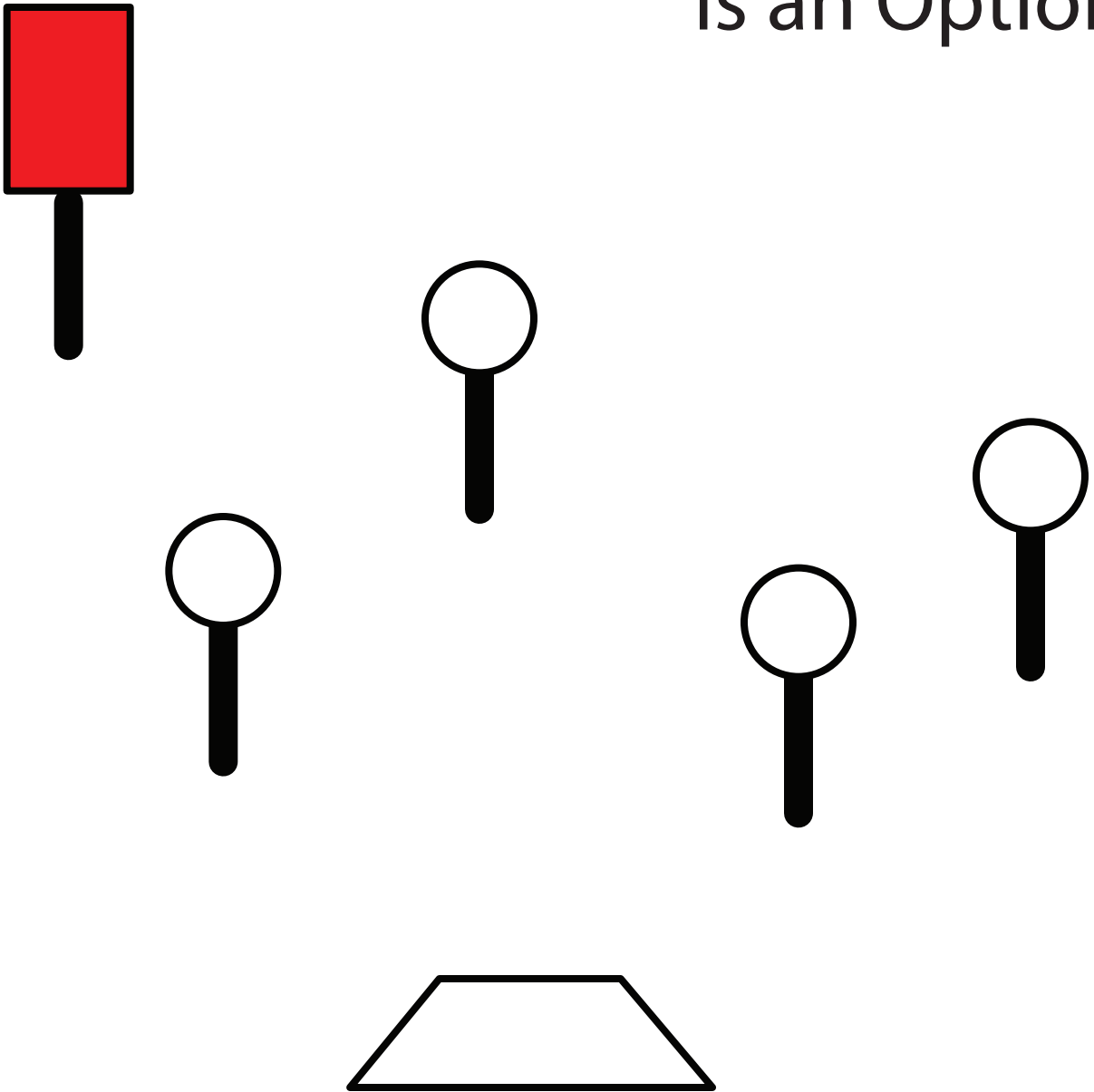
