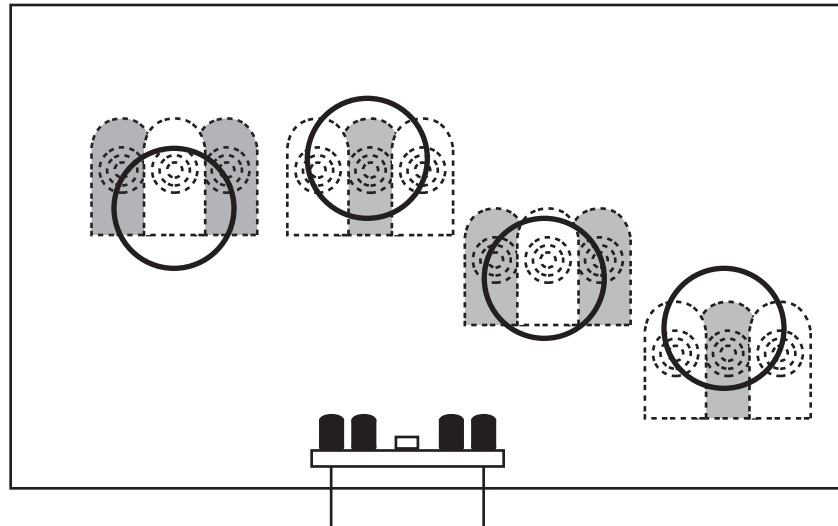


FRIEND or FOE



SCORING: shots unlimited
TARGETS: 6
ROUNDS: 12

START: self
STOP: last shot

START POSITION...Chips are under cans. Timer is on table. Both hands on timer.

STAGE PROCEDURE: After starting timer, draw chip to determine what color target your friends are. Draw and engage the other color targets. All targets must be engaged through a port.

EXAMPLE: If you draw brown, shoot the white targets.
If you draw white, shoot the brown targets.

NOTE: Your friends are (no shoots).