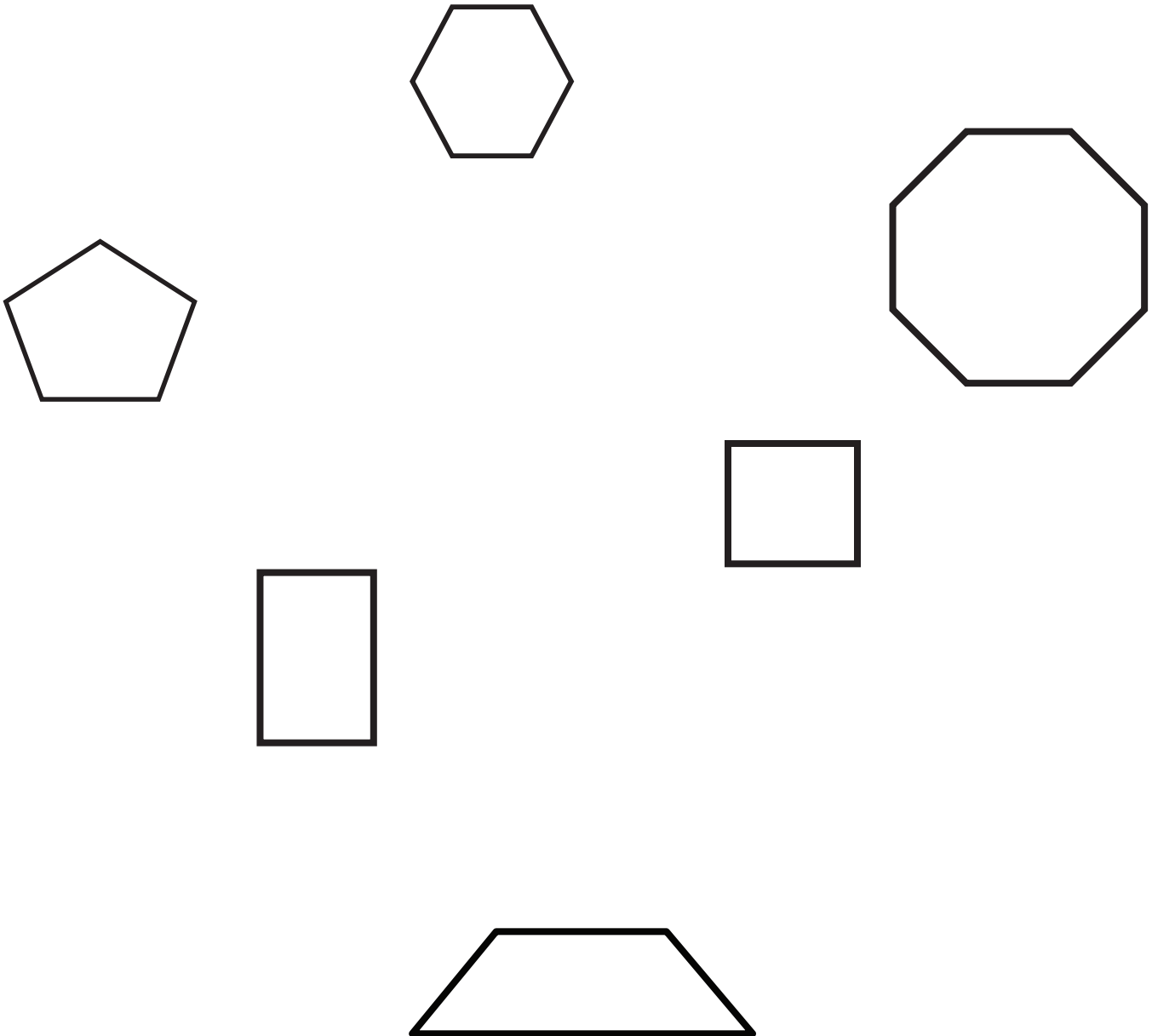


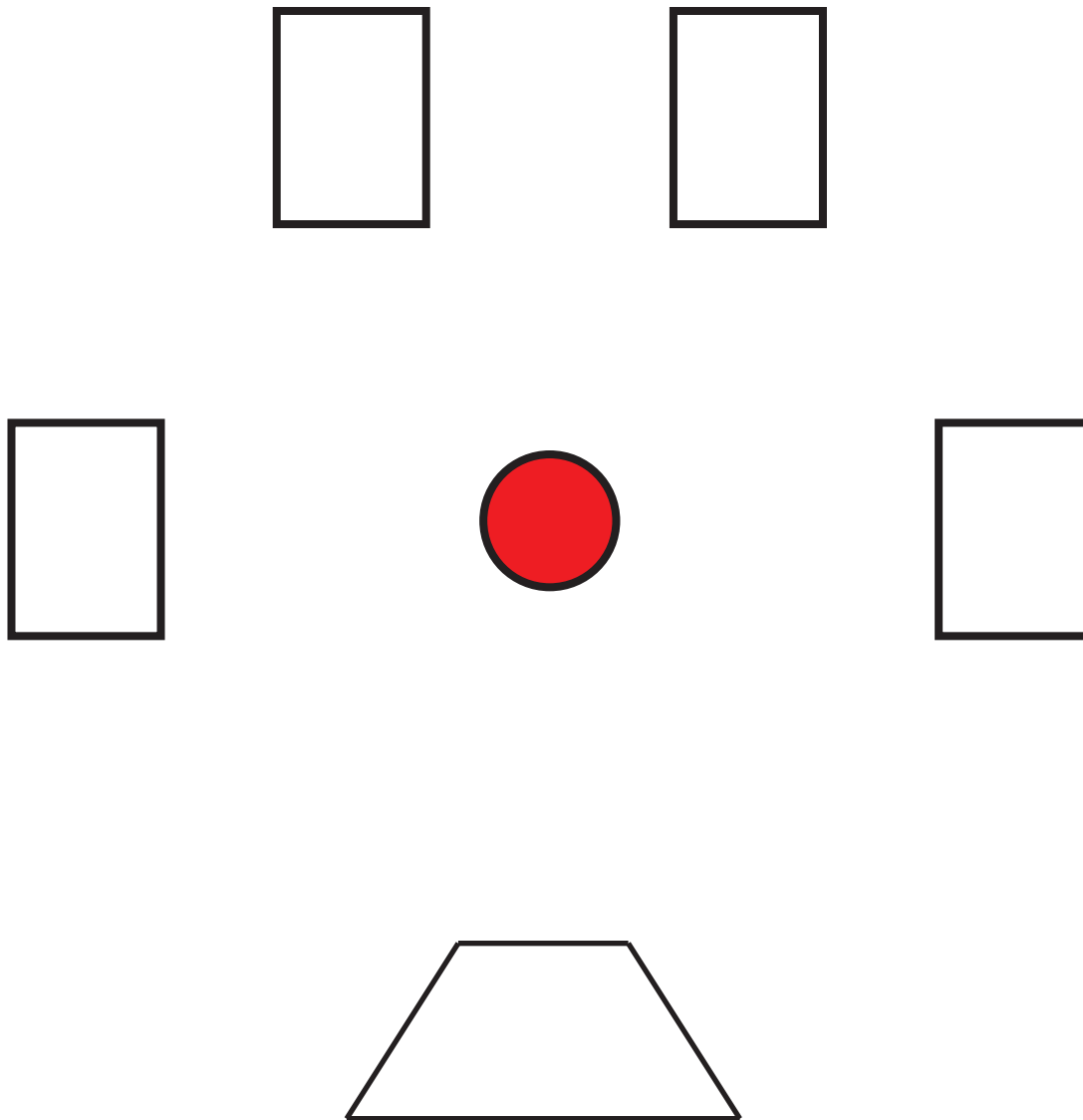
Small to Large



From surrender position:
Shoot (hit) the targets from the smallest to the largest

