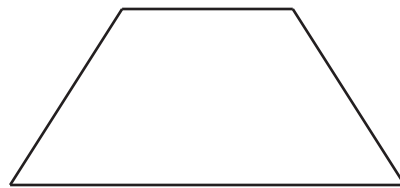


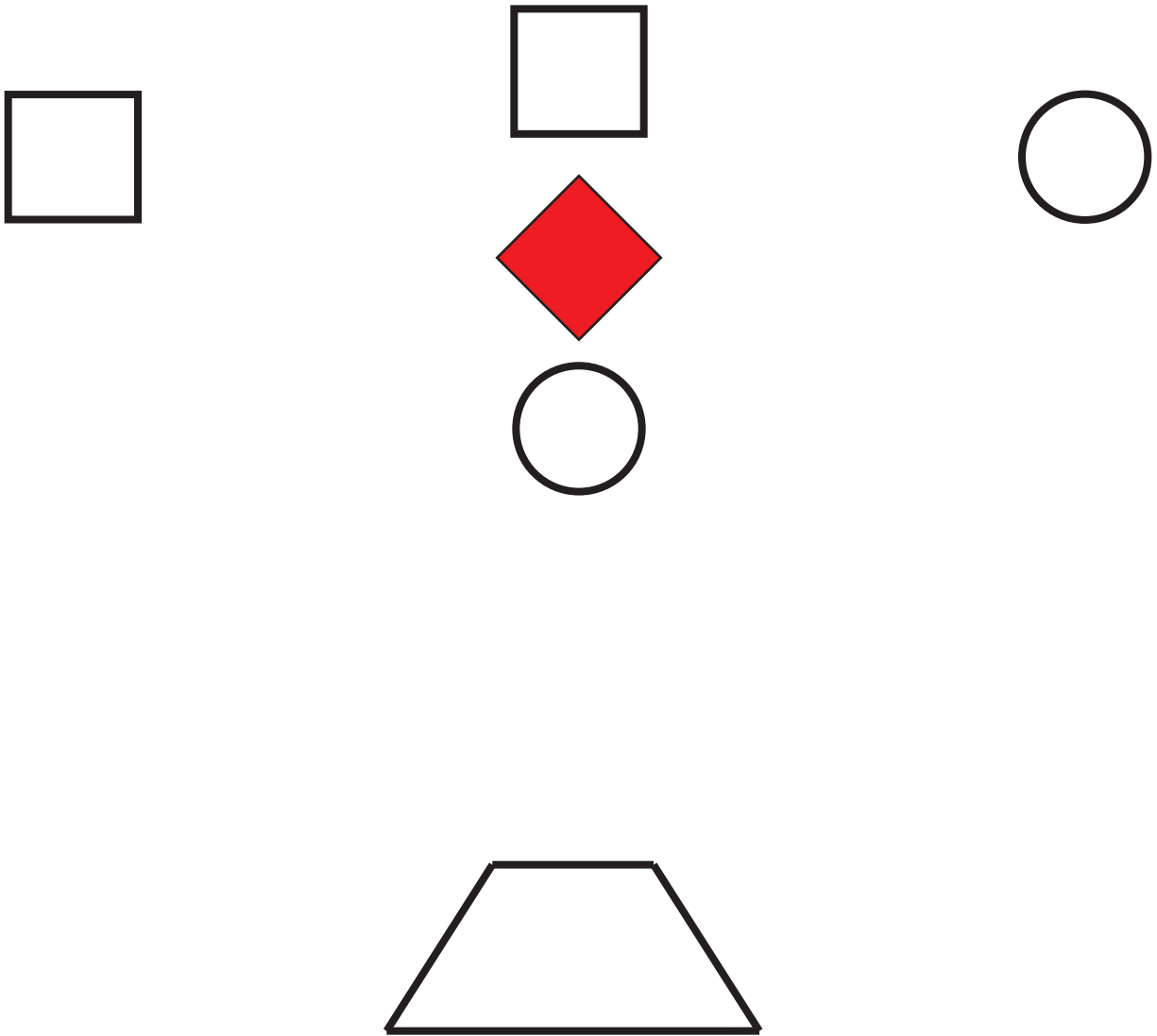
# Fast and Precise



From Surrender Position: Engage T1 with 2 rounds then T2,  
then T3 with 2 rounds, then T4 in that order  
3 sec penalty per missed shot or for shots out of order;

