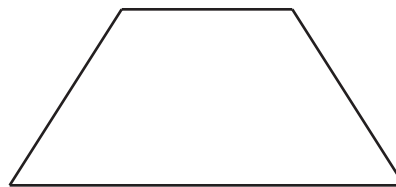
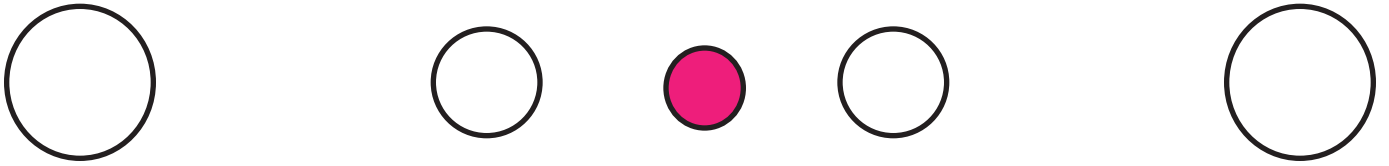
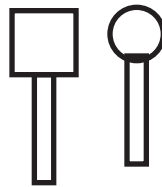
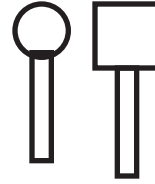


Headlights 3



From surrender position:
Engage all targets then the stop plate.
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Progress 3

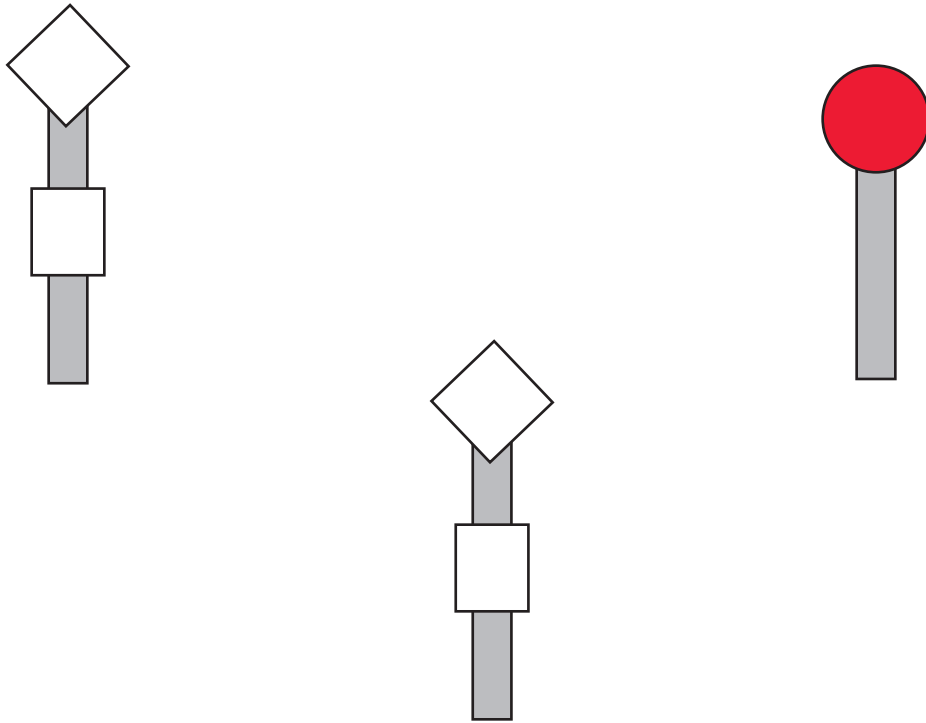


From surrender position:

Hit the Squares, then hit the circles, then shoot the diamond for stop
3 sec penalty per missed shot; 30 sec max.

