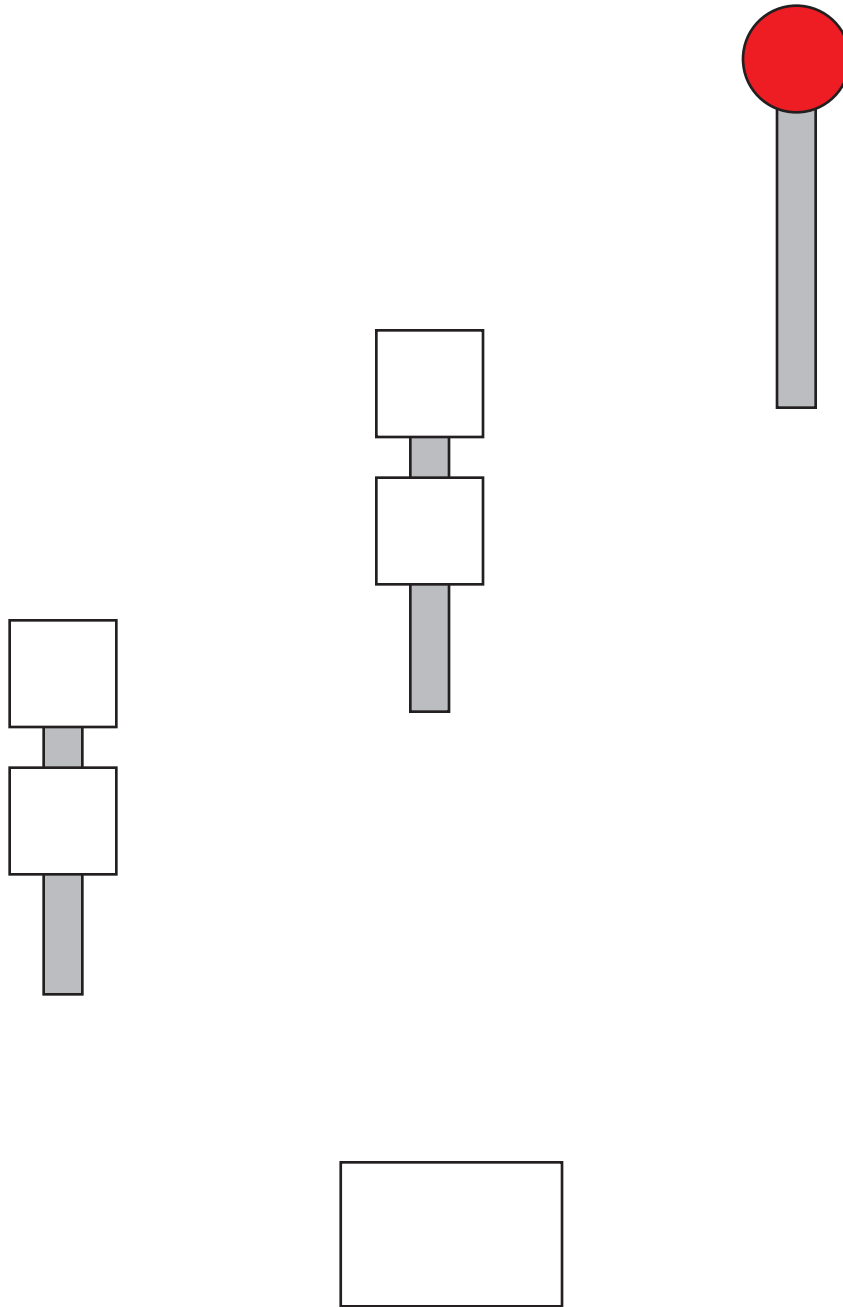


Speeding 5

25 Rounds minimum



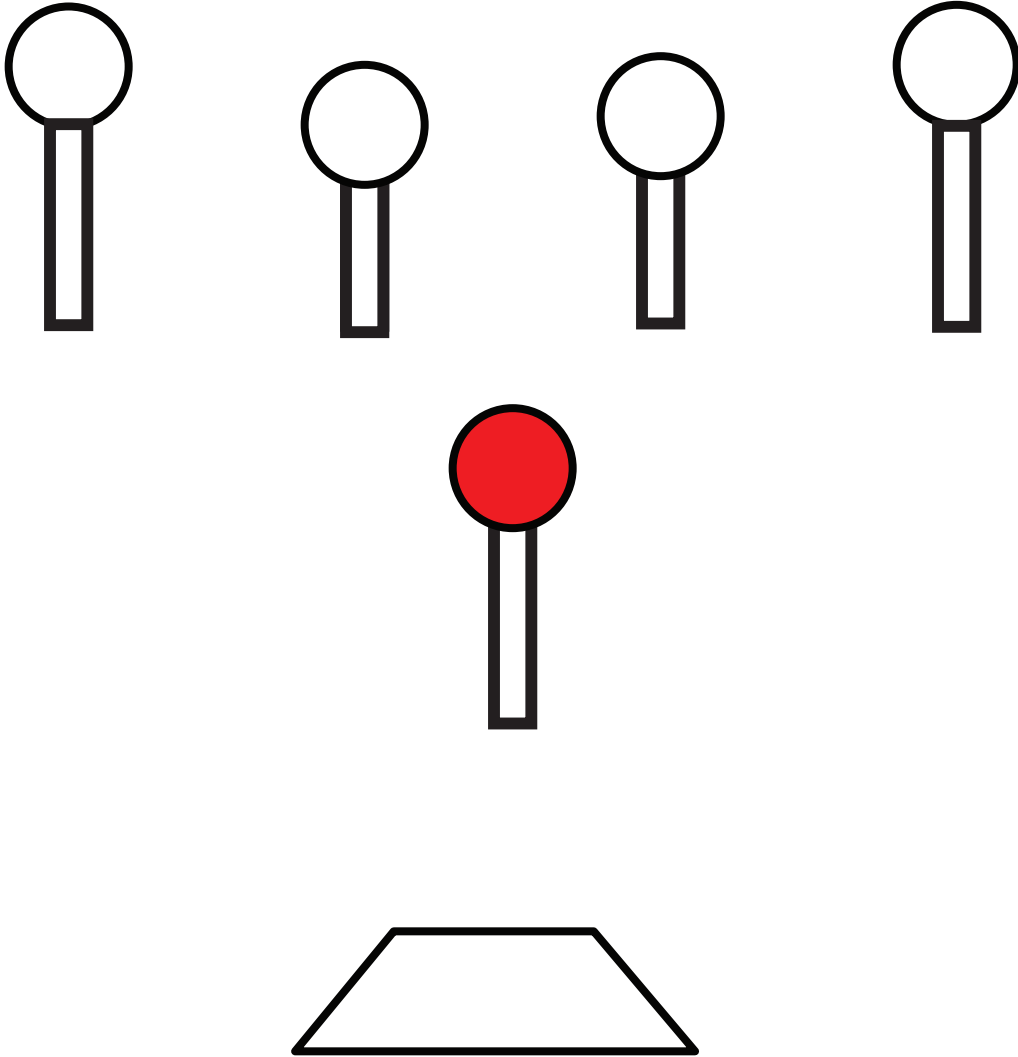
From surrender position:

Engage all targets then hit the stop plate.

5 runs 2 drop.

