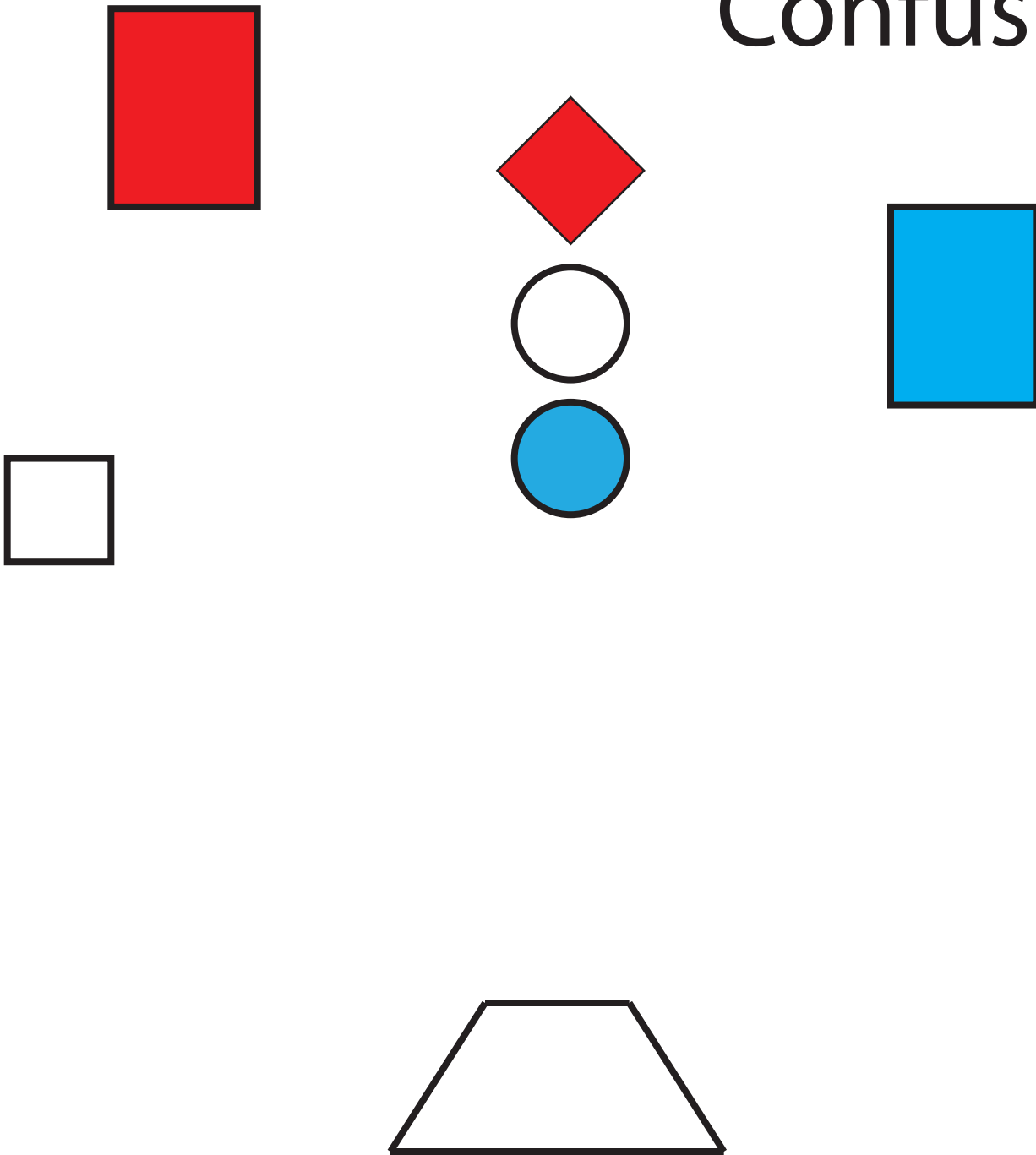


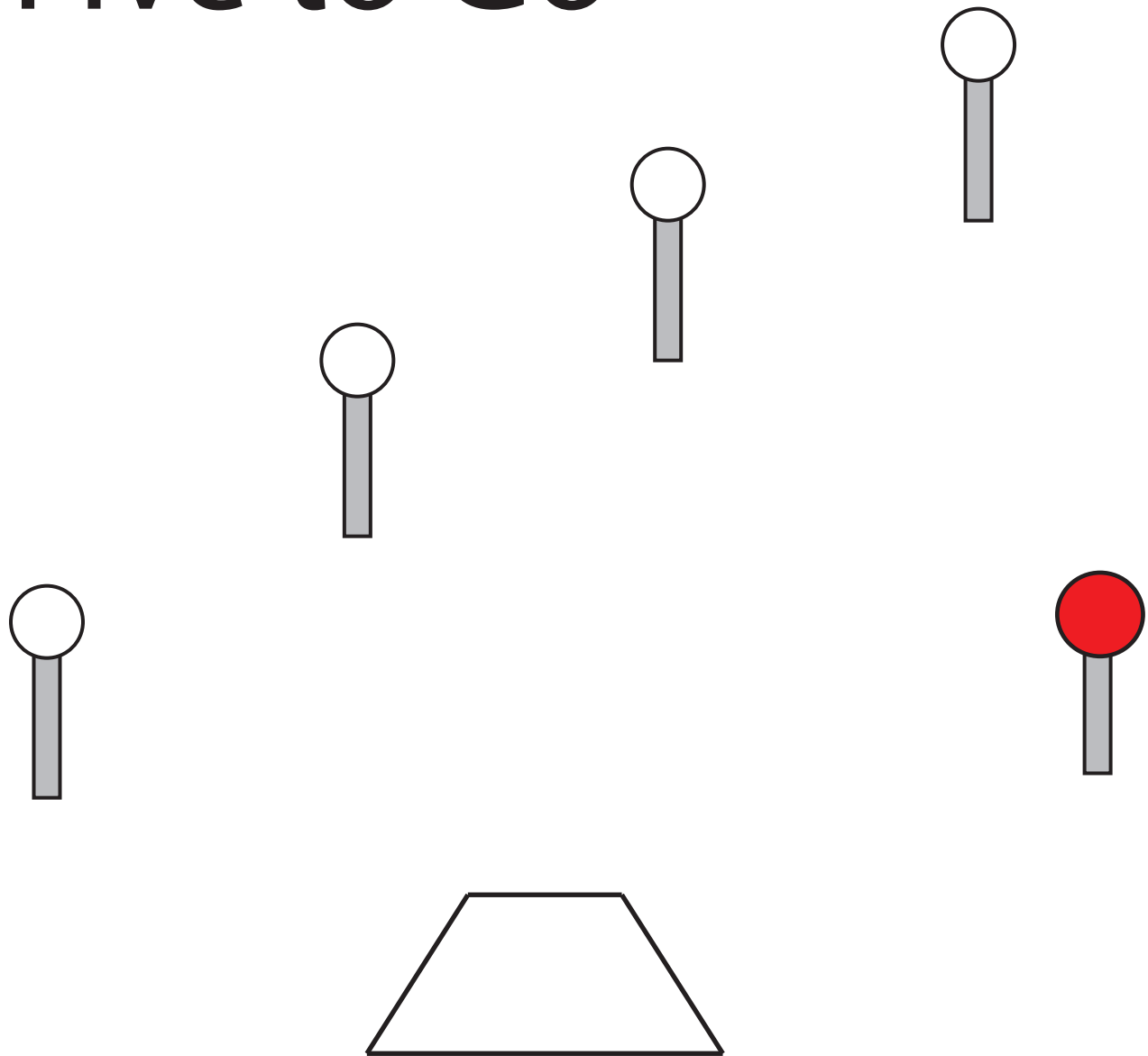
Confusion



