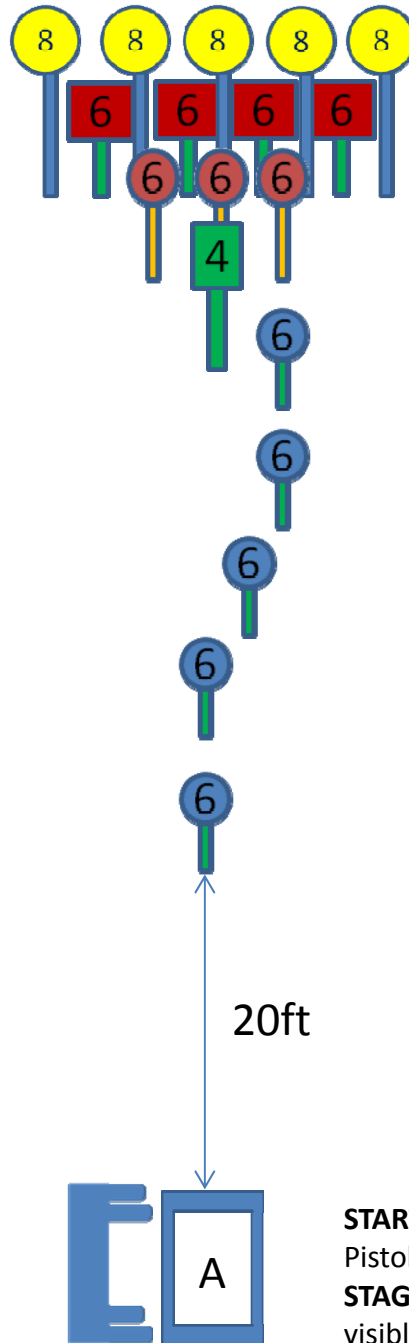


Let's Go Bowlin'



18 - Bases

5 - 4' Rods

7 - 3' Rods

6 - 2' Rods

5 - 8" Rnd

4 - 6" Sq

8 - 6" Rnd

1 - 4" Sq

1 - Tables

1 - Shooter Box

STARTING POSITION:

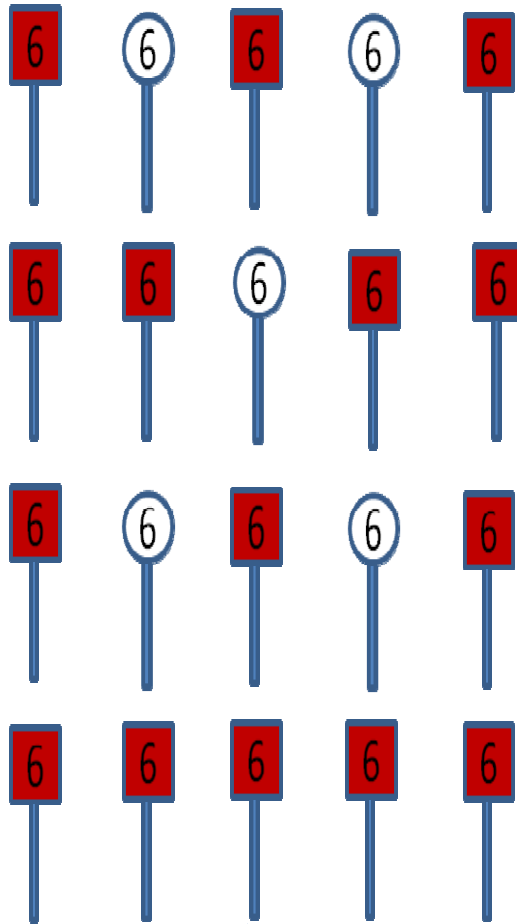
Pistol – **Low Ready**, Rifle – **Port of Arms**

STAGE: Standing in Box A, engage targets as visible.