5 runs, 2 drop. 30 sec max

# Triple Dipper

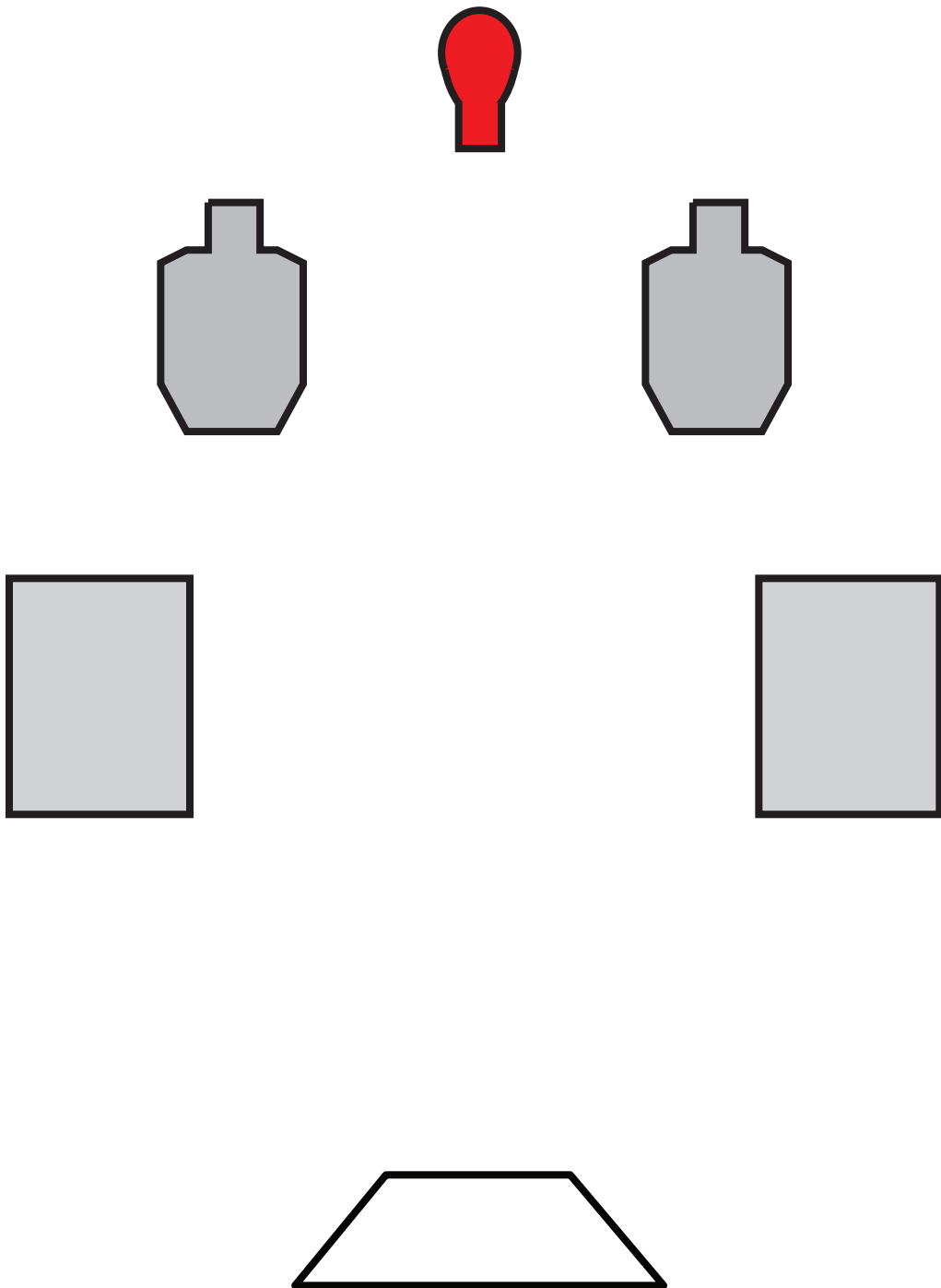


Shoot the square targets in any order,  
then shoot the plates in  
any order, then shoot the diamond to stop.

