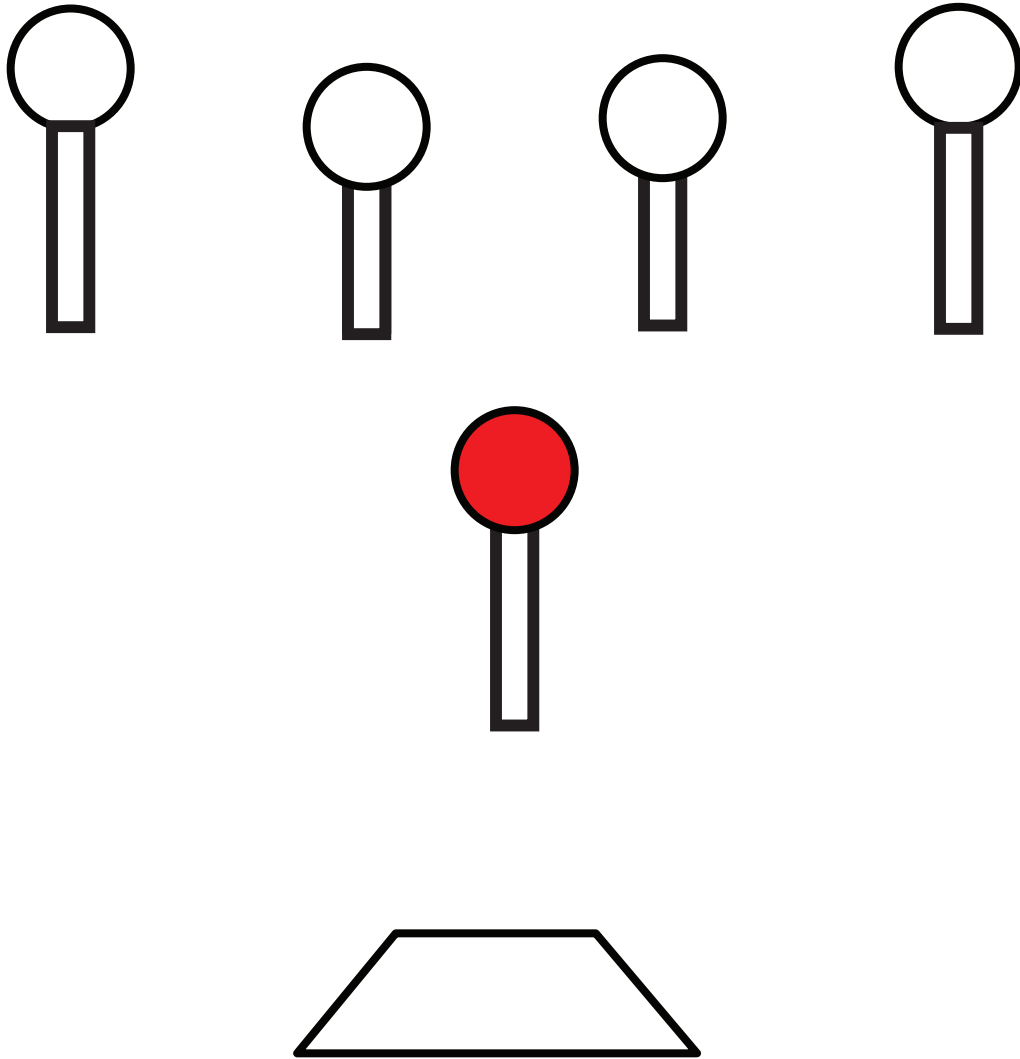


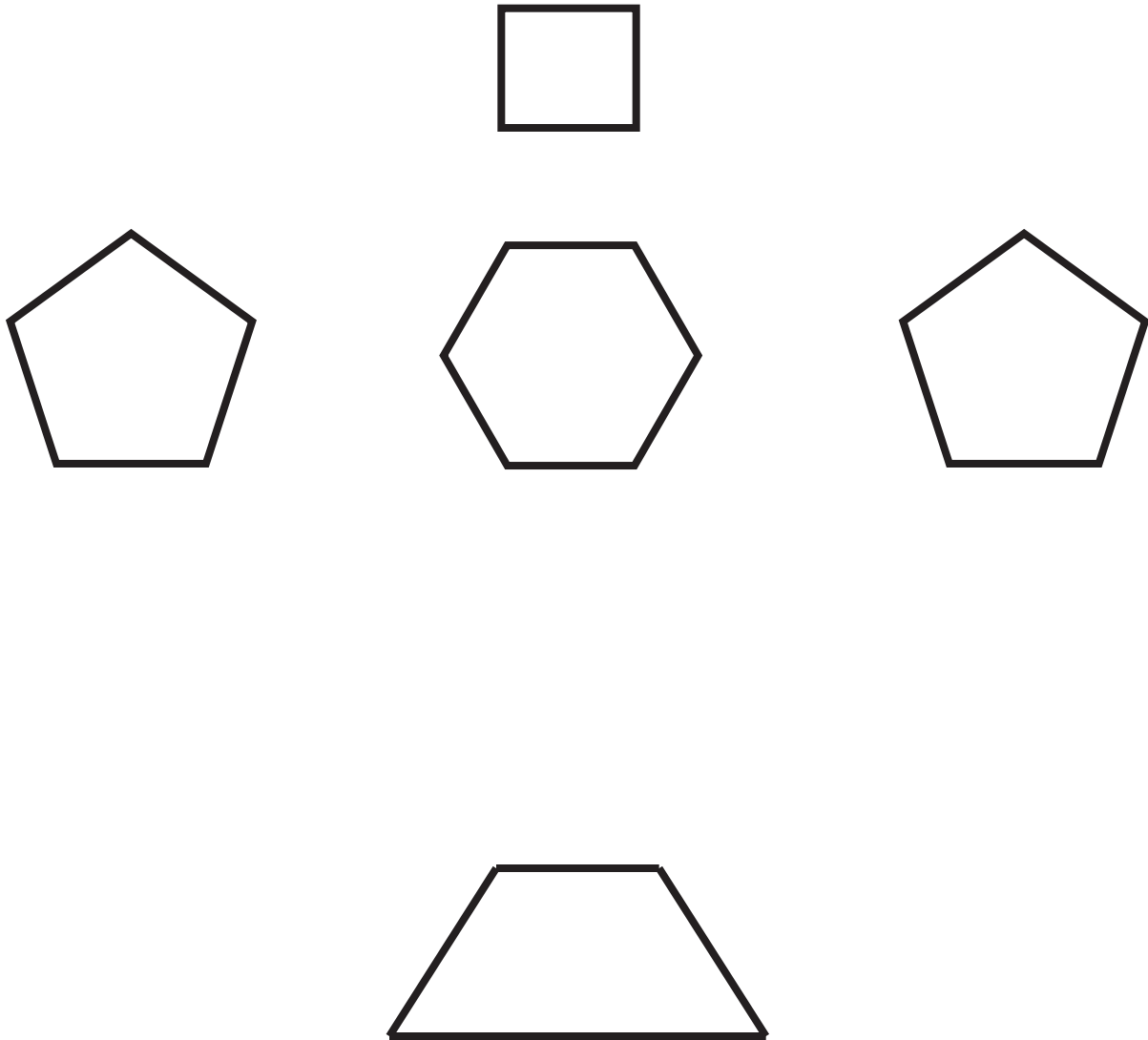
Balance



From surrender position:
Engage plates and then the stop plate
5 runs 2 drops

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

Gong Nuts

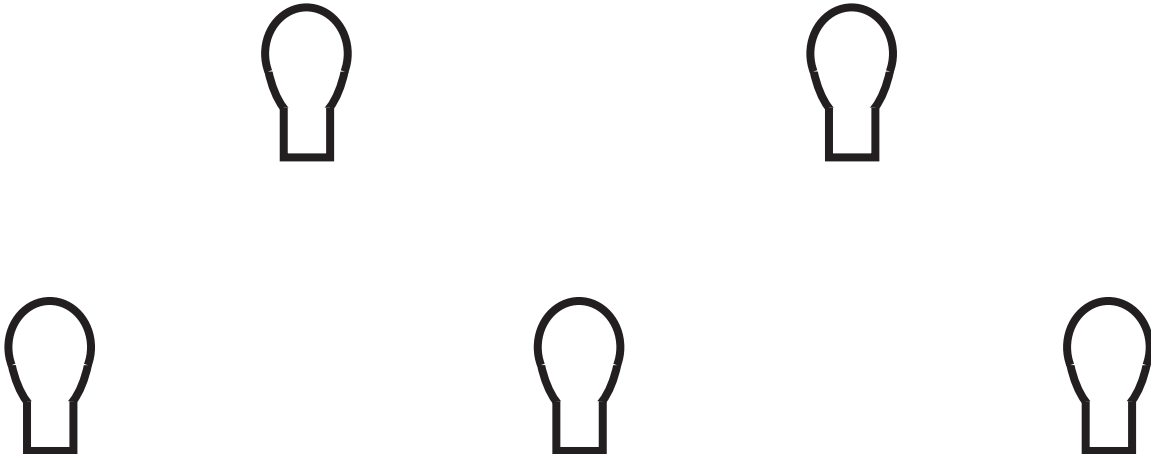


Shoot the pentagon targets in any order with one hit each then shoot the center polygon with two hits, and then the top square to stop.