Par Time Pistol : 20sec

Par Time Rifle : 15sec

Peek a Boo



15 yards



White targets are bonus targets. Bonus targets count as 2 pts. **Bonus targets must be shot after all other targets are neutralized. 2 pt. penalty for shooting Bonus targets out of sequence.**

Starting Position
Pistol: Low Ready – Behind Table in Box
Rifle: Low Ready – Behind Table in Box / 15 seconds

20 - Bases

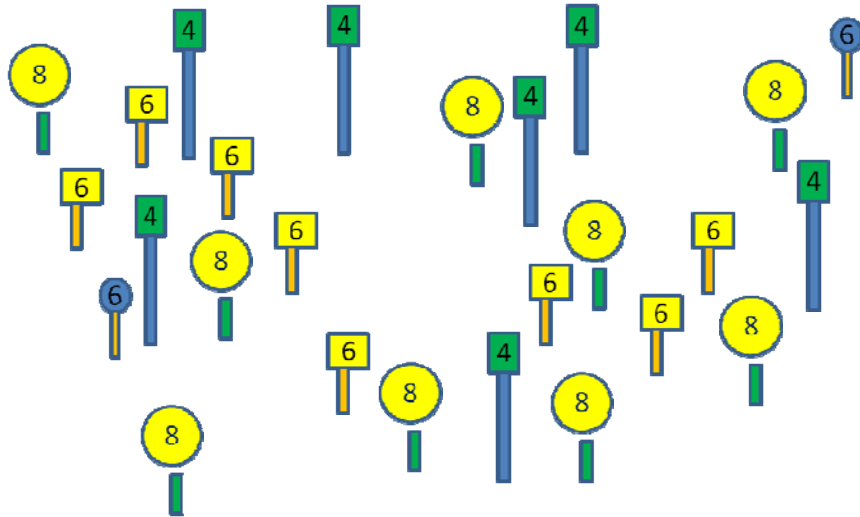
15 – 6" Sq
5 – 6" Rnd
20 – 4' Rods

Par Time Pistol : 20sec

Par Time Rifle : 16sec

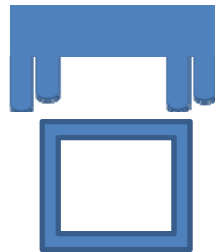
Chaos

(Placement of targets is random)



26 - bases

- 7 – 4' Rods
- 10 – 3' Rods
- 9 – 2' Rods
- 7 – 4" Square
- 8 – 6" Square
- 2 – 6" Round
- 9 – 8" Round