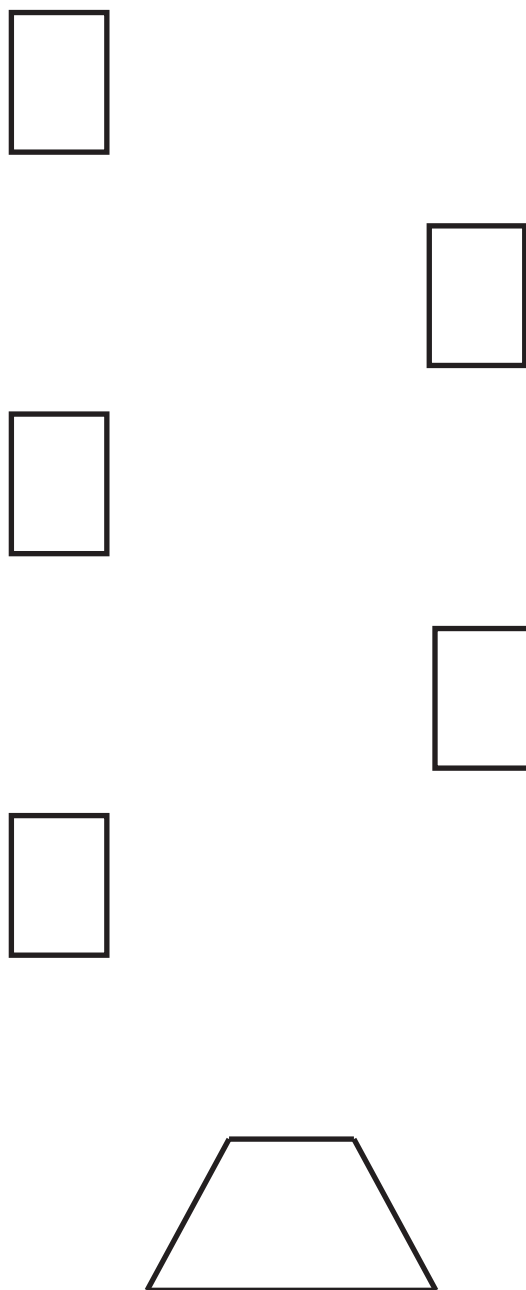


