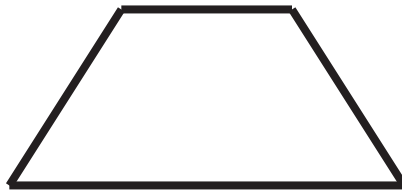
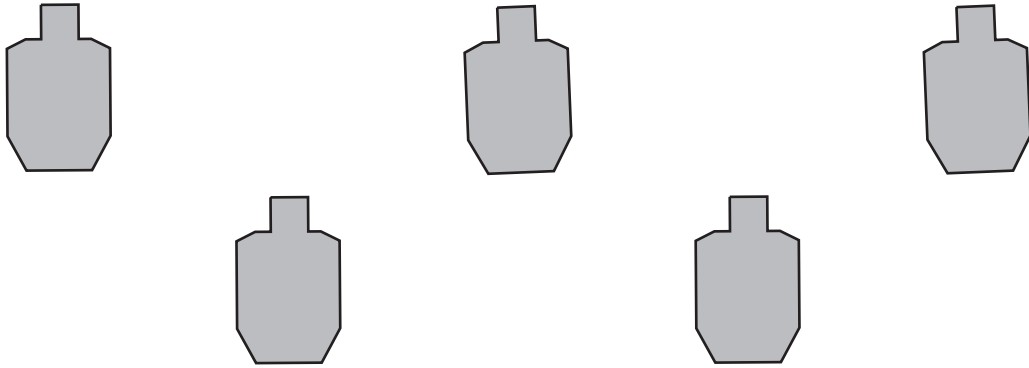


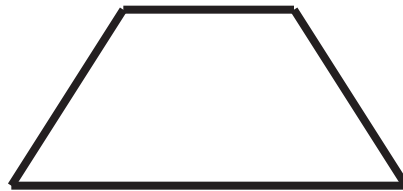
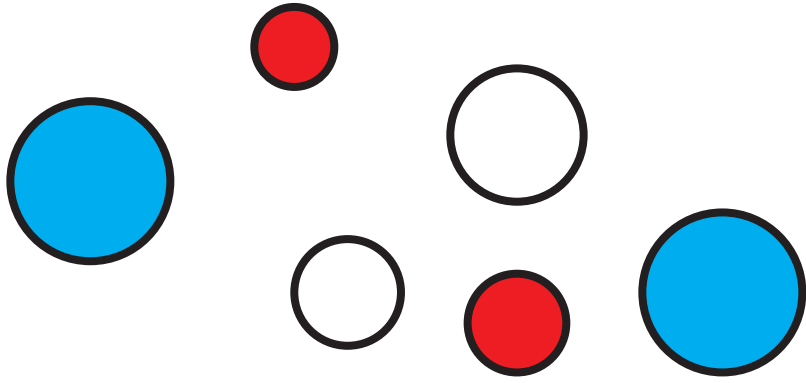
# Bouchards



Shoot targets in any order,  
Stop plate is last target hit.