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

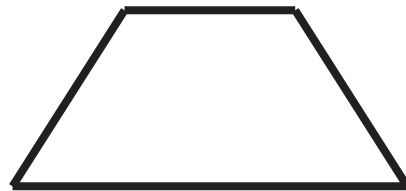
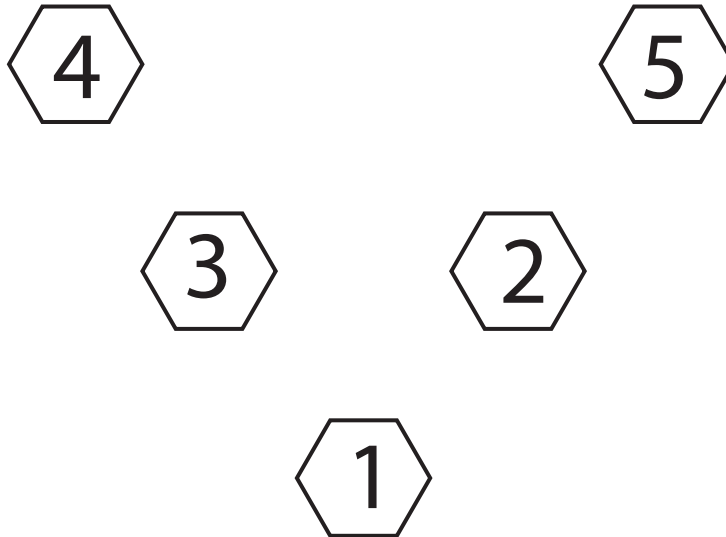
Square Up



From surrender position: Shoot each square target and then shoot the stop plate.

