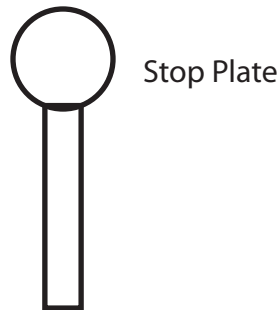
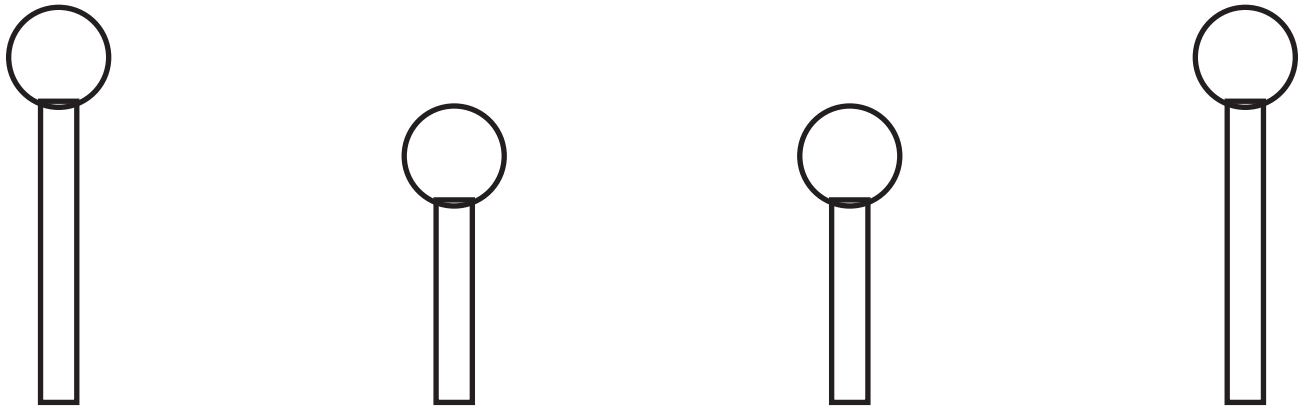
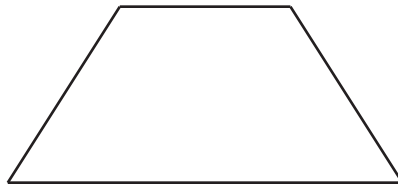


# Pendulum 2



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.

# Isosceles



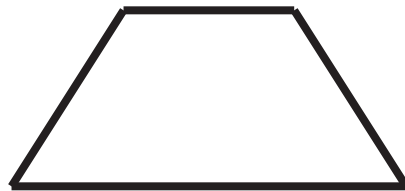
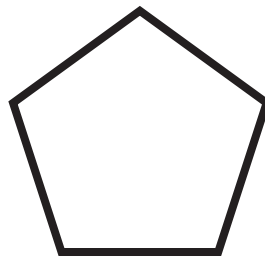
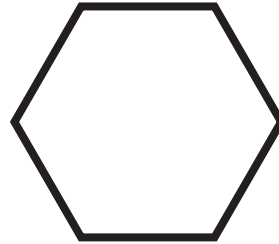
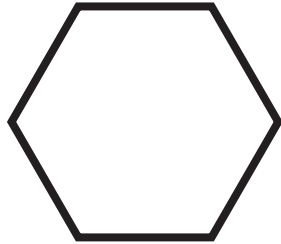
From Surrender position: Pistol Shooters shoot targets 1-4 in any order

