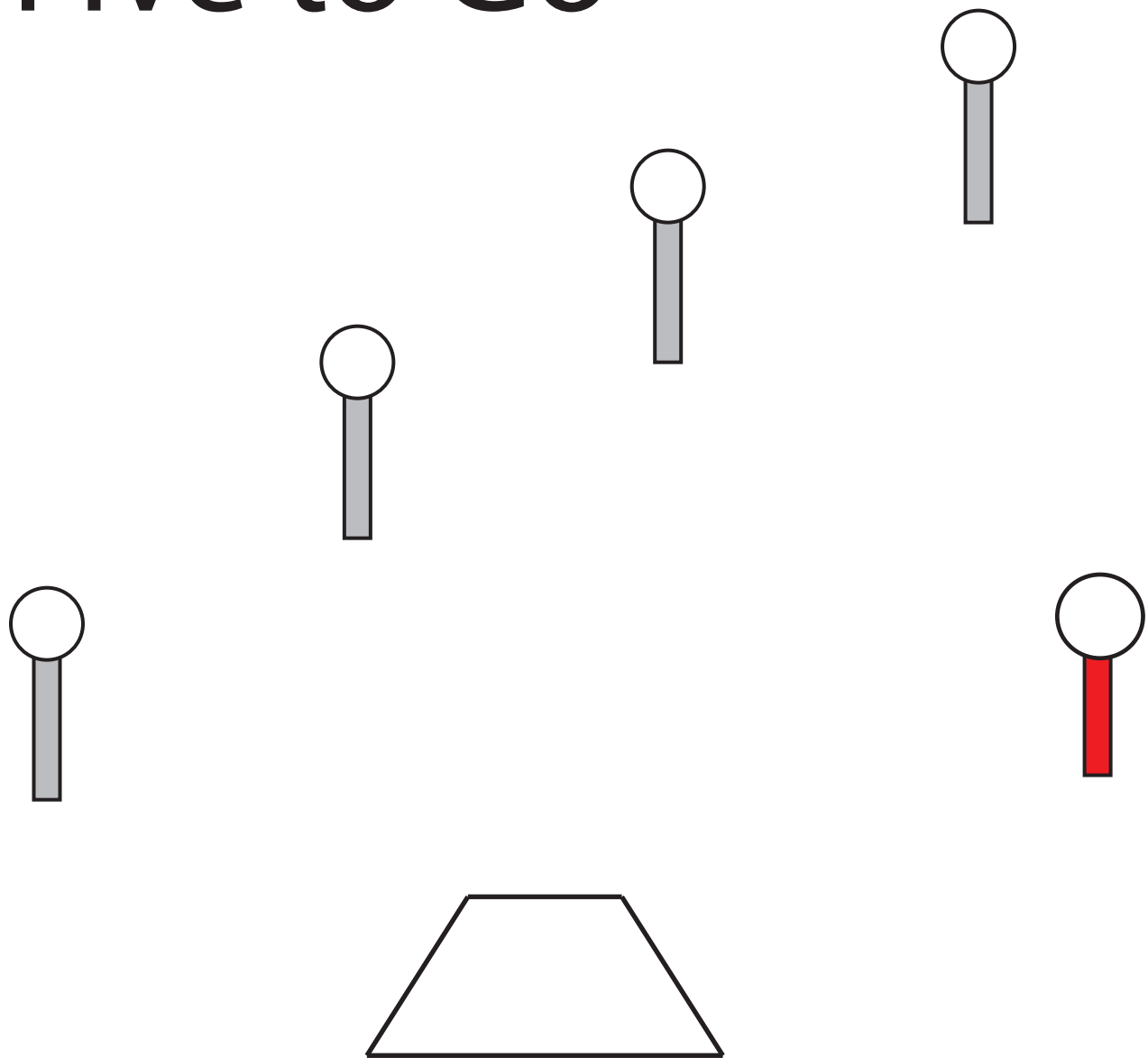


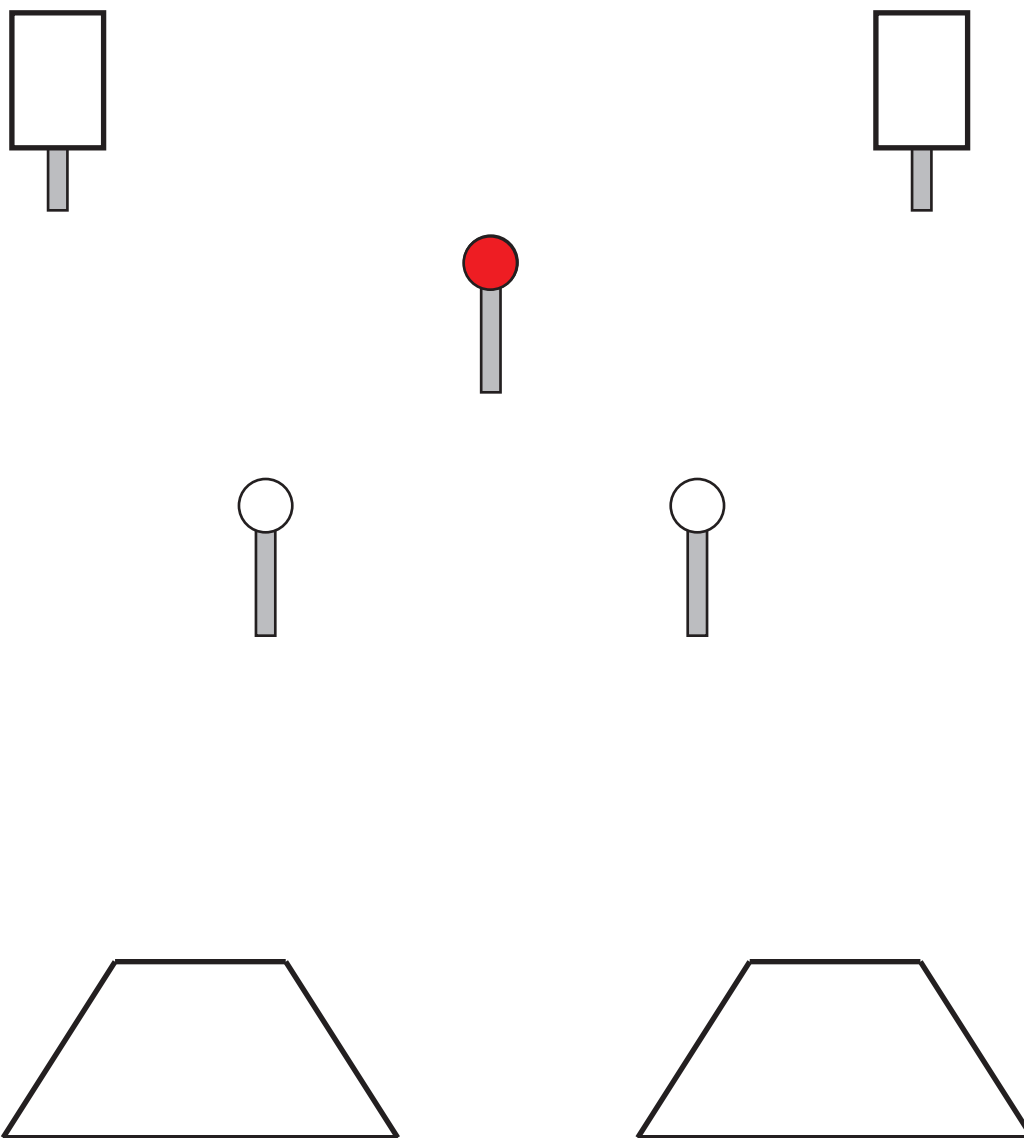
Five to Go



From surrender position engage targets
in any order with stop plate last.