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

Pairs



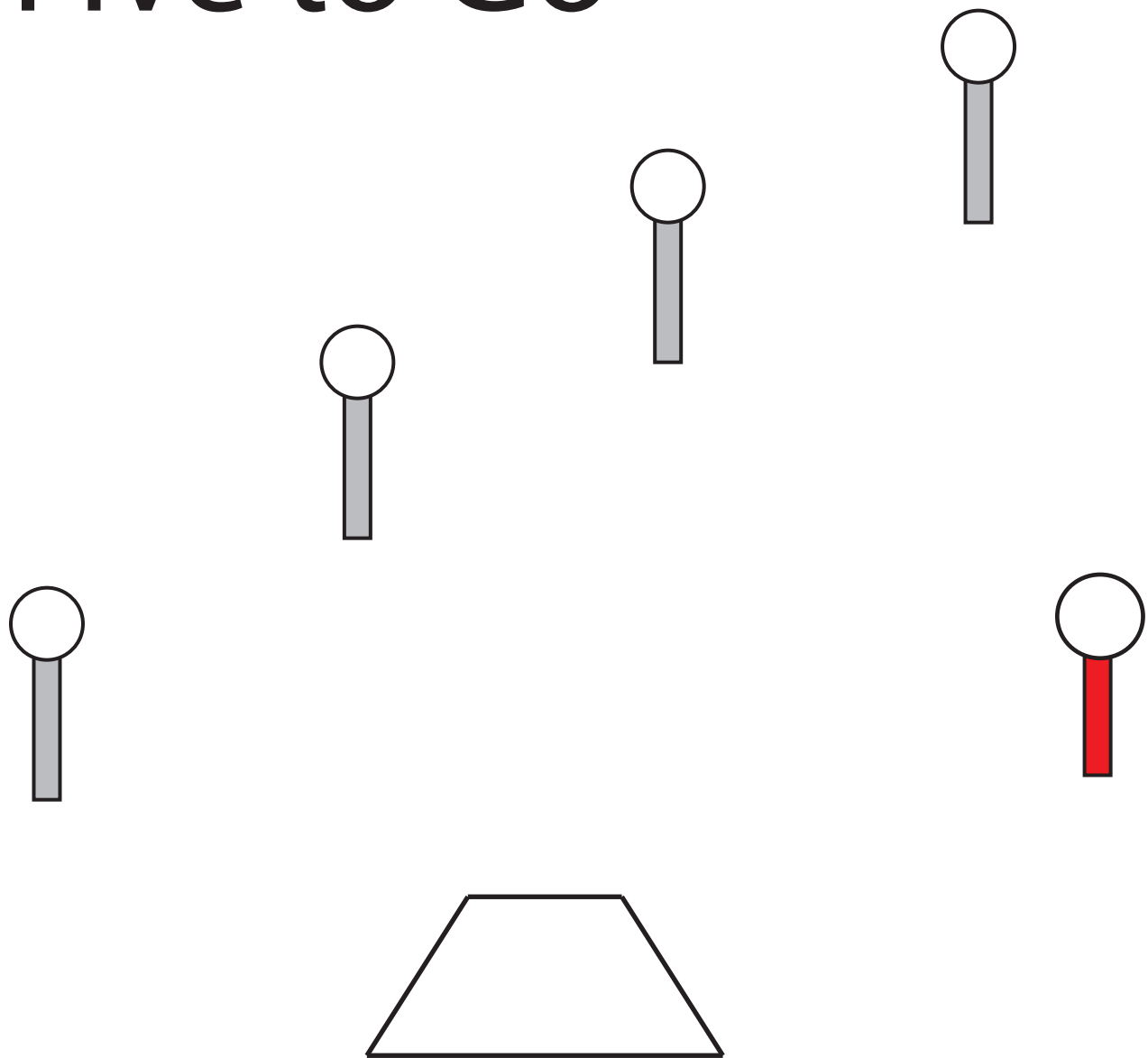
From Surrender position: Pistol Shooters shoot the near targets (targets 1-3) in any order 2 hits per target

