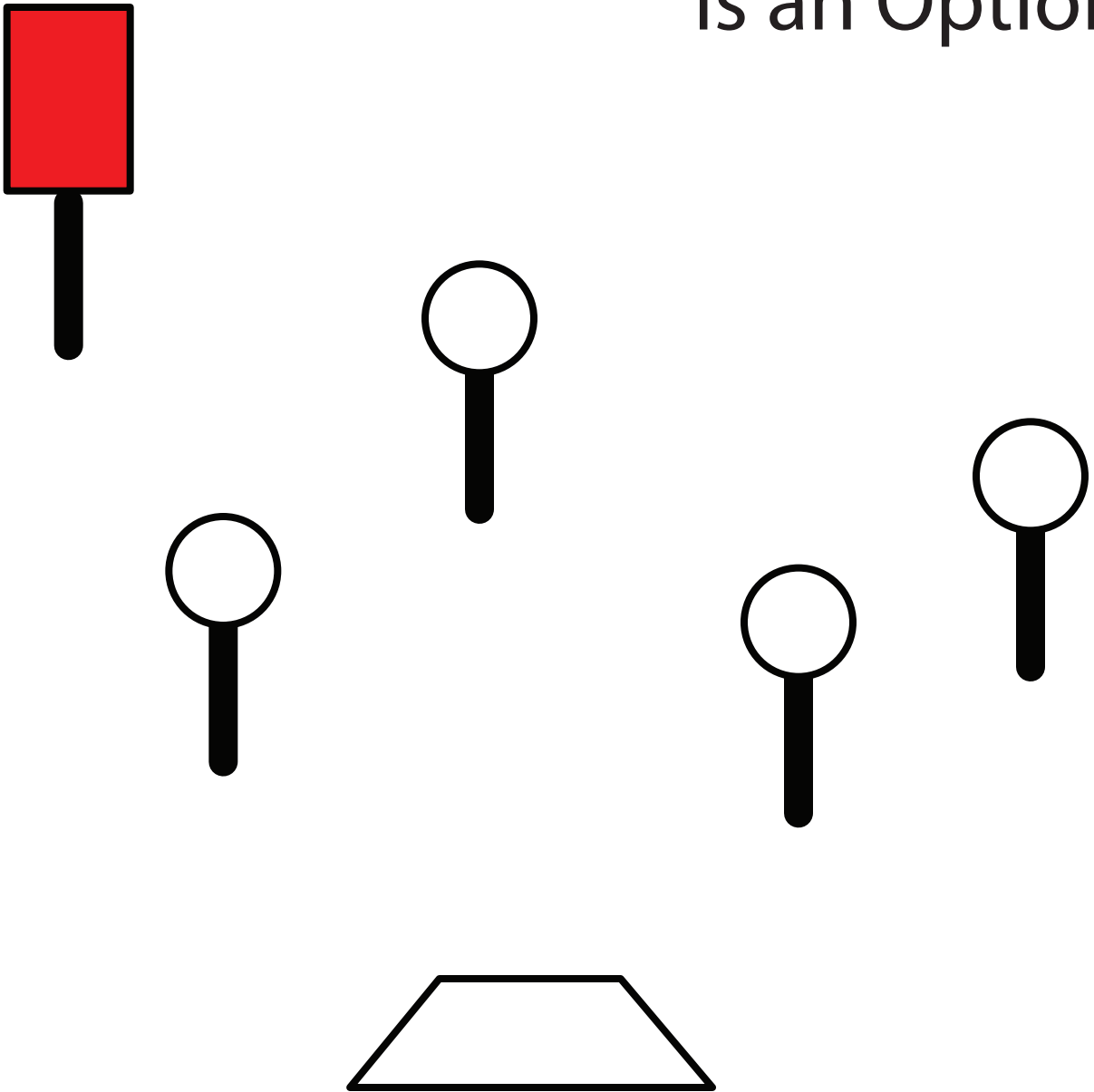
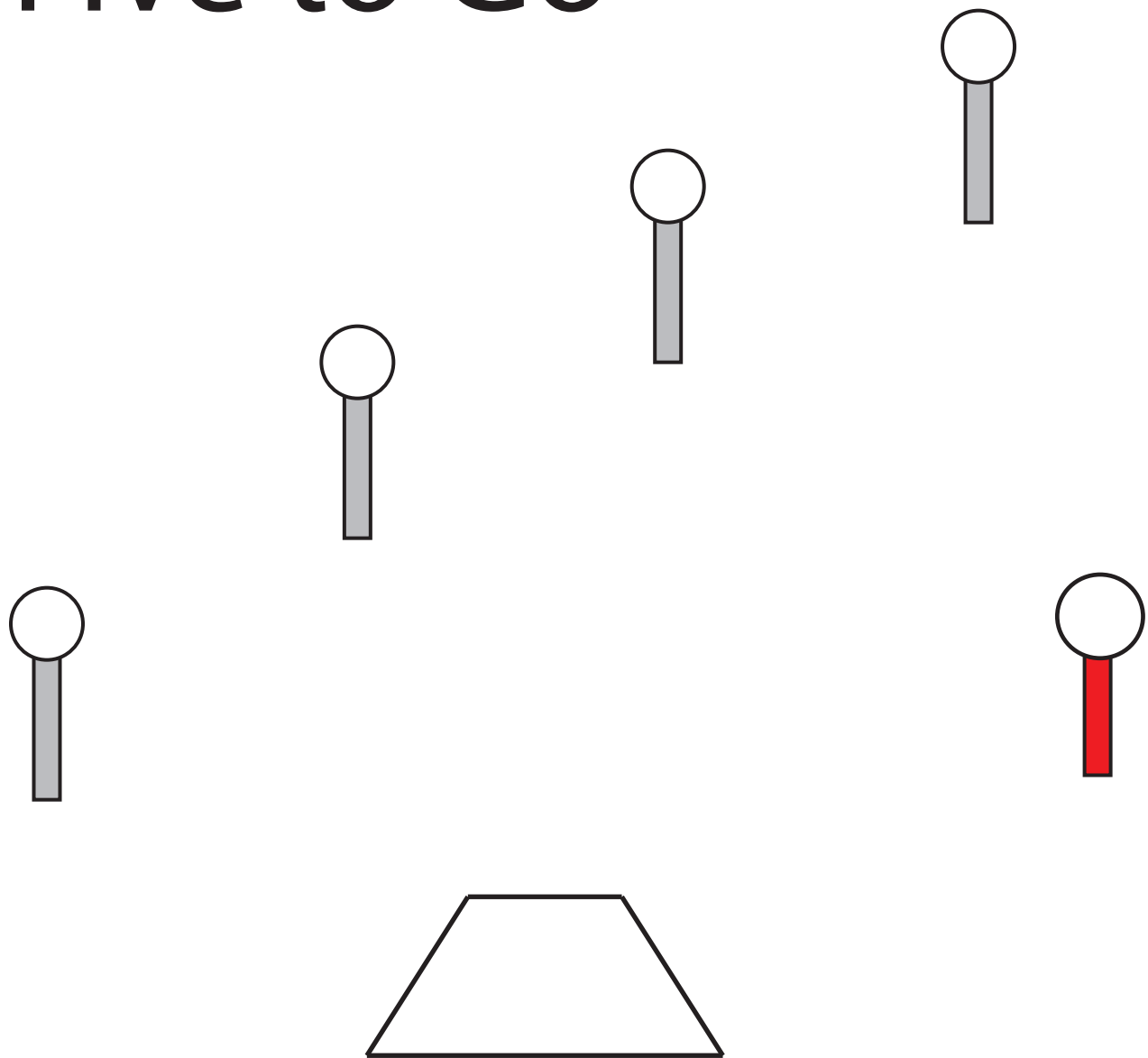