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

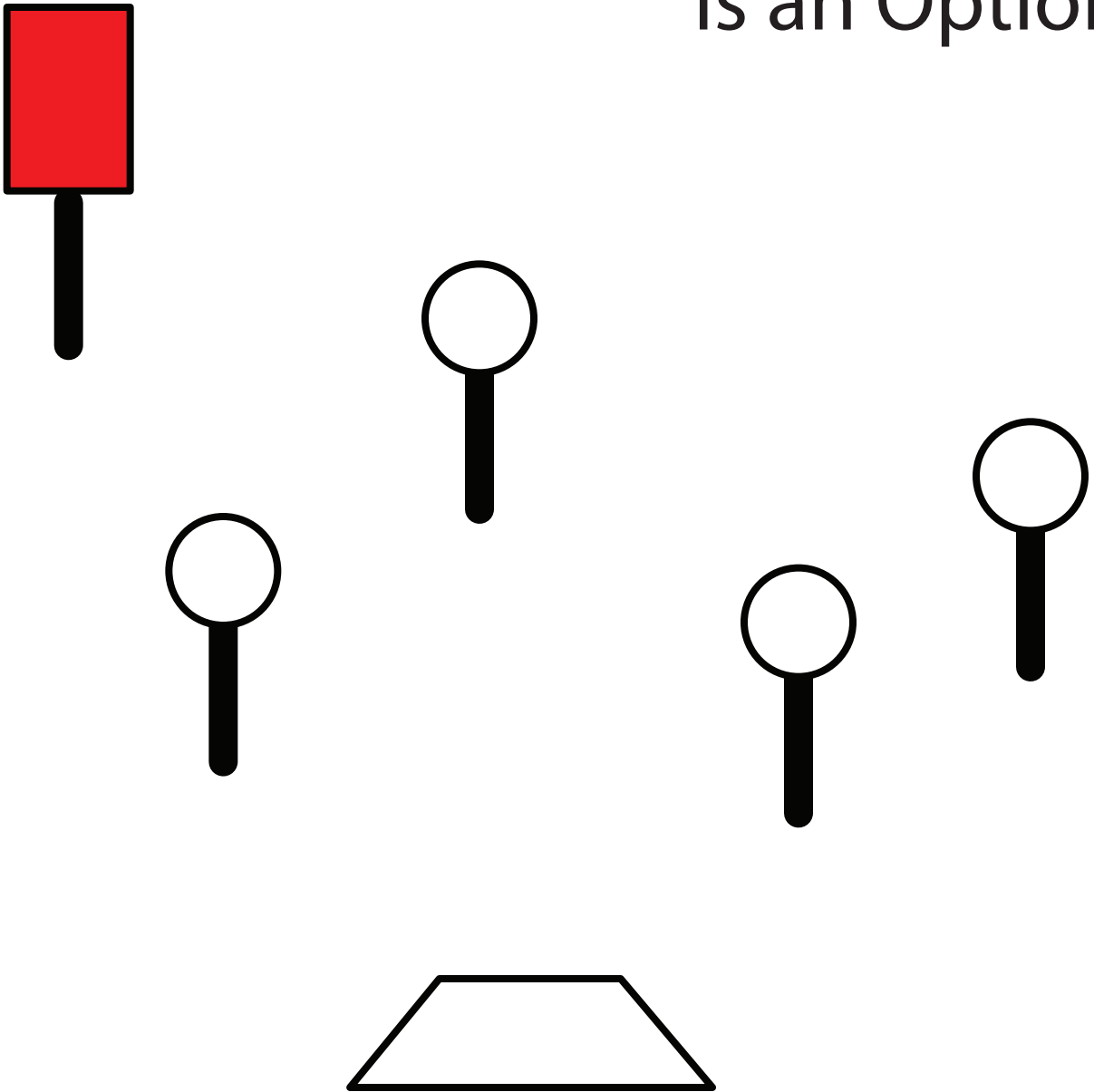
Balance



From surrender position:
Engage plates and then the stop plate
5 runs 2 drops

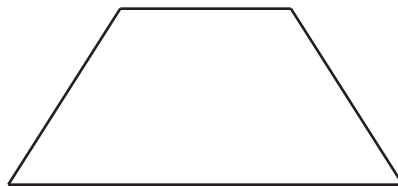
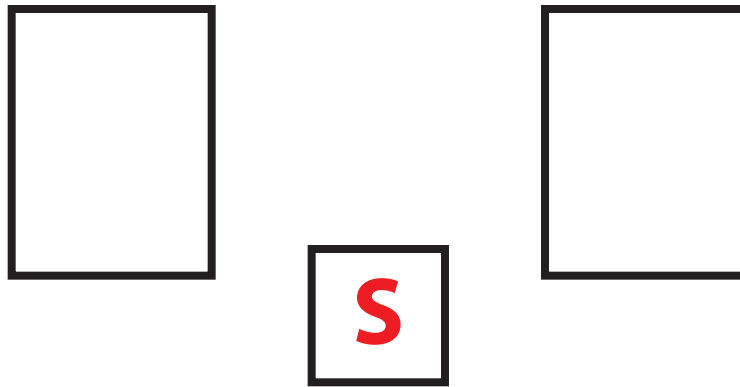
5 sec penalty per missed shot or procedural. 30 sec max

Speed is an Option



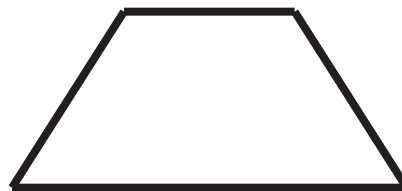
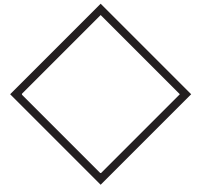
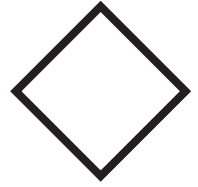
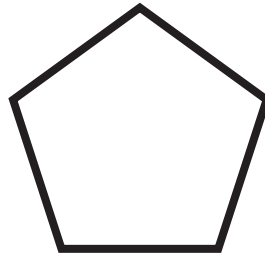
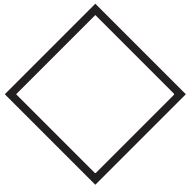
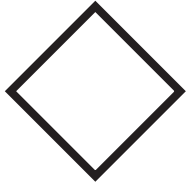
From surrender position:
Engage plates and then Gong to stop
5 runs 2 drops
5 sec penalty per missed shot or procedural. 30 sec max

Four Square



From surrender position:
Engage the large squares with
2 alternating hits each
then shoot center Square
3 sec penalty per missed shot.
5 runs 2 drops. 30 sec max.

Ultimate Five



Shoot the targets in any order

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