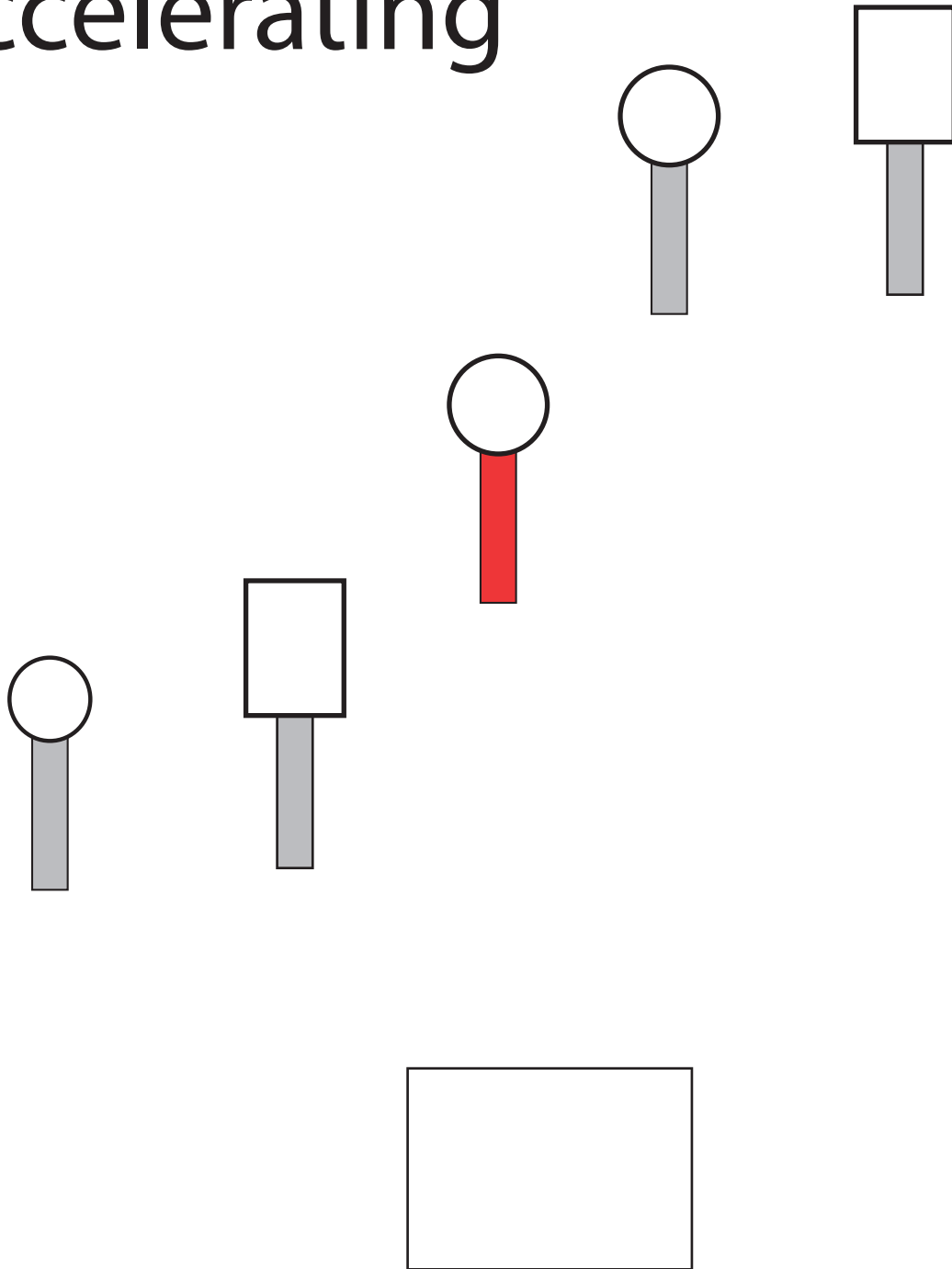


Accelerating



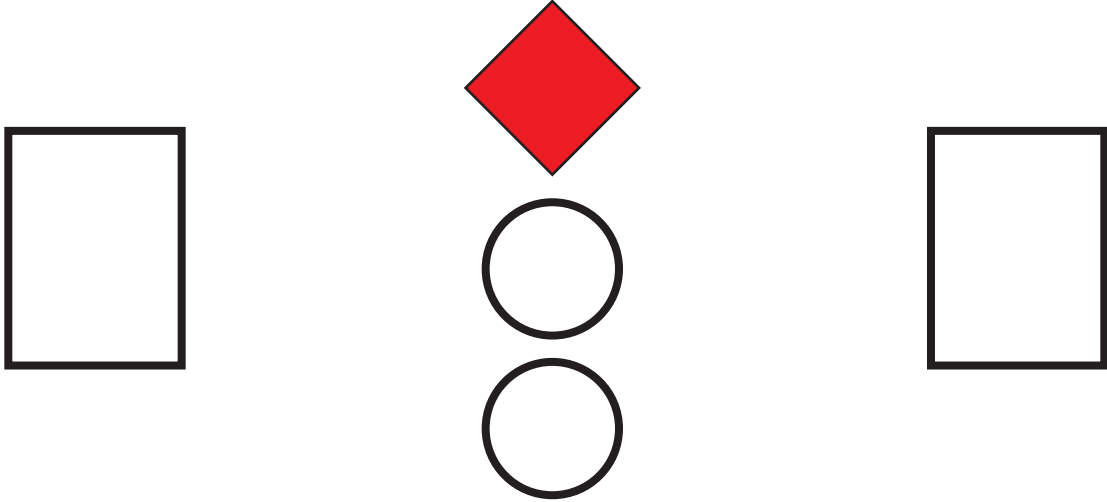
From surrender position:

Engage all targets, the stop plate is the Center target.