Speed is an Option



From surrender position:
Engage plates and then Gong to stop
5 runs 2 drops
5 sec penalty per missed shot or procedural. 30 sec max

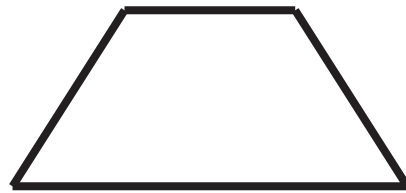
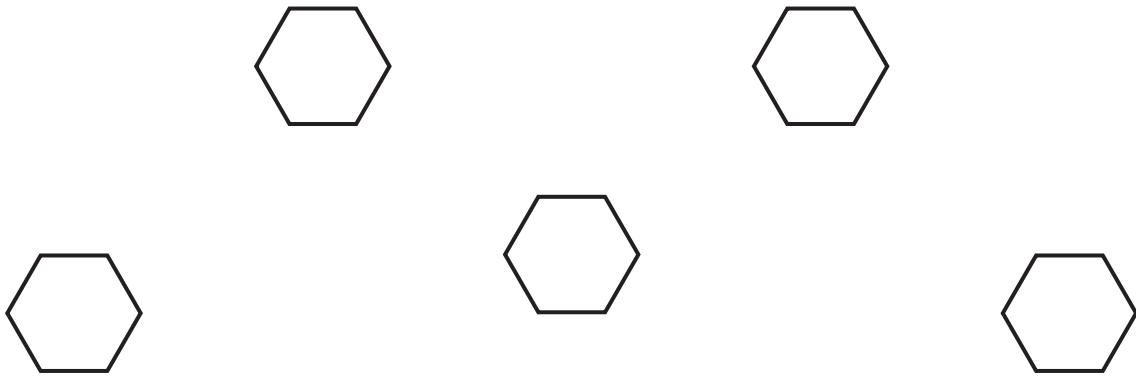
Five to Go



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.