Shooter must follow this sequence

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

# Inverted



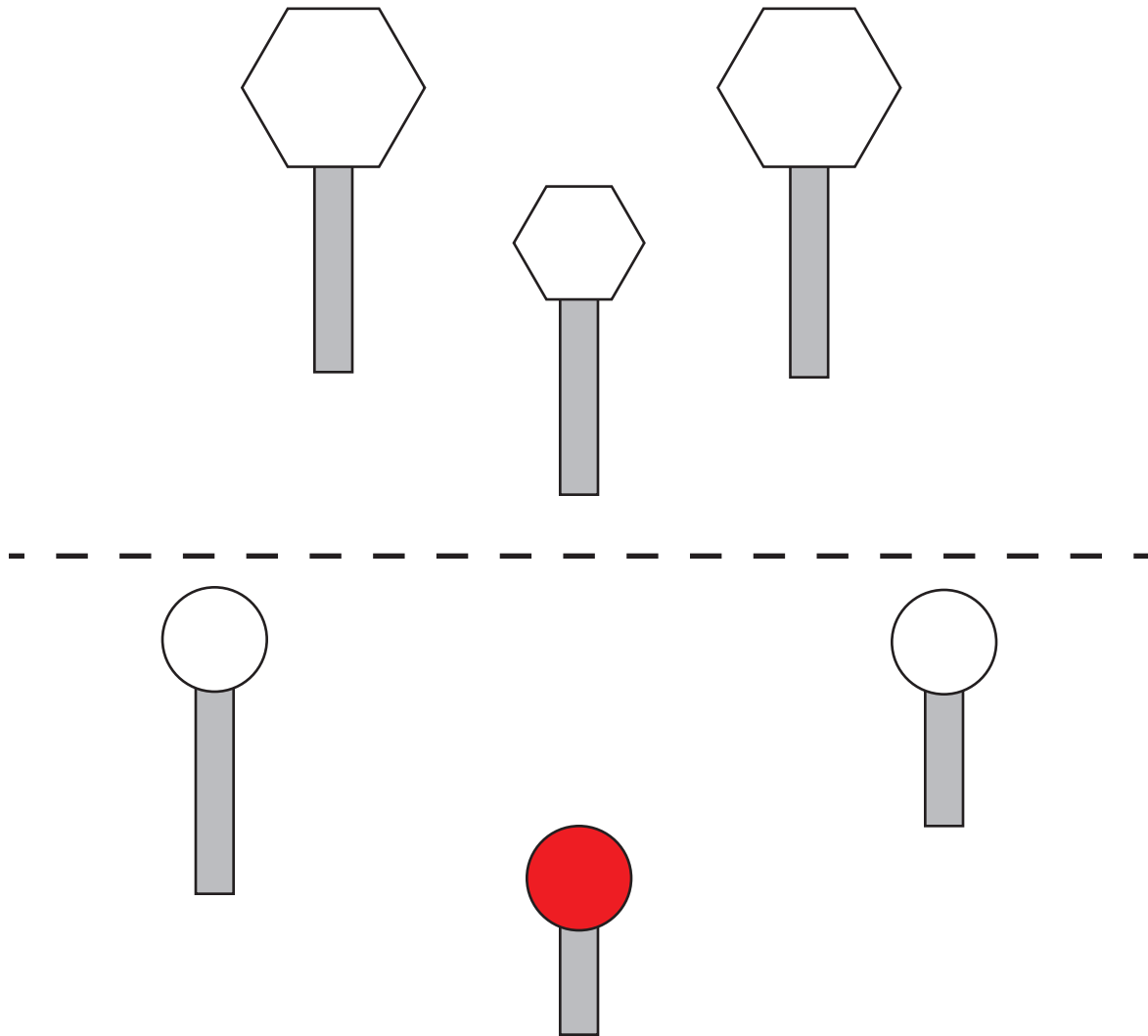
From surrender position:

Shoot the gongs, then the silhouettes, then the stop plate

5 runs - 2 drop.