5 runs 2 drops.

5 sec penalty per missed shot or procedural. 60 sec max.

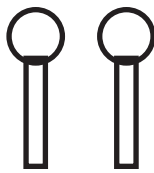
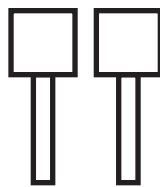
Shapes



Shoot targets in any order
Stop plate top diamond.

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

Progress 2



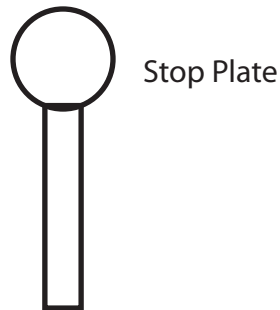
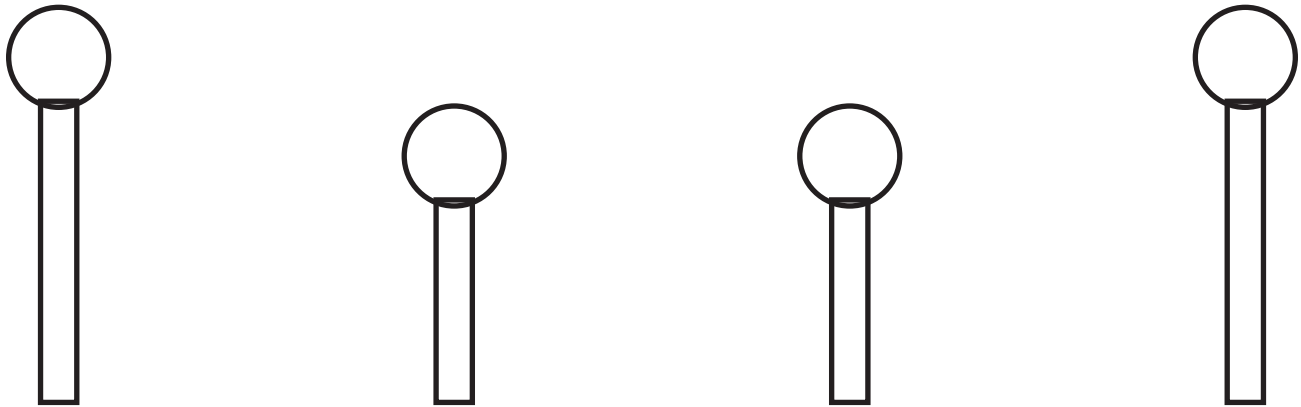
From surrender position:

Engage all targets in any order

3 sec penalty per missed shot; 30 sec max.

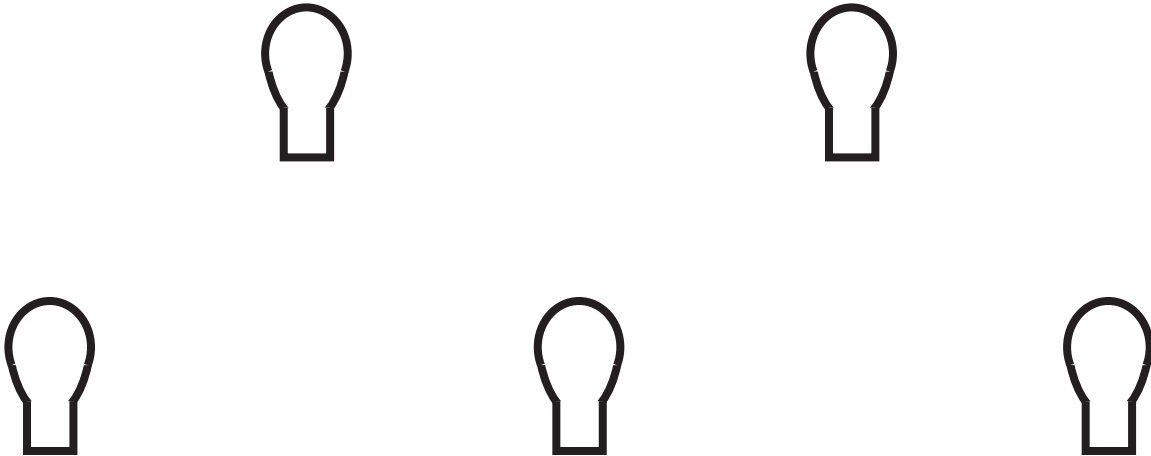
5 runs, 2 drops

Pendulum 2



From surrender position:
Engage targets in any order then shoot
stop plate
5 runs 2 drops
3 sec penalty per missed shot.
30 sec max.

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.