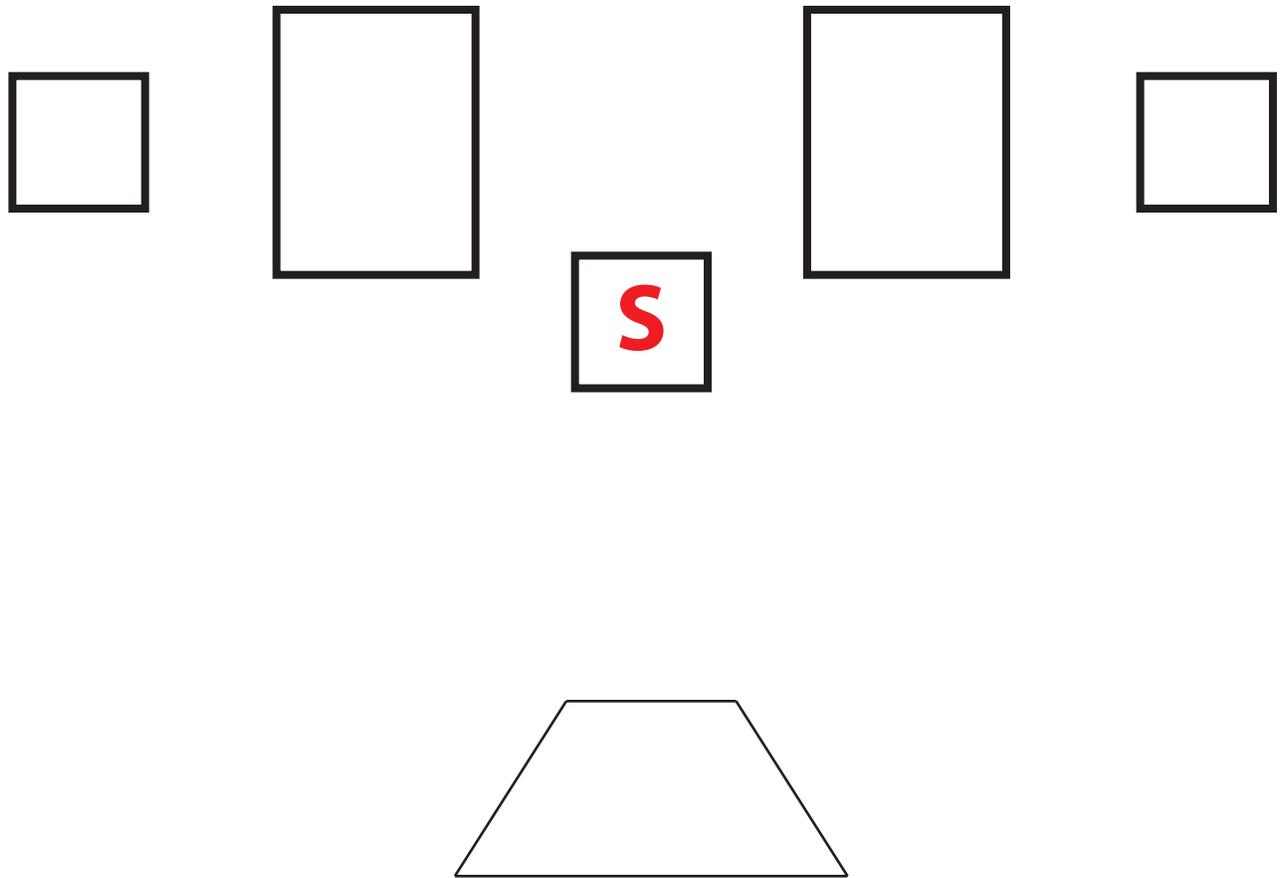


# Four Square

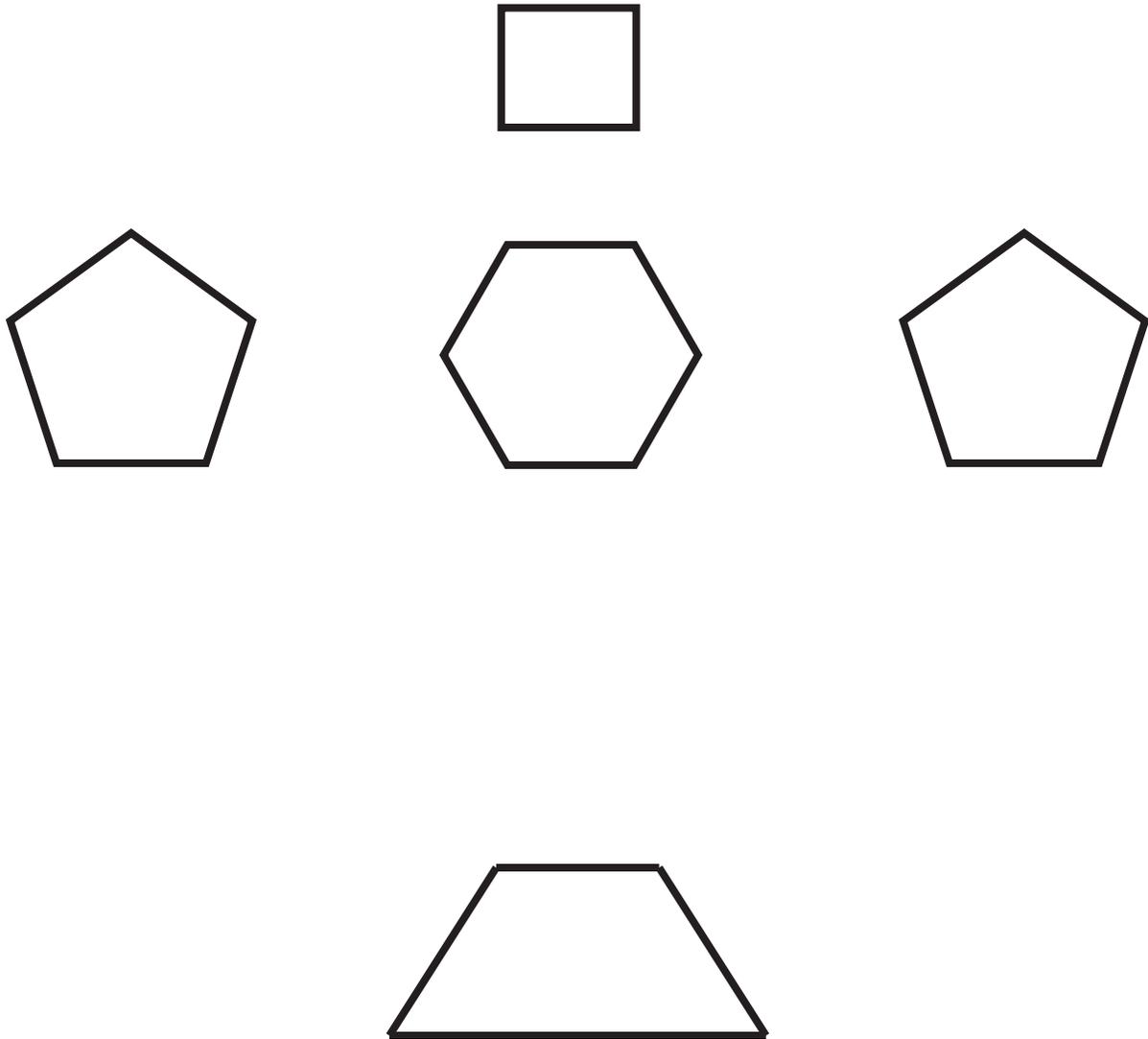


Pistol: From surrender position, Engage the large squares with **2 alternating hits each** then shoot center Square

PCC, 22 Rifle: Engage the large and small squares with **2 alternating hits each** then shoot center Square

