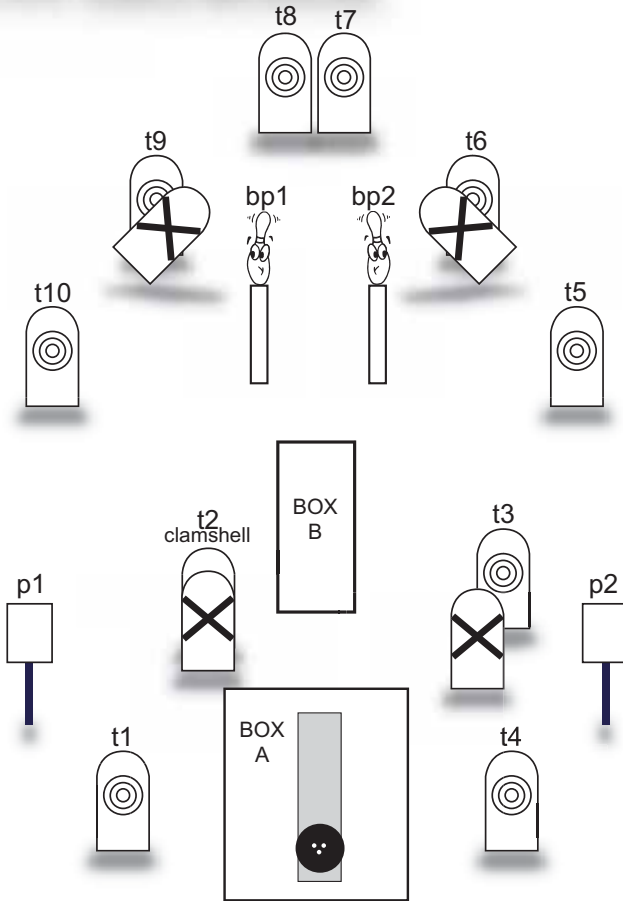


Bowlarama



SCORING...Shots Unlimited

TARGETS...10 Paper, 2 Plates & 2 Bowling Pins

ROUNDS...24

START...Audible

STOP...Last Shot

START POSITION...Weak hand grasping bowling ball. Strong hand wiping ball with towel. T2 is a closing clamshell, shown in closed position.

STAGE PROCEDURE...At signal roll bowling ball down ramp to activate closing clamshell and engage t1-t4 and p1-p2 from box A. From box B engage t5-t10 and the 2 bowling pins. Two rounds are required on paper targets and one round on plates. A mandatory reload must be made before engaging the bowling pins last and they must fall off the posts to score.

Far & Near

SCORING...Fixed Time - Shots Limited

TARGETS...6

ROUNDS...36

START...Audible

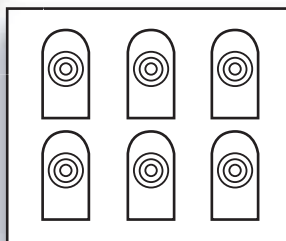
STOP...Last Shot

START POSITION...Standing in box facing downrange with hands at sides.

ALTERNATE POSITION for 50 yards is wrists above shoulders facing uprange...Turn, draw and engage each target with 1 round each while standing.

X hits will subtract 1 second per occurrence.

Add 10 seconds per each overtime shot.



D

C

B

A

STAGE PROCEDURE...

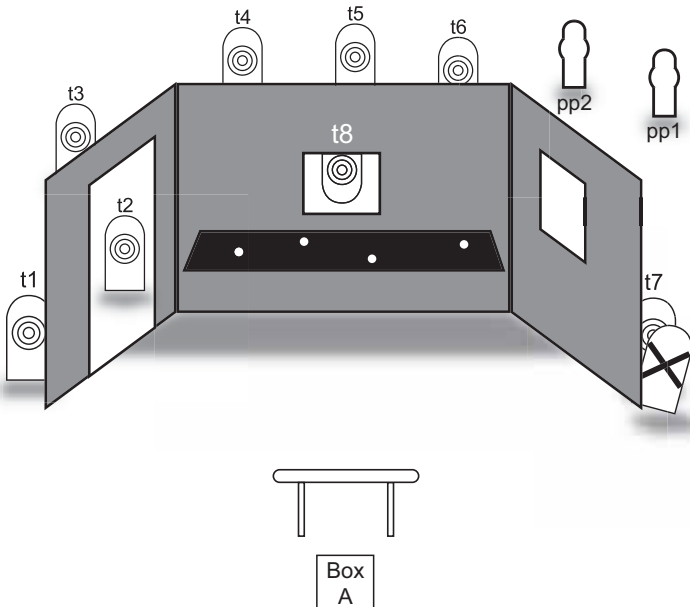
String 1...(9 seconds) At signal draw and engage each target with 1 round each from the prone position from box A.

String 2...(7 seconds) At signal draw and engage each target with 1 round each from box B.

String 3...(10 seconds) At signal draw and engage targets with 2 rounds each with a mandatory reload from box C.

String 4...(10 seconds) At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand.