Speed is an Option



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

Ladder II

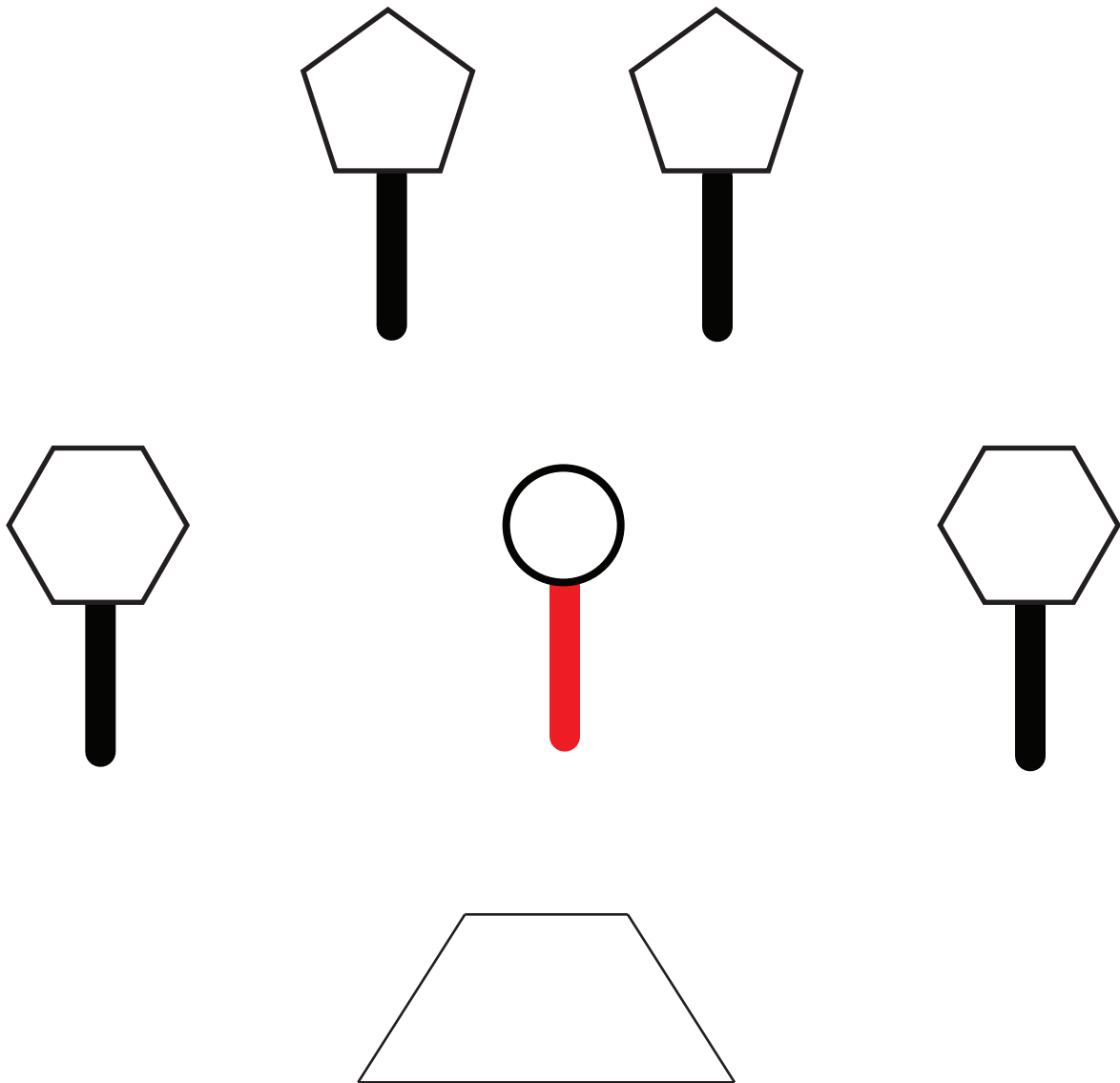


From surrender position: Shoot each square.

Stop Plate is last target hit

3 sec penalty per missed shot.

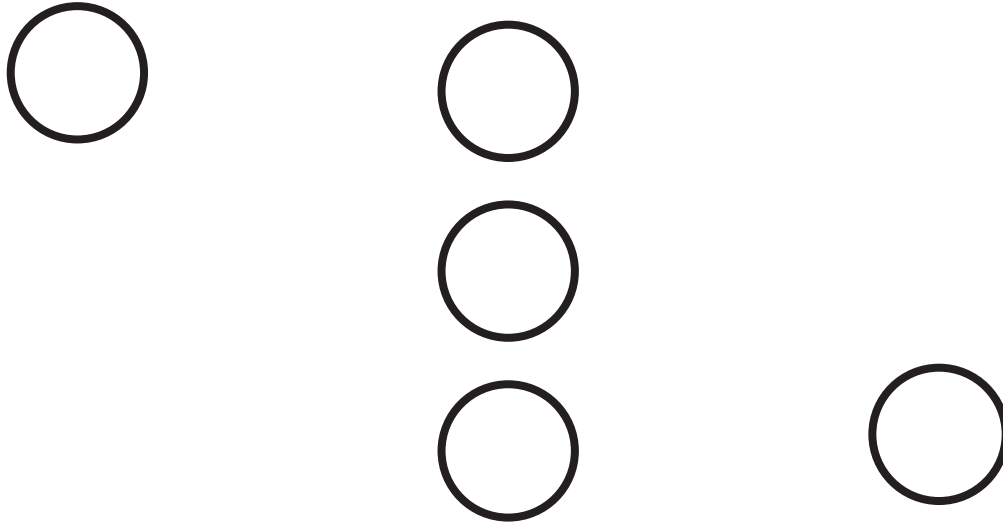
5 runs 2 drops. 30 sec max.



ENTRAPMENT II

From surrender position:
Engage targets in any order.
Stop plate is center target. 5 runs 2 drop.
3 sec penalty per missed shot. 30 sec max.