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

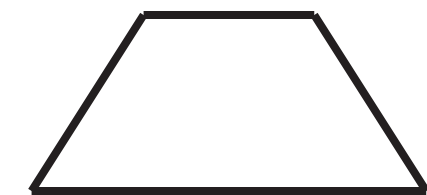
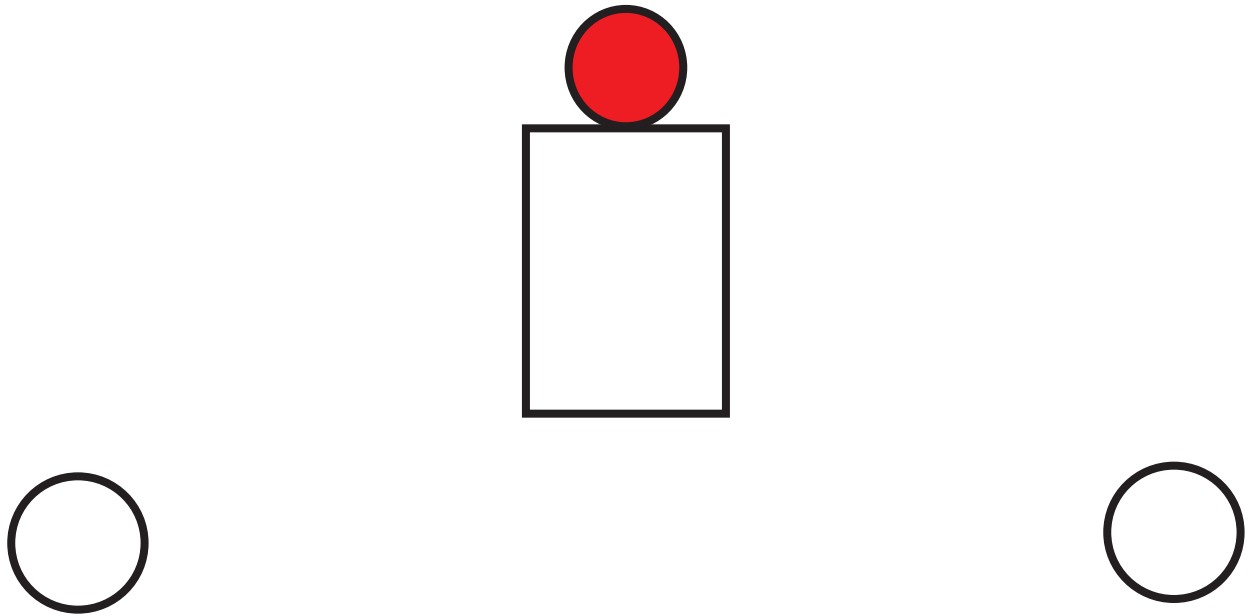
5 runs, 2 drop. 3 sec penalty per
missed shot; 30 sec max

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.