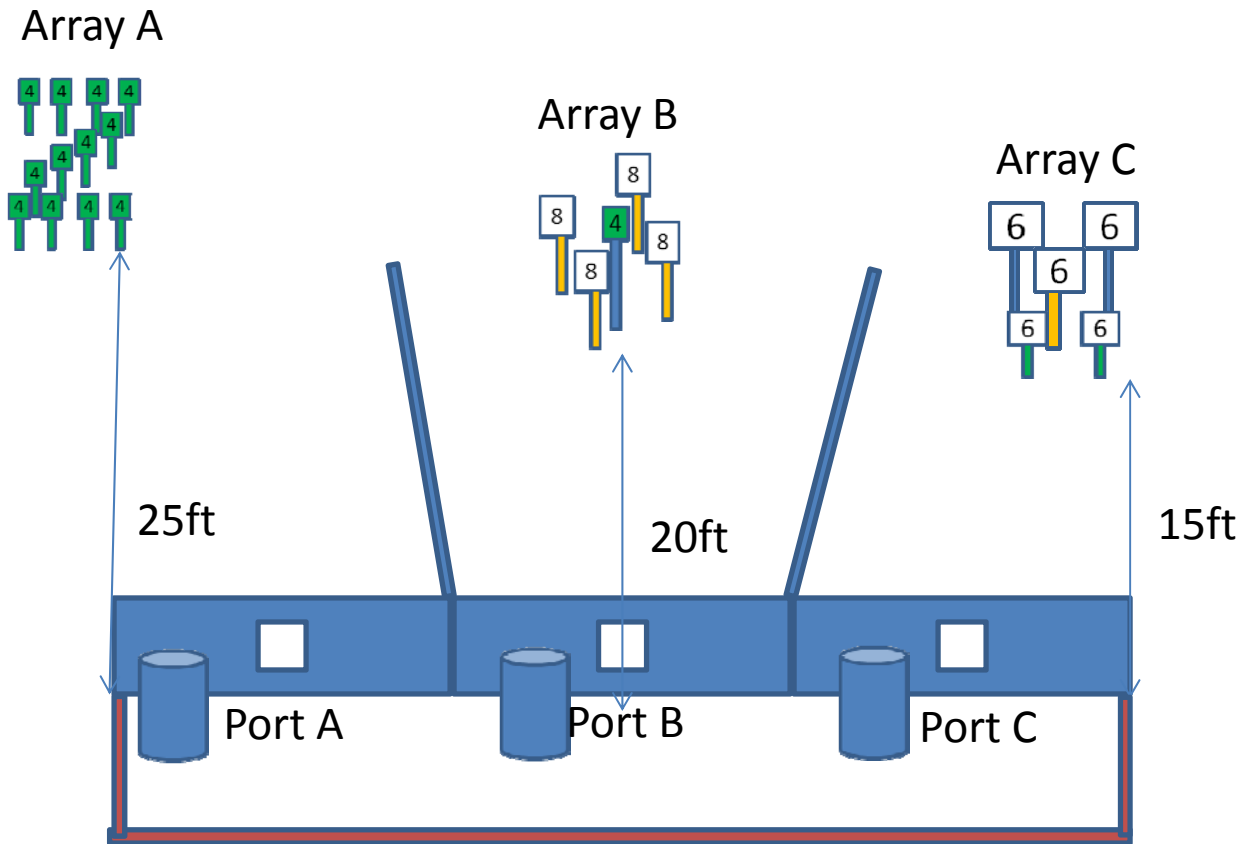
Starting Positions

Pistol: Loaded, Ready,
Safety Engaged, on table,
Hands at Surrender Position
Rifle: Loaded, Ready,
Safety Engaged, on table,
Hands at Surrender Position

Par Time Pistol : 20sec

Par Time Rifle : 17sec

Northern Smarts



Engage targets as seen.