Matrix

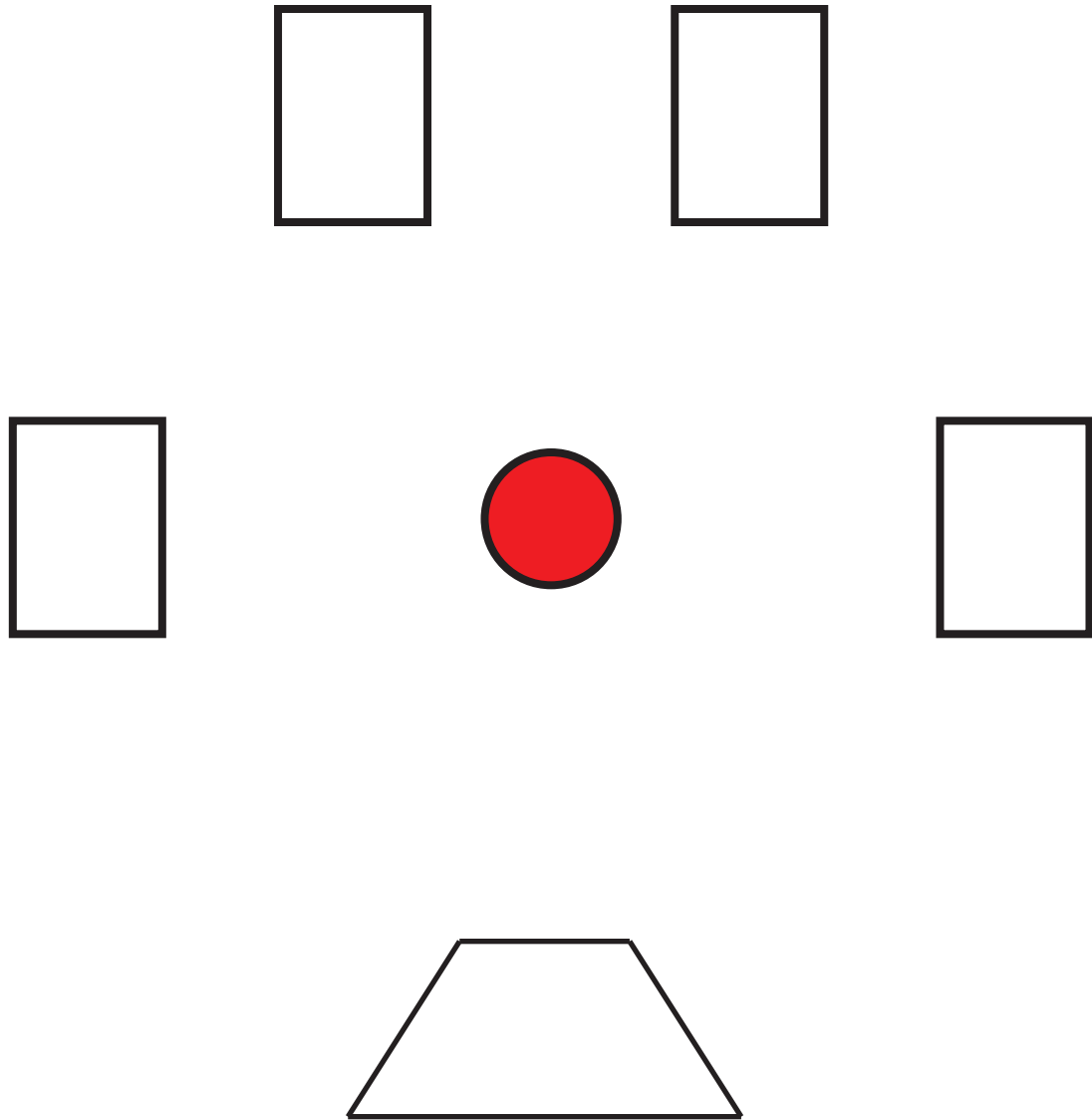


From Surrender position: shoot targets 1-5 in
any order

Stop is last target hit

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

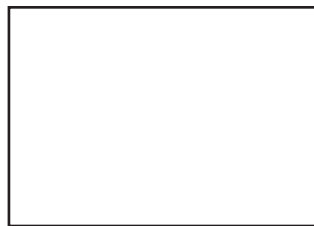
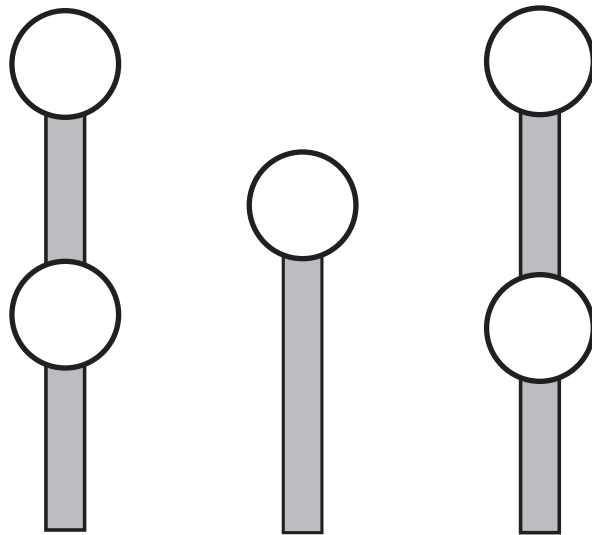
Square Up



From surrender position: Shoot each square target and then shoot the stop plate.

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