22 Rifle and PCC shooters only: shoot targets 1-4 and the additional PCC target any order

Stop is Target 5 for all shooters

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

# Pairs

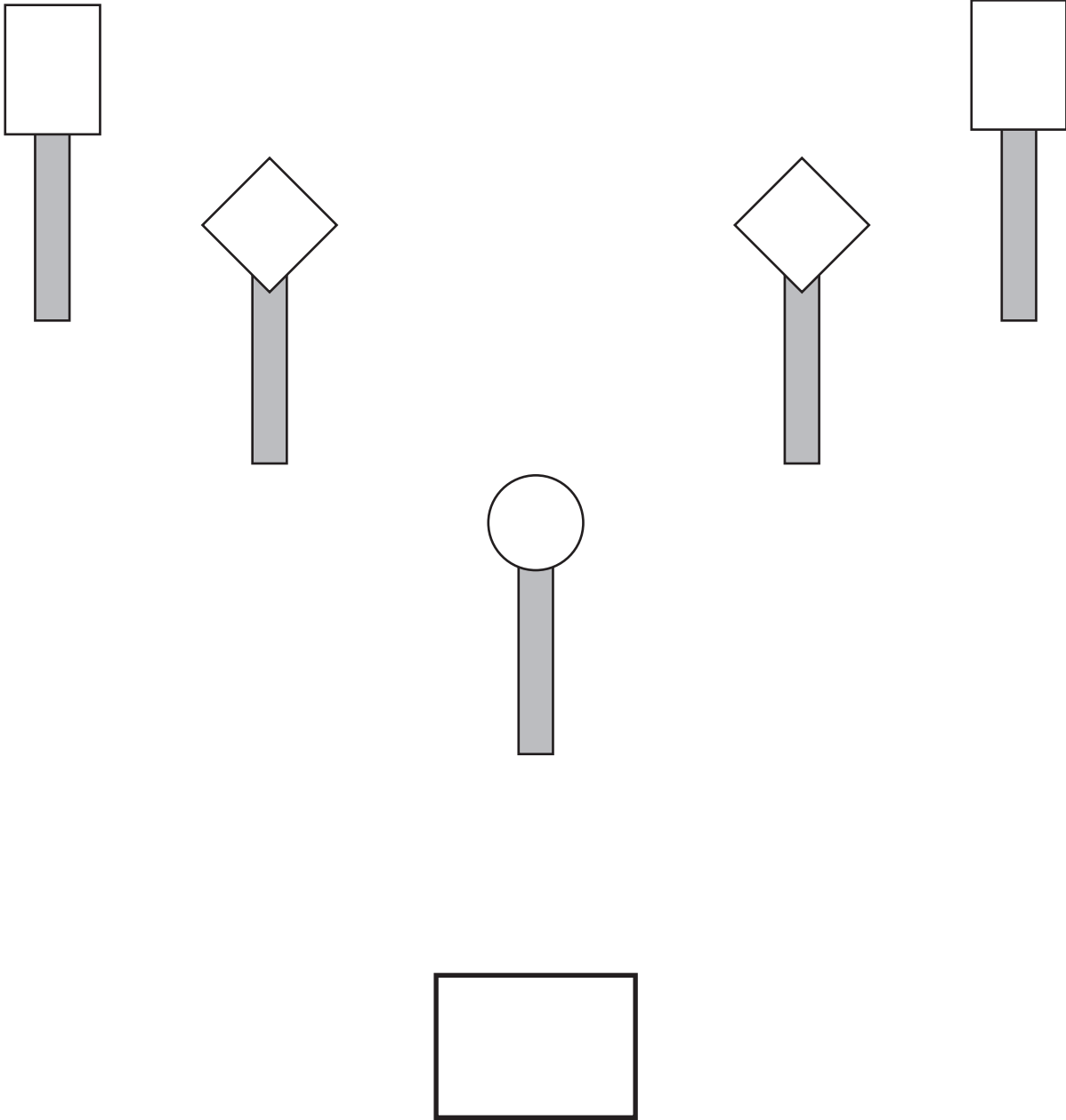


From Surrender position: Shoot the distant targets in any order with 2 hits per target  
Then shoot the center target to stop

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

# Nearsighted

25 Rounds Minimum

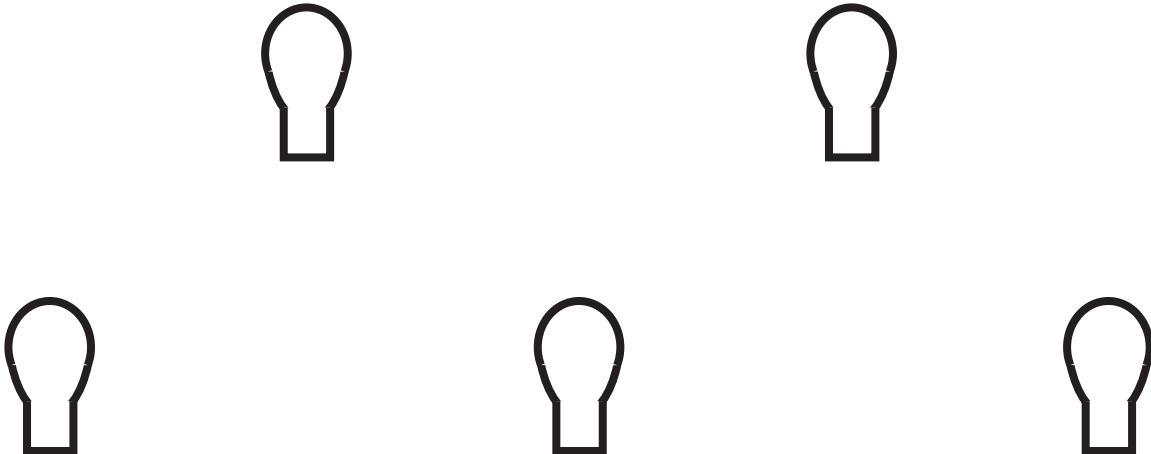


From surrender position:

Engage all targets from near to far. Stop is last far 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.