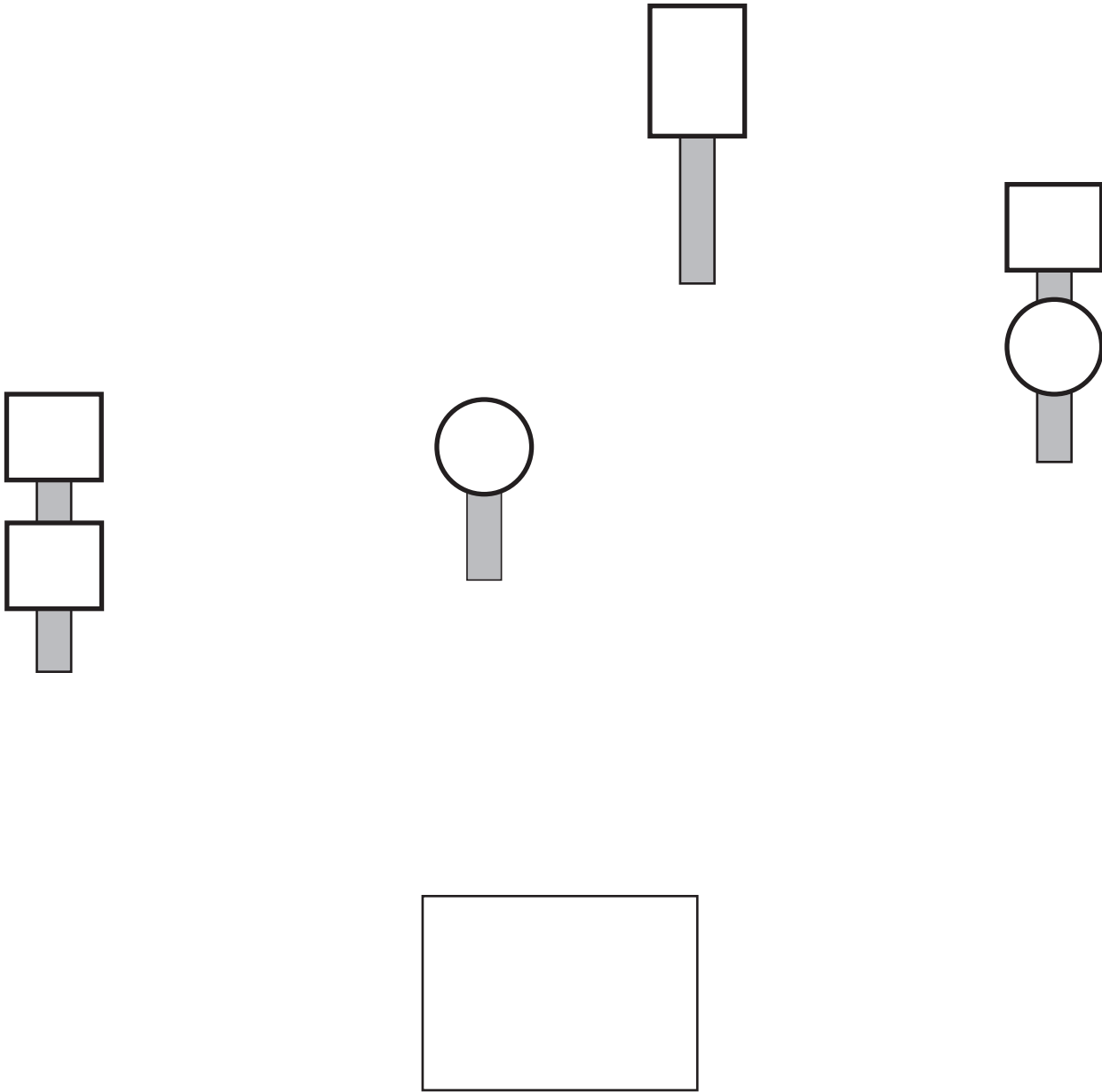
3 sec penalty per missed shot or procedural. 30 sec max.

# Inner Limits 3



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