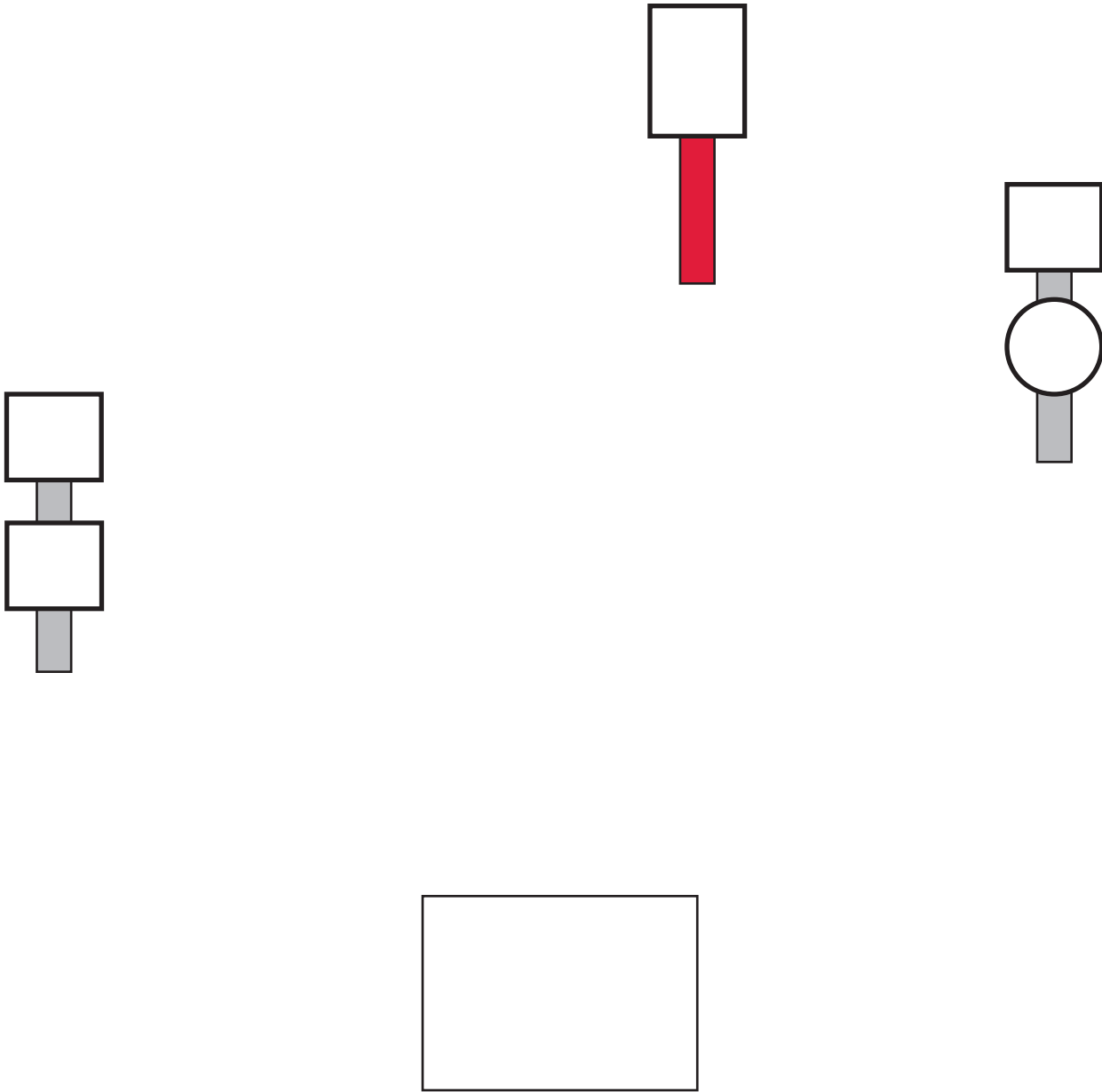


Speeding 6



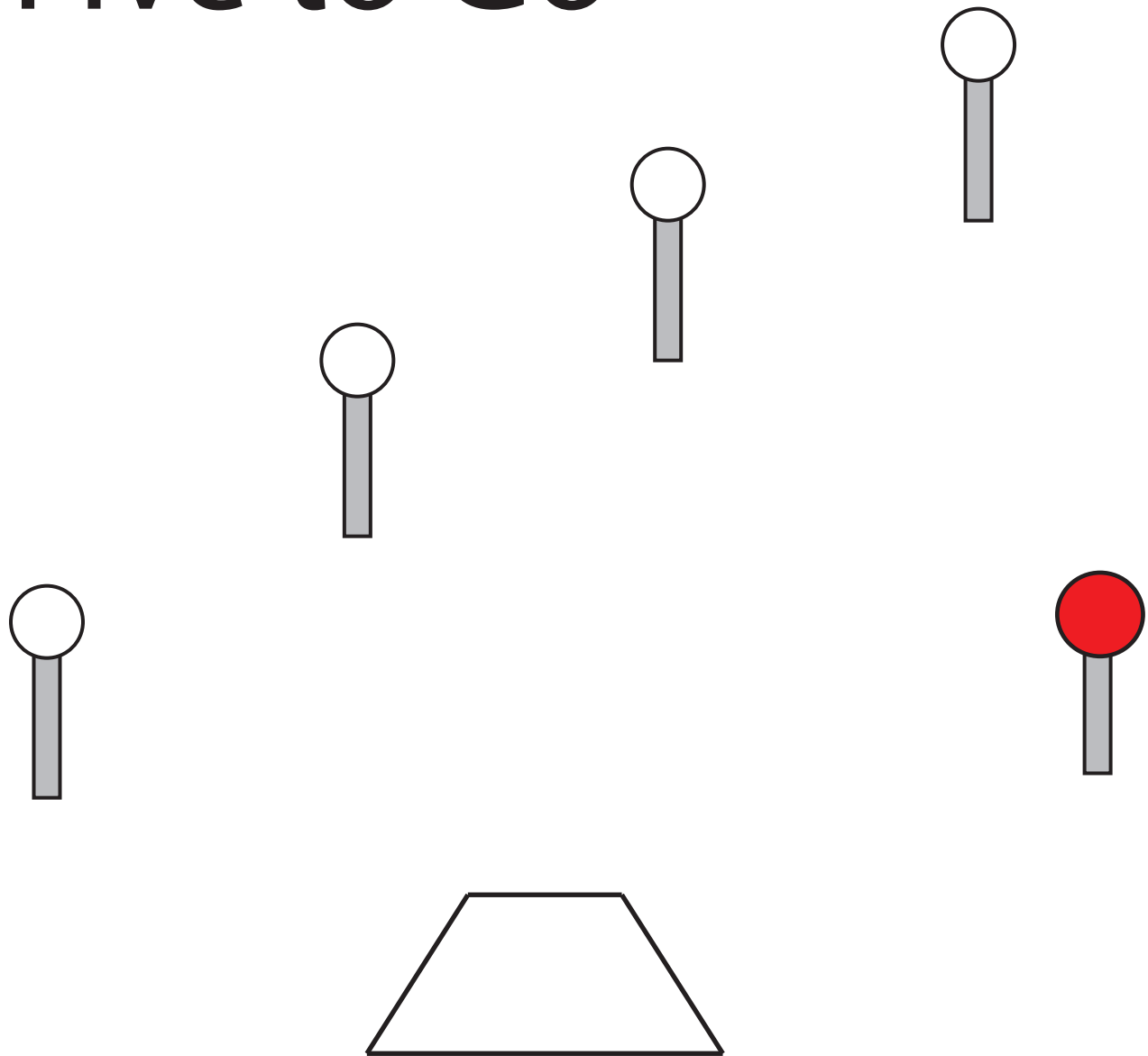
From surrender position:

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.

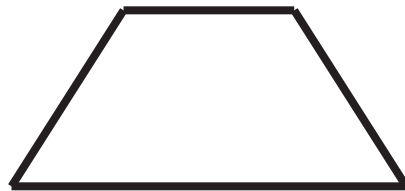
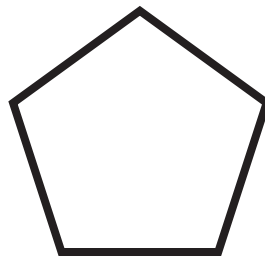
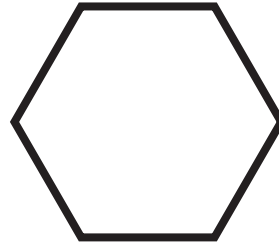
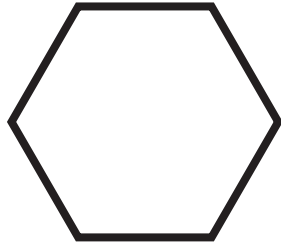
Five to Go



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.