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

Showdown



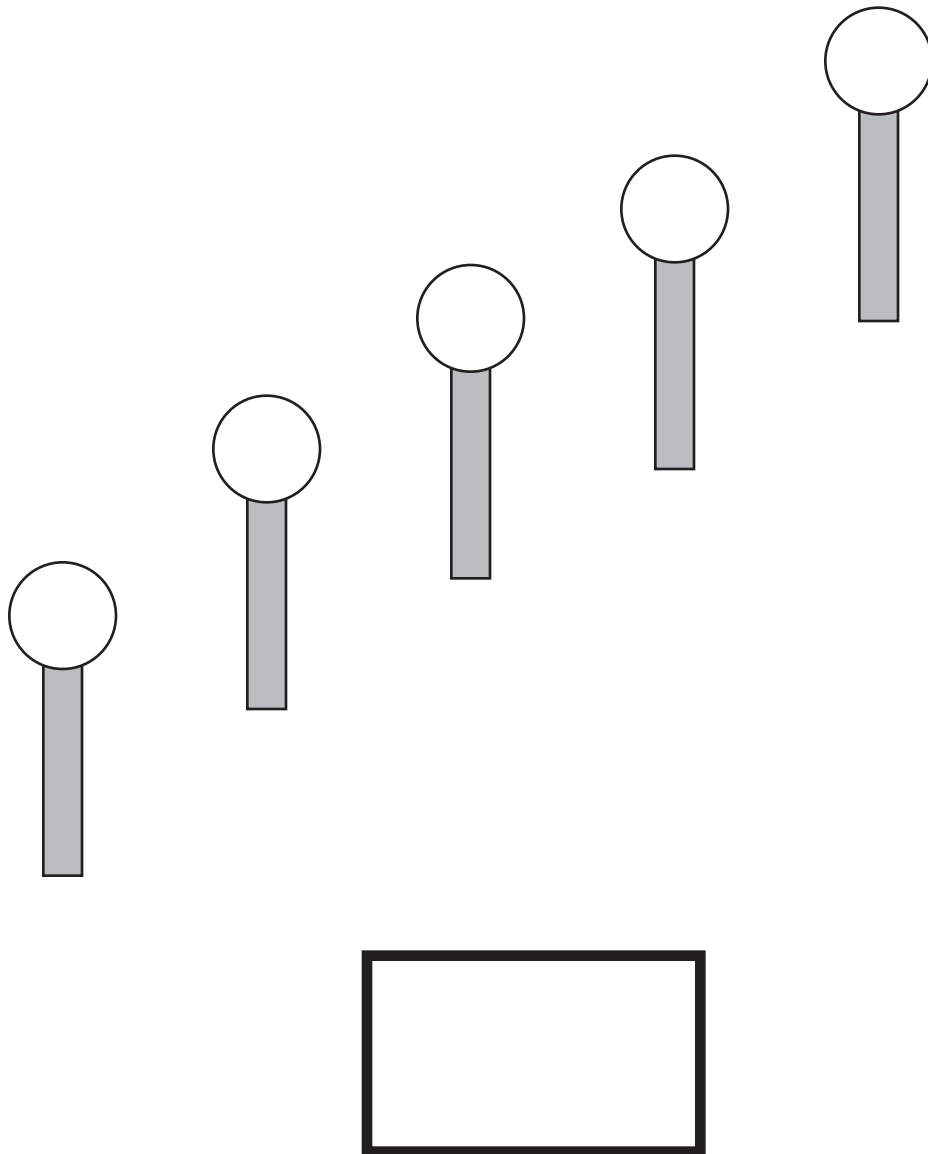
Run #1 & #2: from surrender position in left box:
engage targets in any order with stop plate last.

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.

Easy Money



From surrender position: 1st and 2nd Run, Engage targets from left to right. Last target is the stop plate.