The stop plate is the top square.

5 runs, 2 drop. 3 sec penalty per

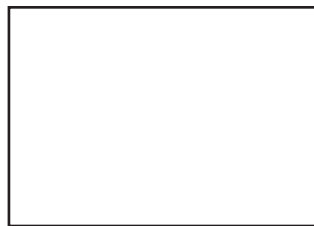
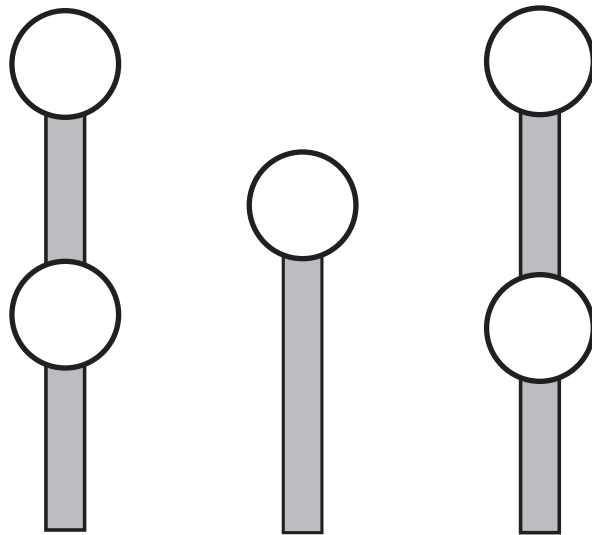
Bobble Heads



From surrender position:
Shoot the the Bobble Heads
5 runs - 2 drop.

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

Dice



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.