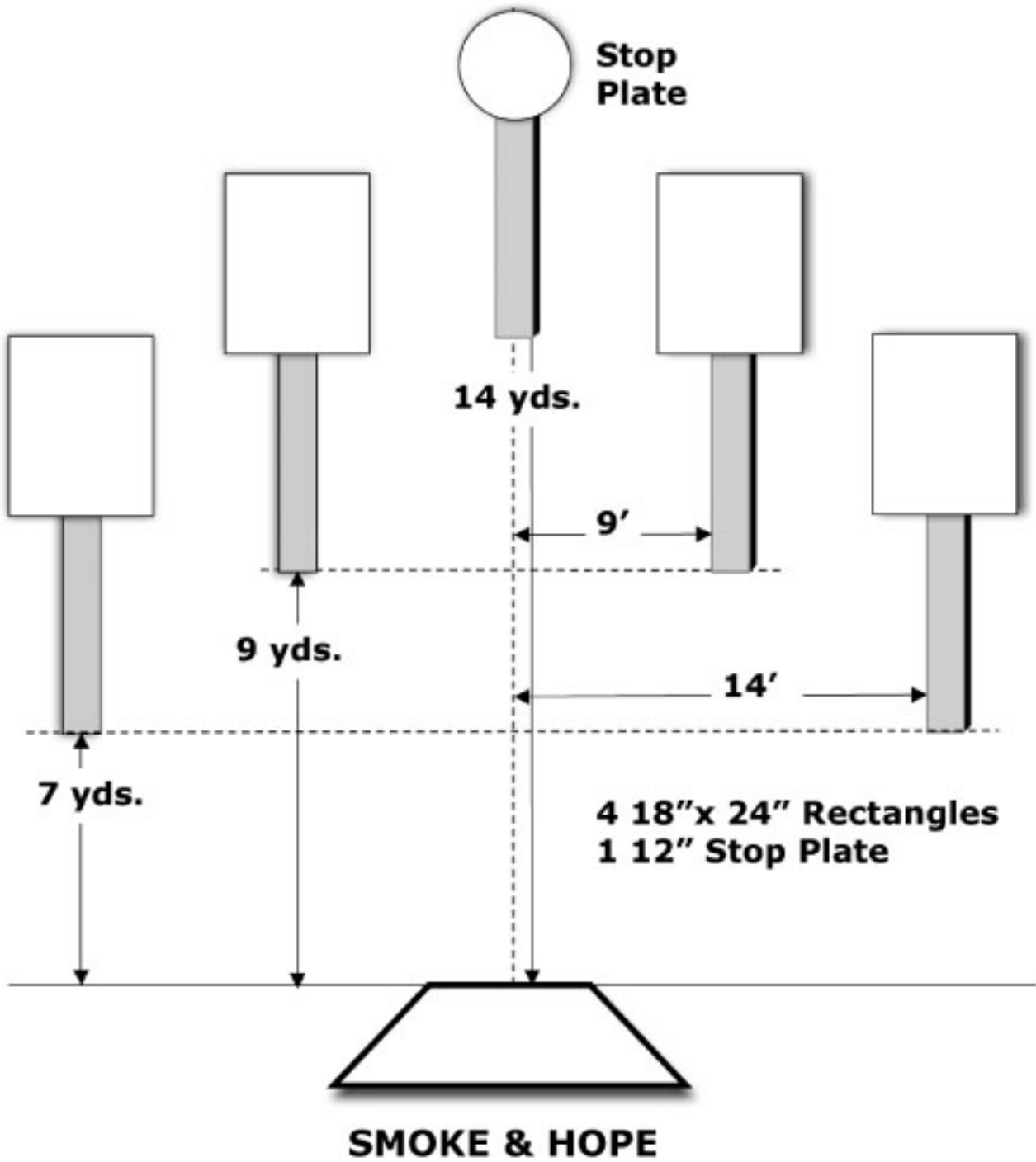
Pairs



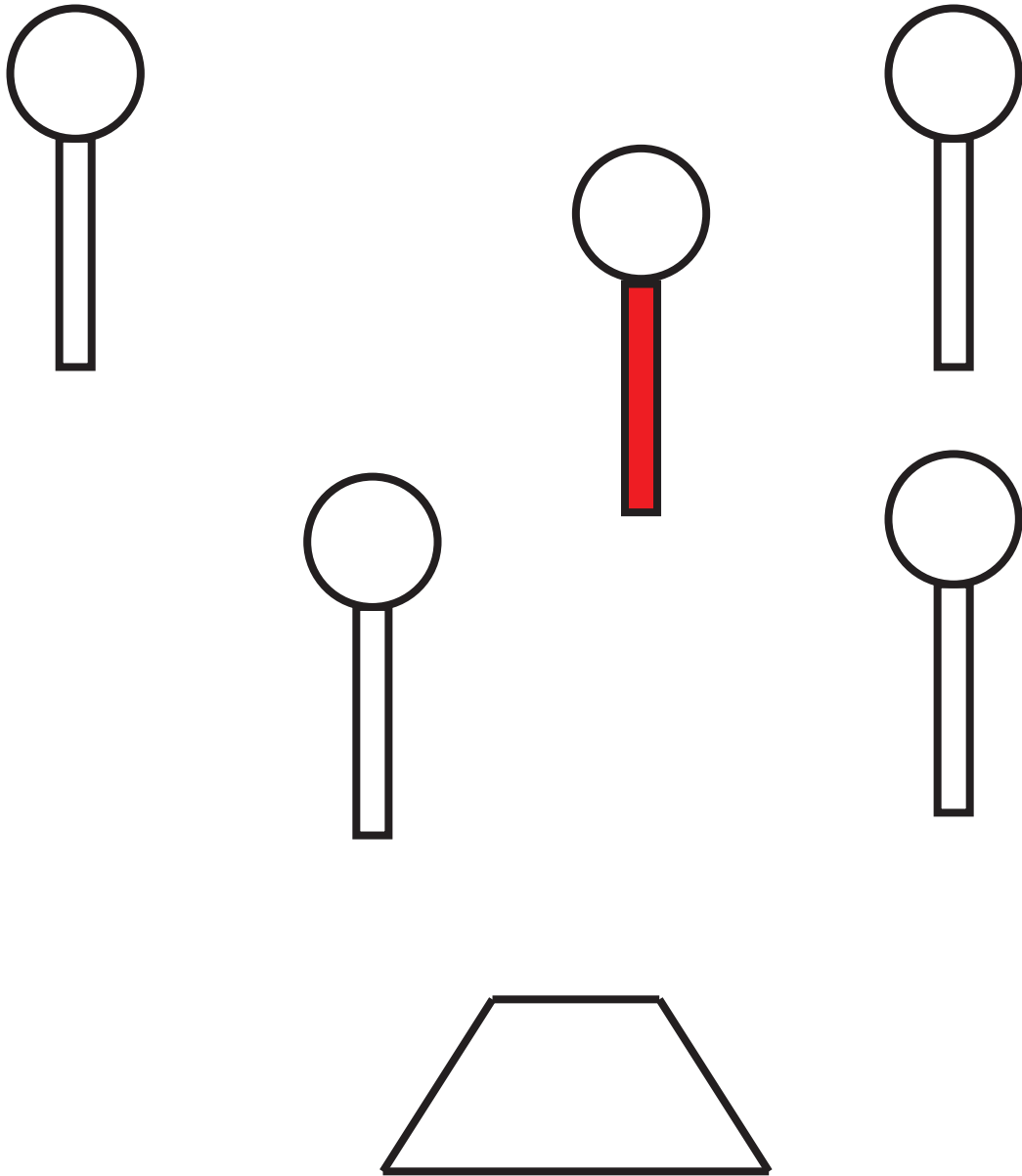
From Surrender position: Shoot the distant targets in any order with 2 hits per target
Then shoot the center target to stop

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

From Surrender position: shoot targets in any order
Stop is last target hit
5 runs, 2 drops. 3 sec penalty per missed shot; 30 sec max



Roundabout



From Surrender position: Shoot the targets in any order and then stop plate

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