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

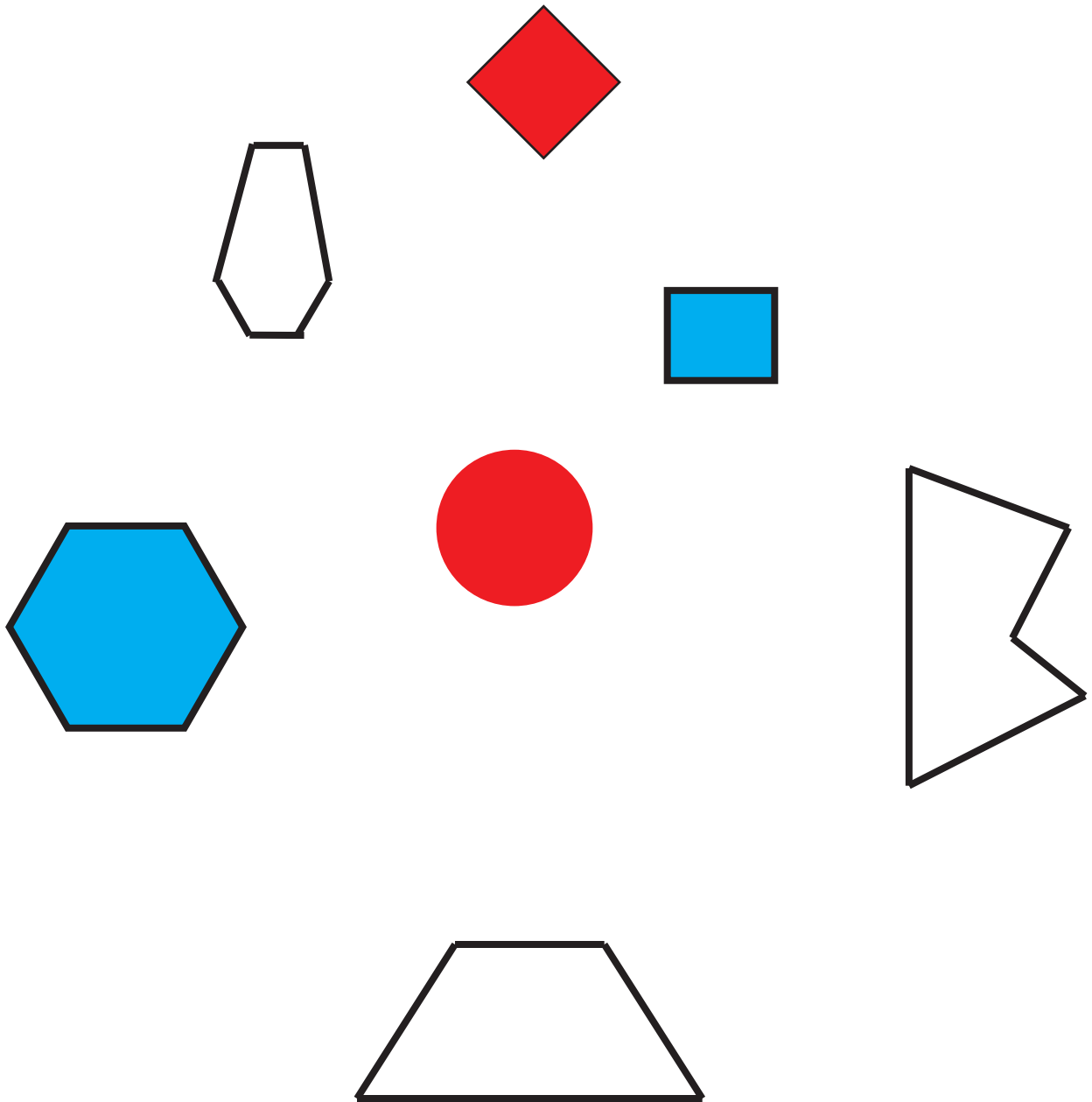
# Tiny Bubbles



Shoot red targets in any order,  
then White targets,  
Then Blue Targets. Stop plate is last Blue target hit.