Array A may only be engaged from Port A

Array B may only be engaged from Port B

Array C may only be engaged from Port C

22 - Bases

4 – 8" Sq

5 – 6" Sq

13 – 4" Sq

14 – 2' Rods

3 – 4' Rods

5 – 3' Rods

Starting Positions

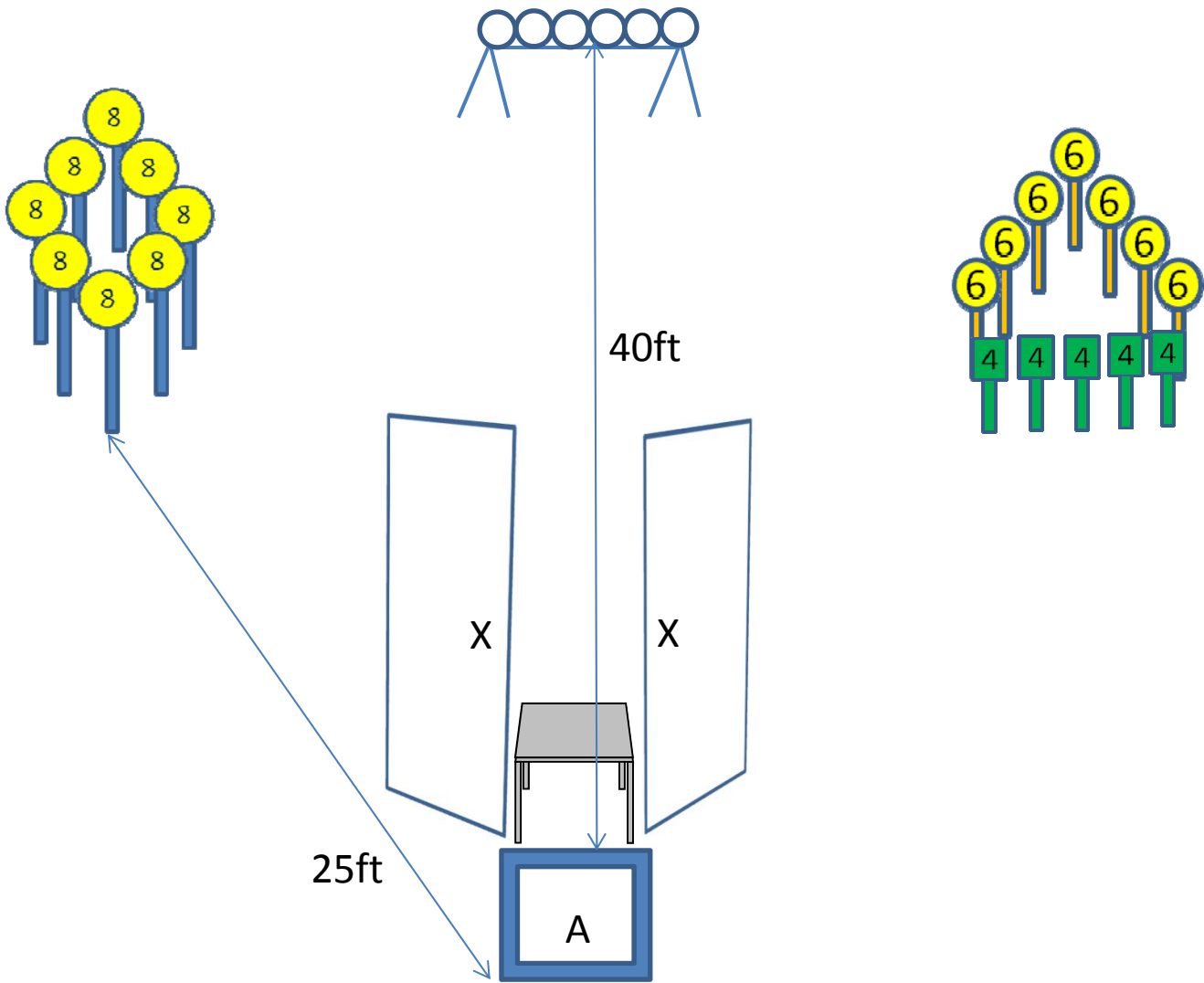
Pistol: On Drum, Loaded & ready, safety engaged

Rifle: On Drum, Loaded & ready, safety engaged

Par Time Pistol : 25sec

Par Time Rifle : 21sec

Burnin'



Engage targets as visible.

Plate rack targets count 2 points for each fallen plate

20 - Bases

- 8 – 8" rnd
- 7 – 6" rnd
- 5 – 4" Sq
- 5 – 2' Rods
- 8 – 4' Rods
- 7 – 3' Rods

Starting Positions

Standing in box A, finger tips on X's on wall.

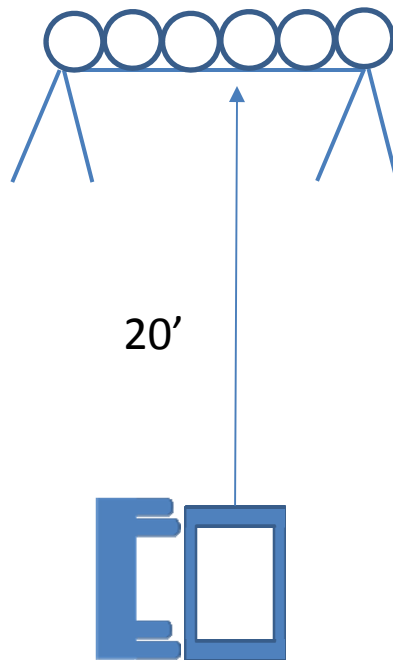
Pistol: On Table, Loaded & ready, safety engaged

Rifle: On Table, Loaded & ready, safety engaged

Par Time Pistol : 30sec

Par Time Rifle : 25sec

Tie Breaker



0 - Bases

1 - Plate Rack

1 - Tables

1 - Shooter Box

STARTING POSITION: Pistol Low Ready,
Rifle Low Ready

STAGE: At buzzer engage plate rack, this will
be done 3 times with each competing
firearm.

Par Time Pistol : N/A

Par Time Rifle : N/A