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

# Gong Nuts

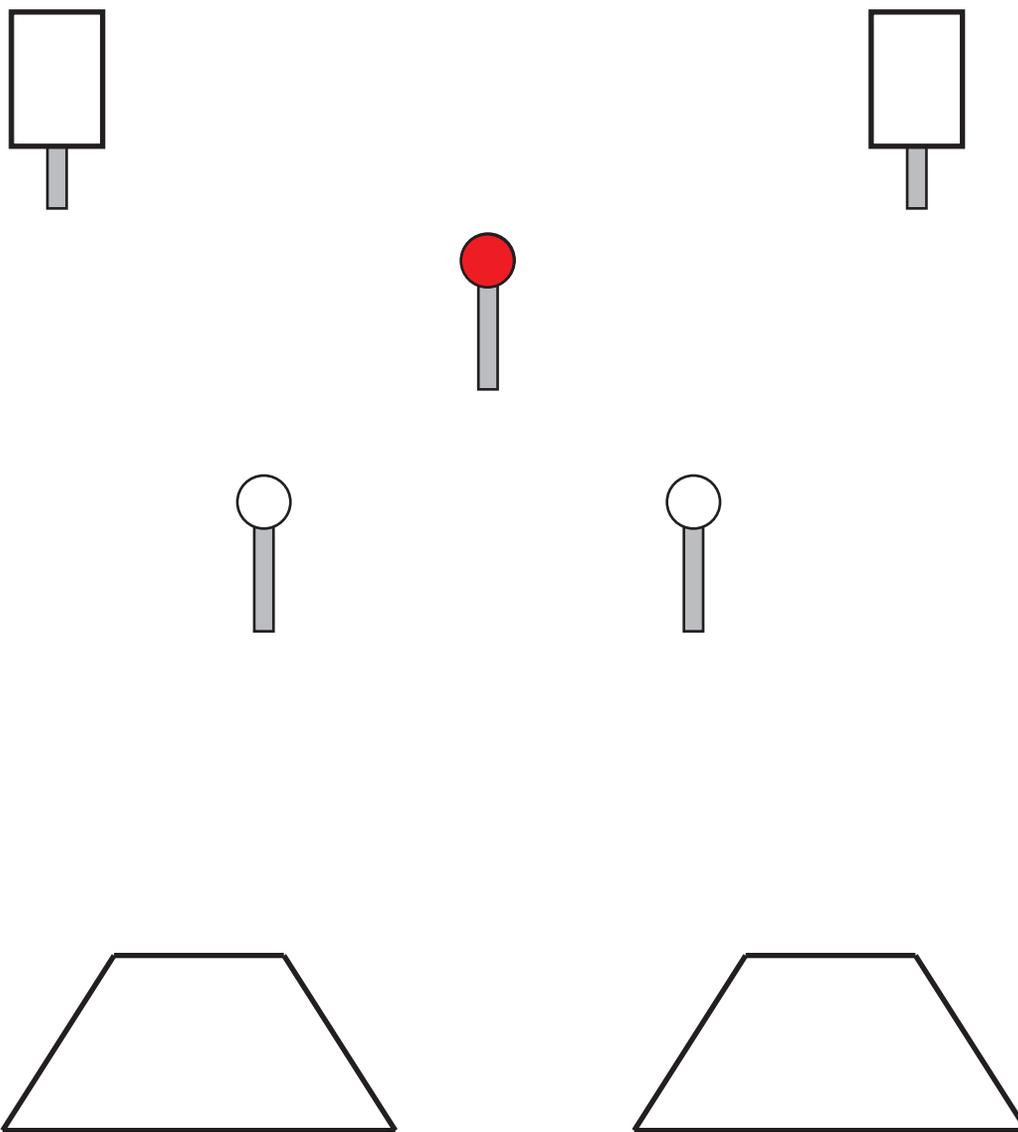


Shoot the pentagon targets in any order with two hits each then shoot the center polygon and the top square to stop.

The stop plate is the top square.

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

# Showdown



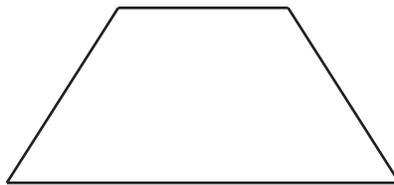
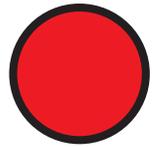
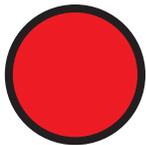
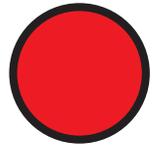
Run #1 & #2: from surrender position in left box:  
engage targets in any order with stop plate last.

Run #3 & #4: from surrender position in right box:  
engage targets in any order with stop plate last.

Run #5: box is shooter's choice,  
engage targets in any order with stop plate last.

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

# Stop & Go



From Surrender Position:

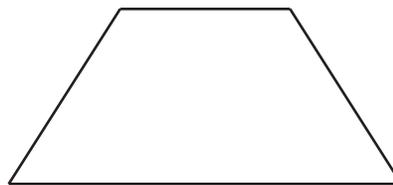
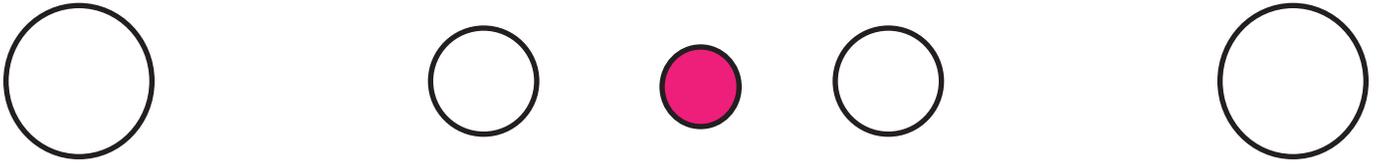
Pistols: Engage a Stop plate (red) then engage a Go plate (green) in that order. In other words: Red, Green, Red, Green, Red

PCC and 22. Rifles: Engage two Stop plates (red) then engage a green Go plate, two red Stop plates, then a green and finish with the center stop plate in that order.

Shooters must hit every plate at least once during each run--time stops on last stop plate hit

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

# 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.