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

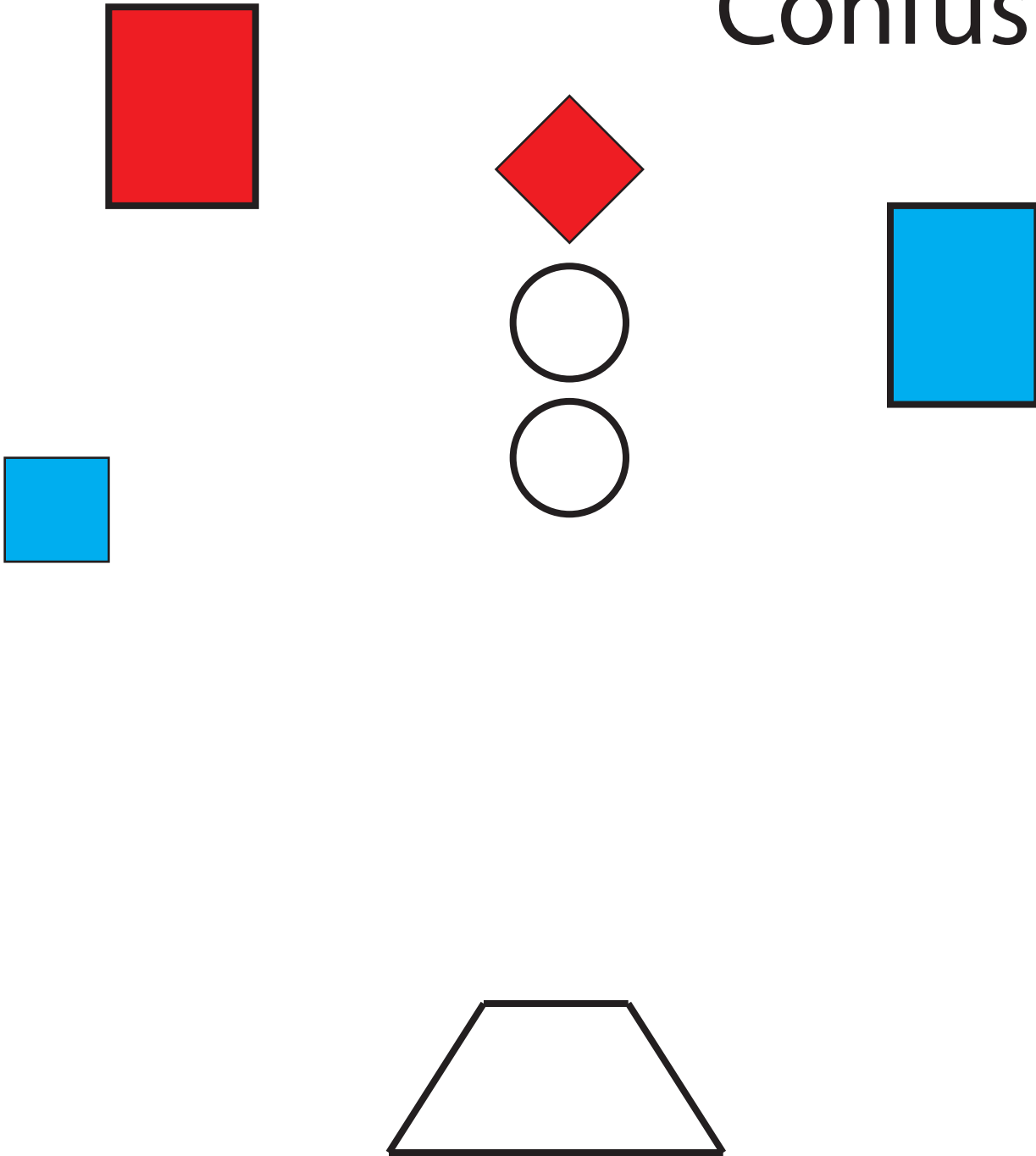
# Shapes



Shoot red targets in any order,  
then White targets,  
Then Blue Targets. Stop plate is last Blue target hit.

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

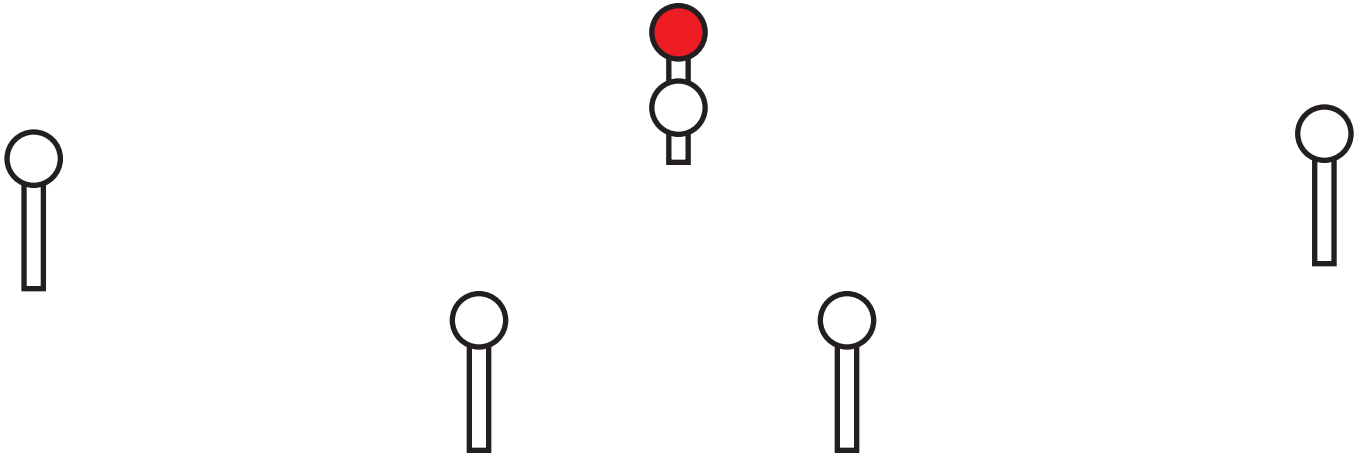
# Confusion



Shoot red targets in any order,  
then White targets,  
Then Blue Targets. Stop plate is last Blue target hit.

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

# Crown Royal



From surrender position:  
Engage all targets with stop plate last  
5 runs 2 drop  
3 sec penalty per missed shot or procedural. 60 sec max.