Speed Up

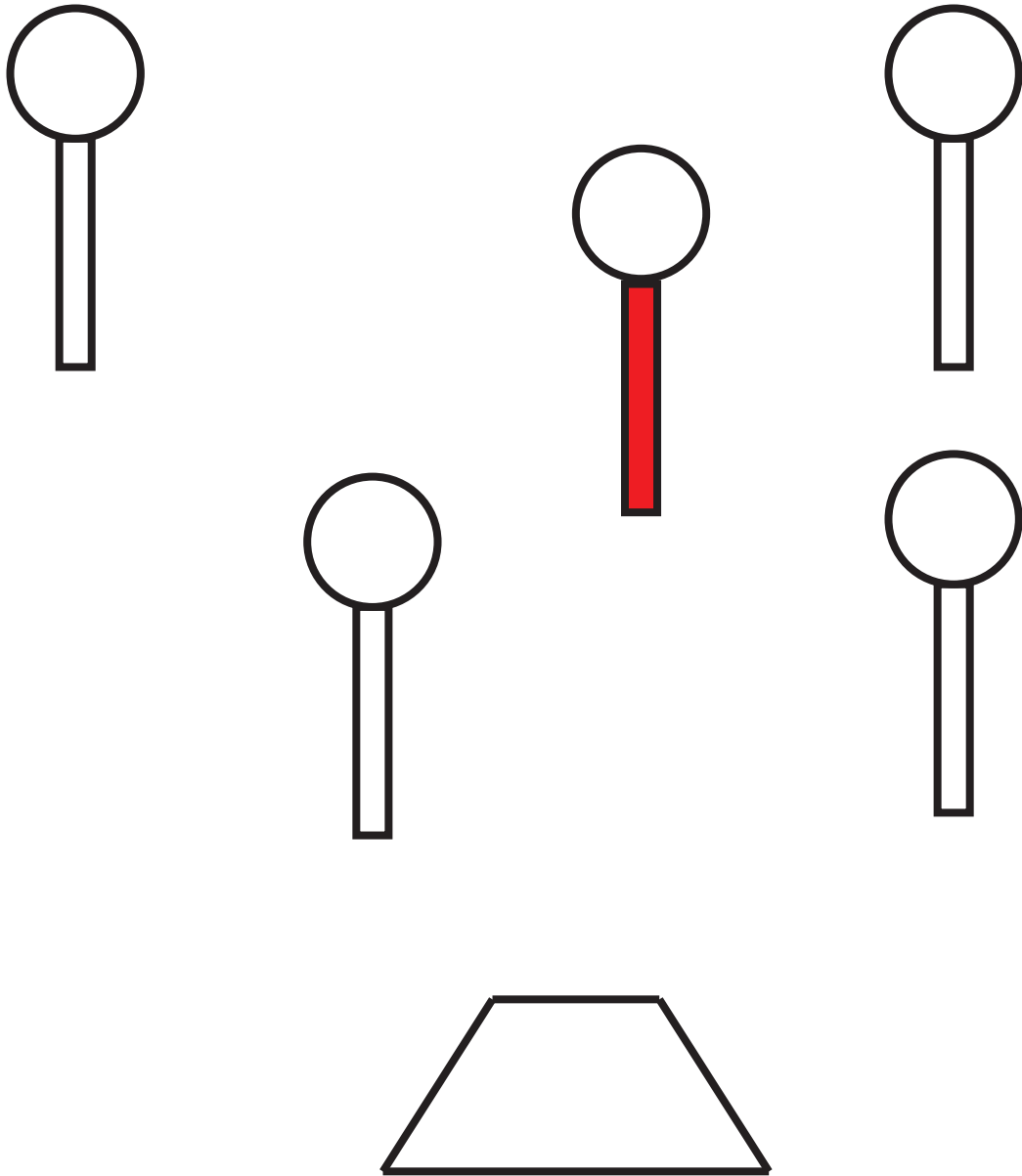


From surrender position:
Shoot all targets in any order
Stop is last target hit.

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