22 Rifle and PCC shooters only: shoot targets 1-5 in any order--2 hits per target

Stop is last target hit

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

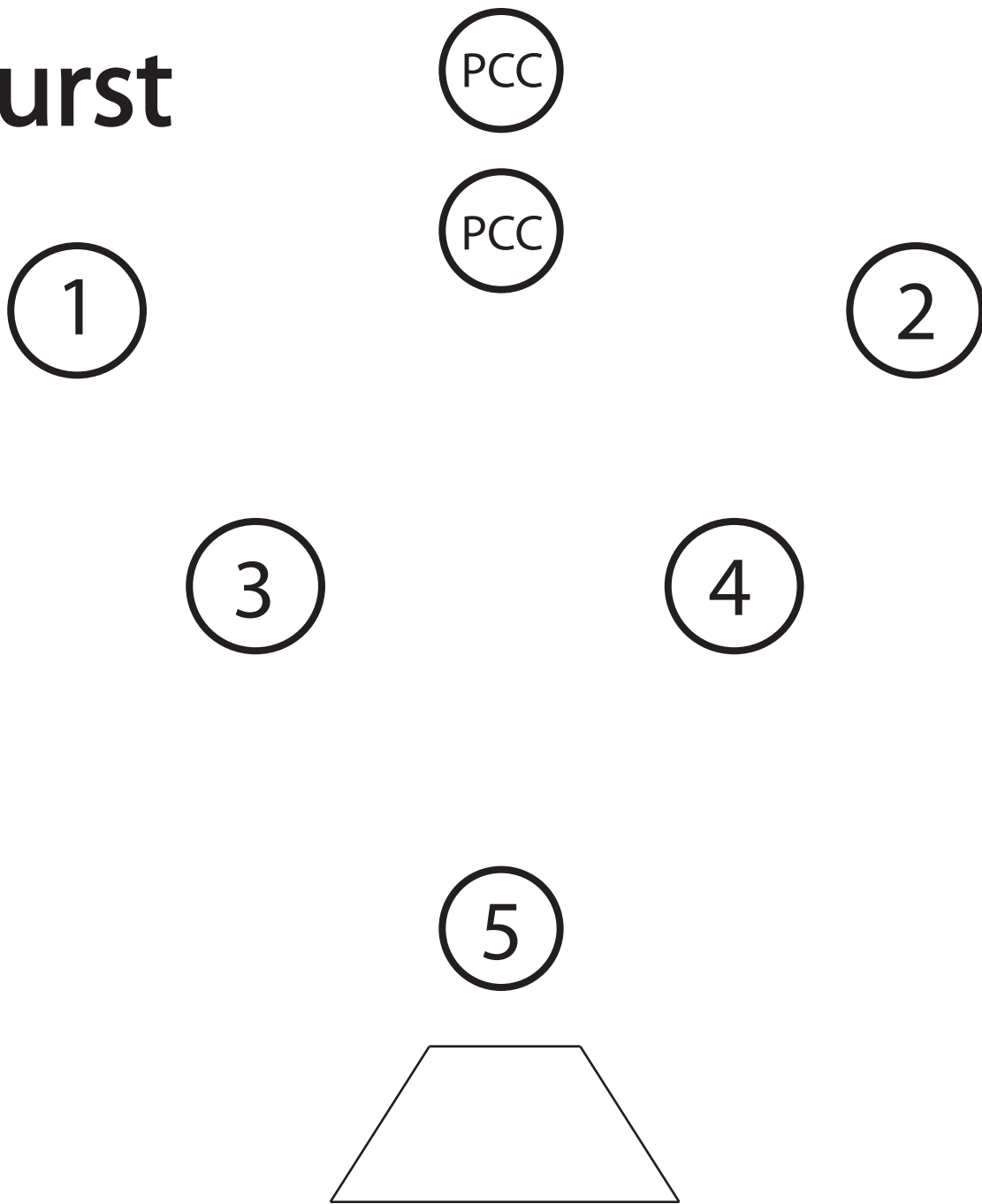
Five to Go



From surrender position engage targets
in any order with stop plate last.

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

Burst



From Surrender position: Pistol Shooters shoot the near targets (targets 1-4) in any order

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

Stop is Target 5 for all shooters

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