5 runs, 2 drops

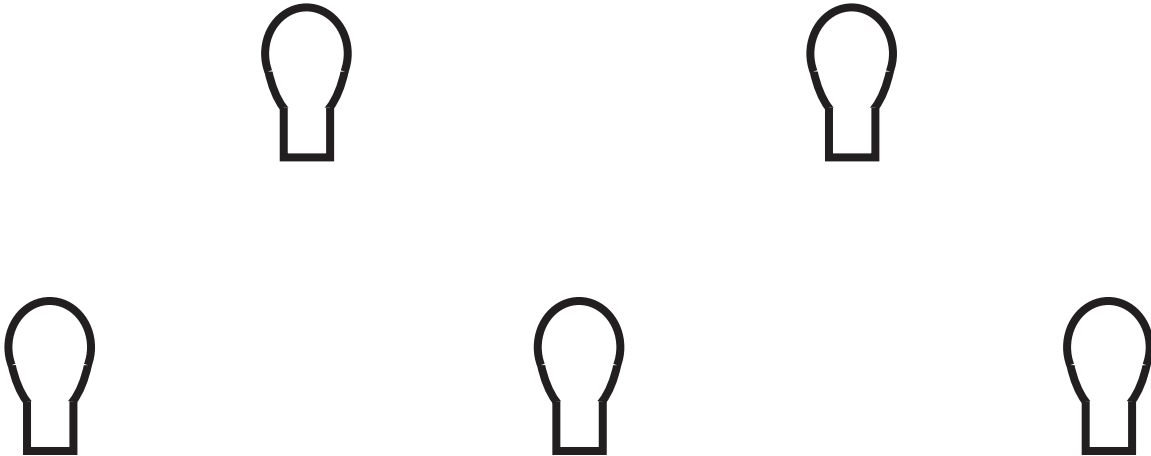
Accelerating



From surrender position:
Engage all targets. Stop is last target engaged.

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

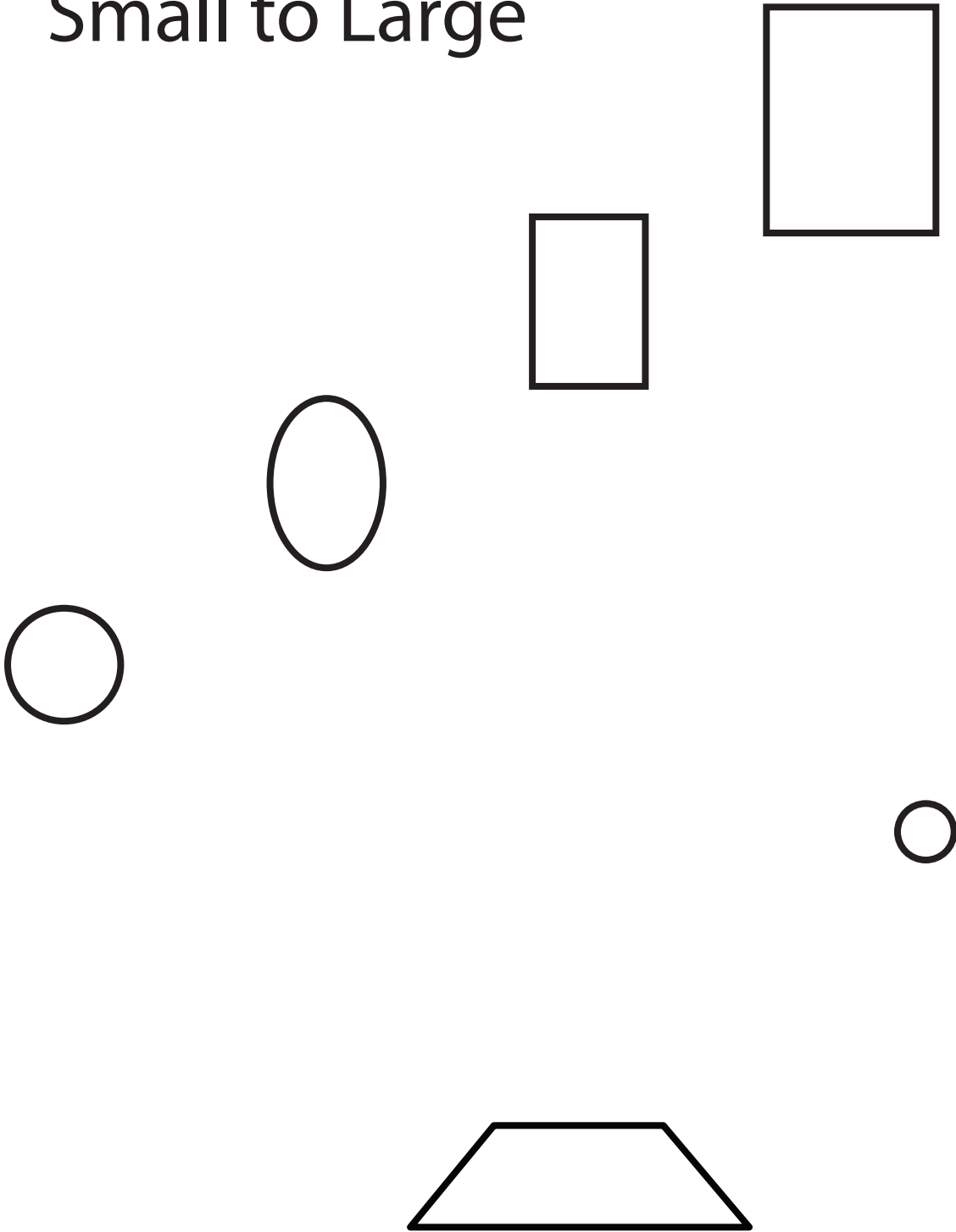
Bobble Heads



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

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

Small to Large



From surrender position:
Shoot (hit) the targets from the smallest to the largest
(in other words--from near to far)

5 runs - 2 drop.
3 sec penalty per missed shot or procedural. 30 sec max.