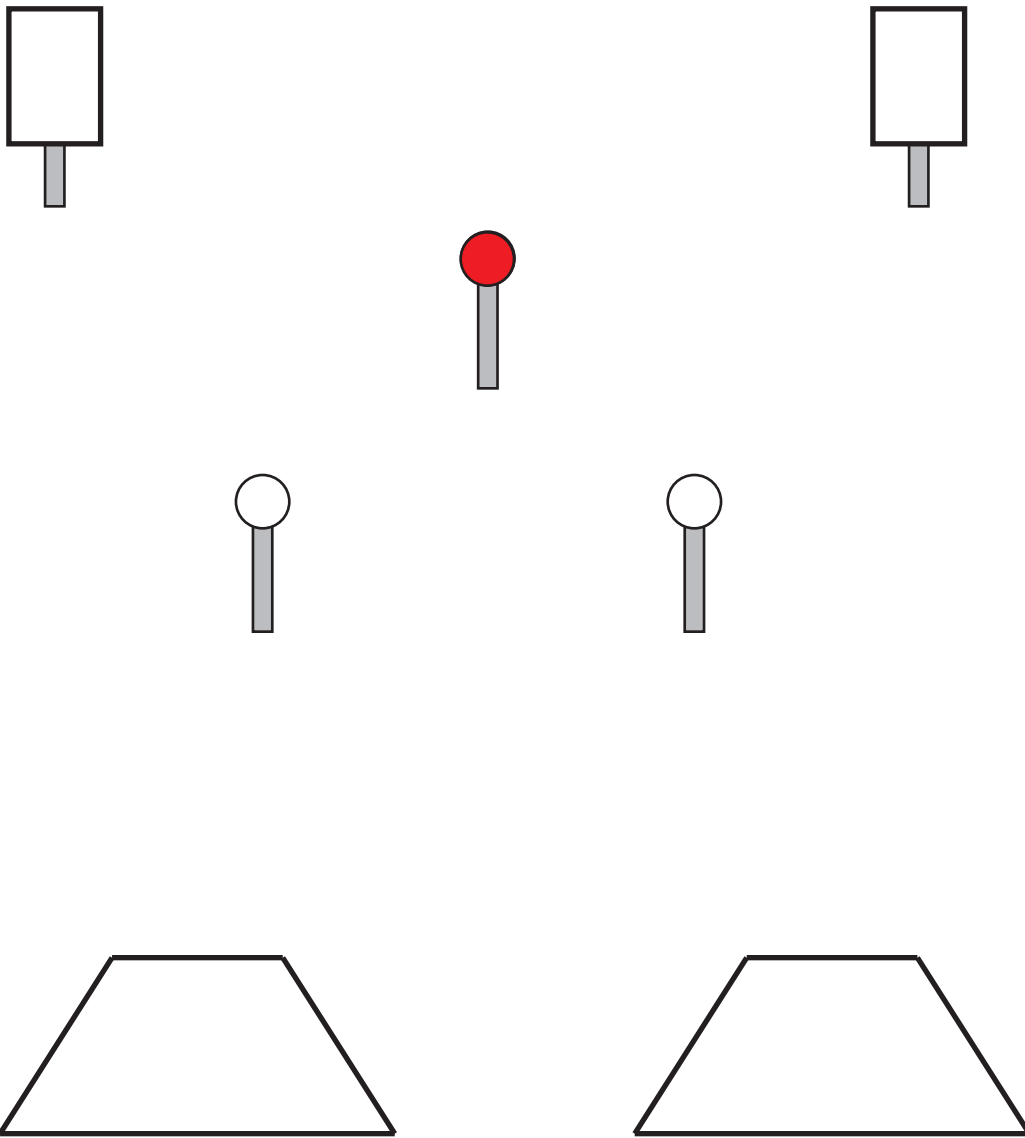


Straight Jacket 2

From surrender position: Shoot each target in any order ending with the stop plate. The square gong must have 2 hits
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Showdown

25 Rounds Minimum



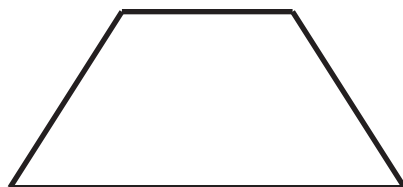
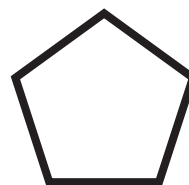
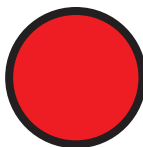
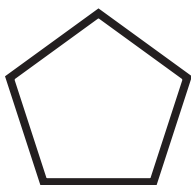
Run #1 & #2: from surrender position in left box:
engage targets in any order with stop plate last.

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.

Geometry



From surrender position: Shoot targets in any order
and then shoot the stop plate.

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