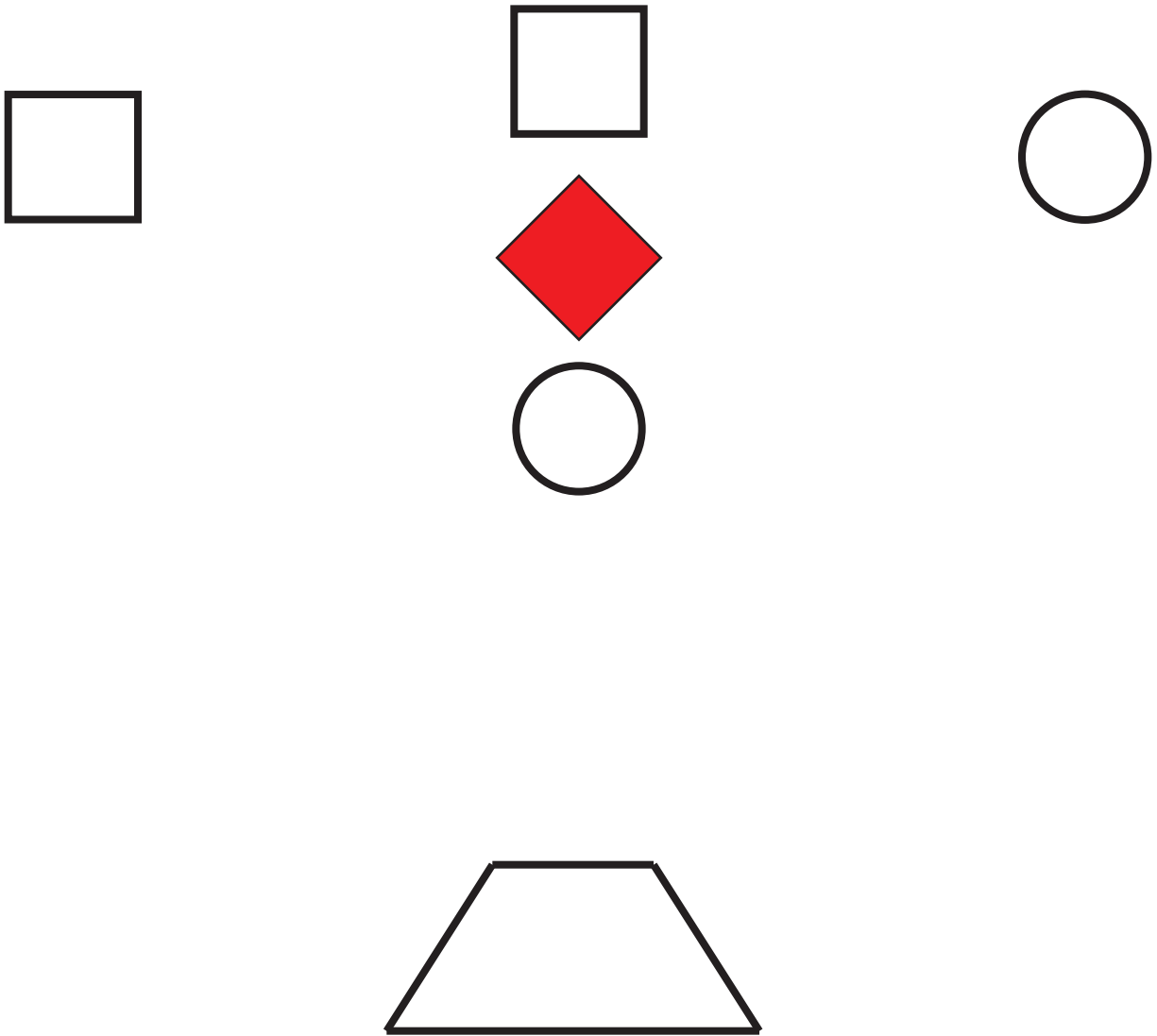
3rd and 4th runs Engage targets from right to left.

Last target is the stop plate.

5th run shooters choice.

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

Triple Dipper

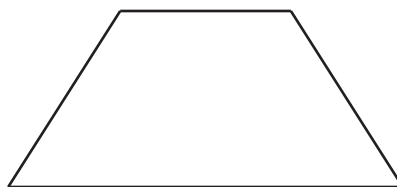


Shoot the square targets in any order,
then shoot the plates in
any order, then shoot the diamond to stop.

Shooter must follow this sequence

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

Fast and Precise III



Engage T1 with 2 hits, then T2 with two hits, then finish with one hit on T3 in that order

Time stops with final hit on T3
3 sec penalty per missed shot or for shots out of order;

5 runs, 2 drop. 30 sec max