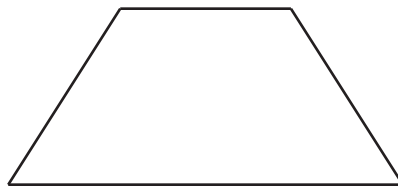
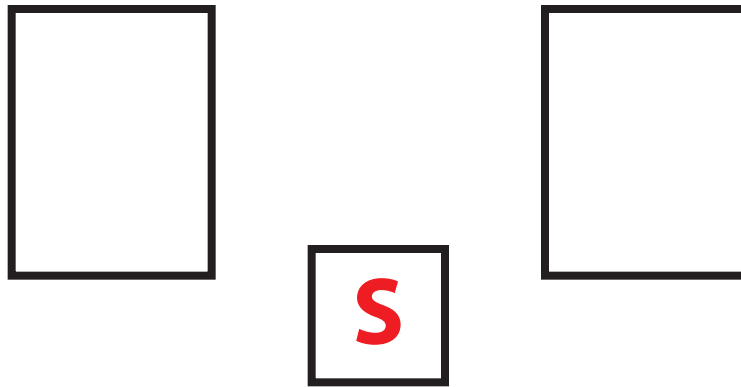


# ENTRAPMENT

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.

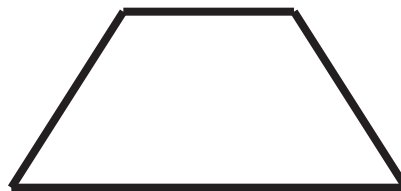
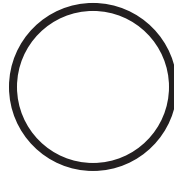
25 Rounds Minimum

# Four Square



From surrender position:  
Engage the large squares with  
**2 alternating hits each**  
then shoot center Square  
3 sec penalty per missed shot.  
5 runs 2 drops. 30 sec max.

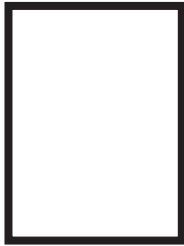
# High Five



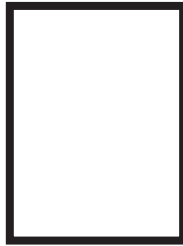
Shoot the targets in any order

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

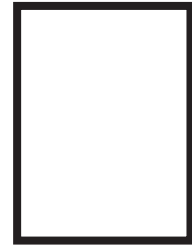
# Speed Run



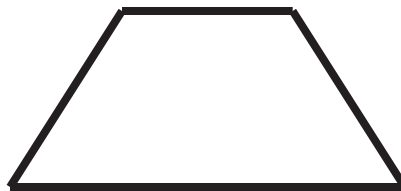
T1



T2

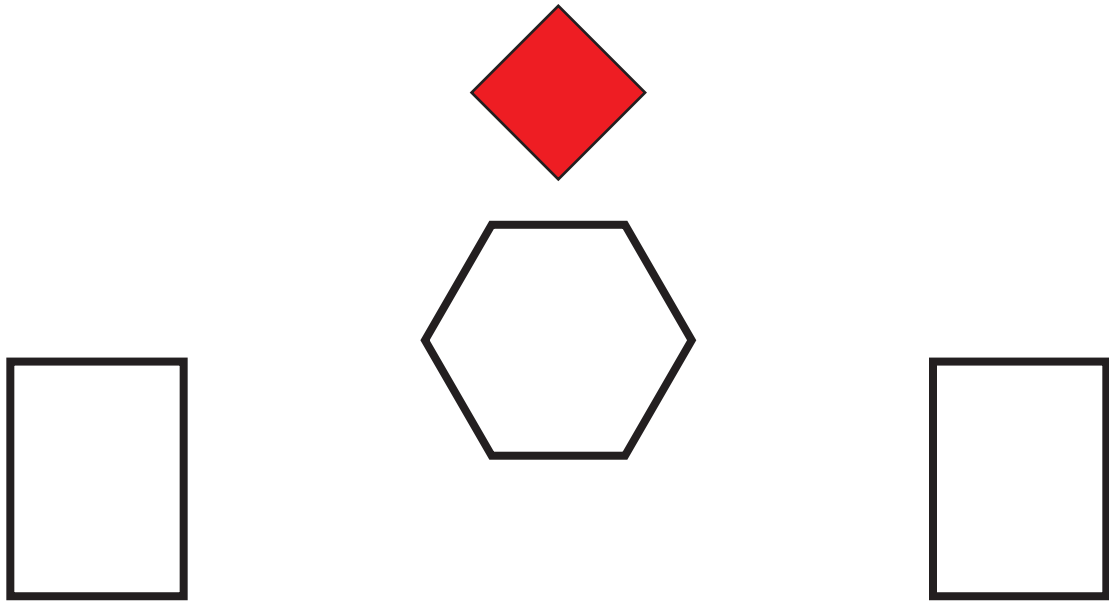


T3



From surrender position:  
Hit the gongs from left to right with one shot and then repeat for a total of 6 hits. Stop is final hit on T3.  
In other words: Hit T1, then T2, then T3 then return to T1, then T2, and finally T3  
5 runs, 2 drop. 3 sec penalty per missed shot; 30 sec max

# Banging the Gongs



Shoot the gongs in any order

Center polygon (stop sign) must have two hits

Then shoot stop plate top diamond.

5 runs, 2 drop. 3 sec penalty per