My Kitchen



SCORING...Shots Unlimited

TARGETS...8 Paper and 2 Poppers

ROUNDS...18

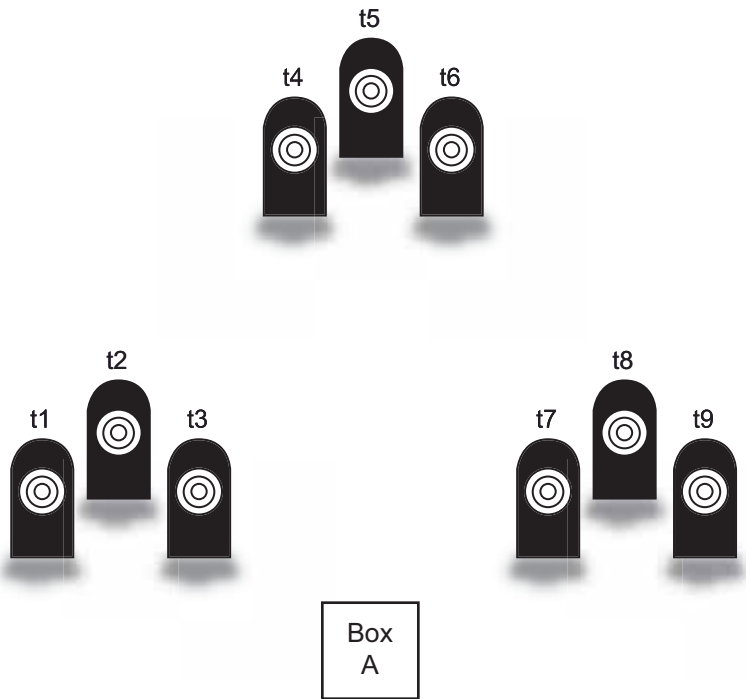
START...Audible

STOP...Last Shot

START POSITION...Standing at Kitchen table in Box A. Knife in strong hand cutting melon. Gun is loaded in holster. No ammo on person. Extra ammo is to be placed on counter. PP2 activates t8 to drop in front of window. T8 is shown in dropped position.

STAGE PROCEDURE...At signal engage targets as you see them.

No Cs



SCORING...Shots Limited

TARGETS...9 Paper

ROUNDS...18

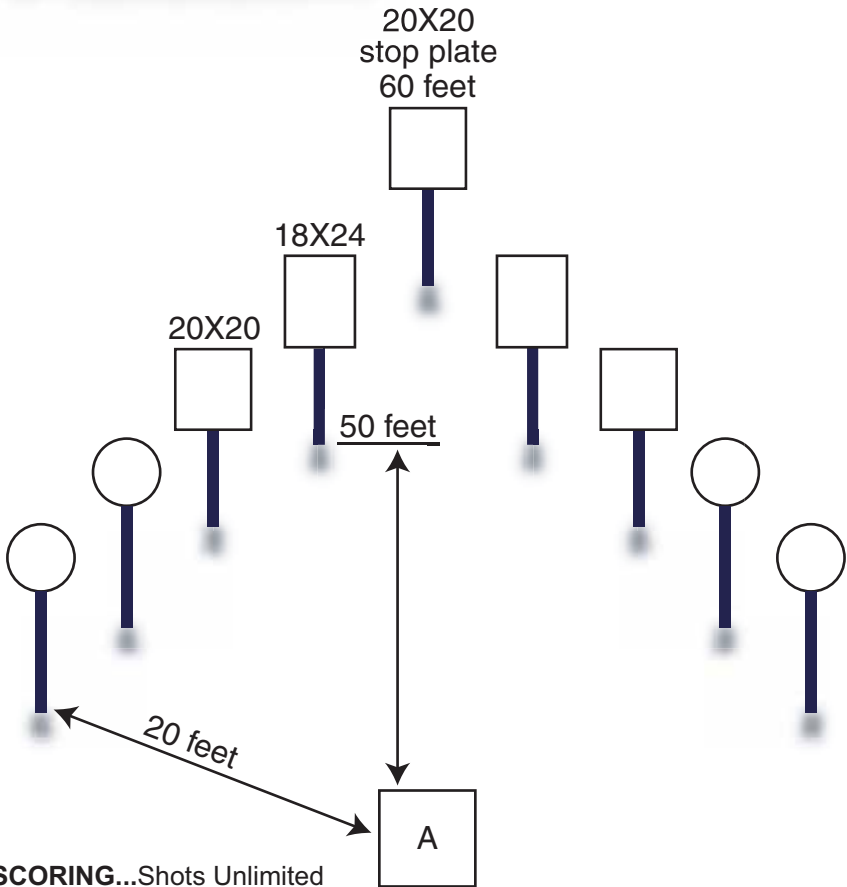
START...Audible

STOP...Last Shot

START POSITION...Standing in Box A. Hands relaxed at sides.

STAGE PROCEDURE...At signal engage targets from Box A. Xs deduct 1 second per hit from your score.

Paradox



SCORING...Shots Unlimited
TARGETS...9 Steel
ROUNDS...45 Minimum

START...Audible
STOP...Last Shot

START POSITION...Standing in box A with wrists above shoulders.

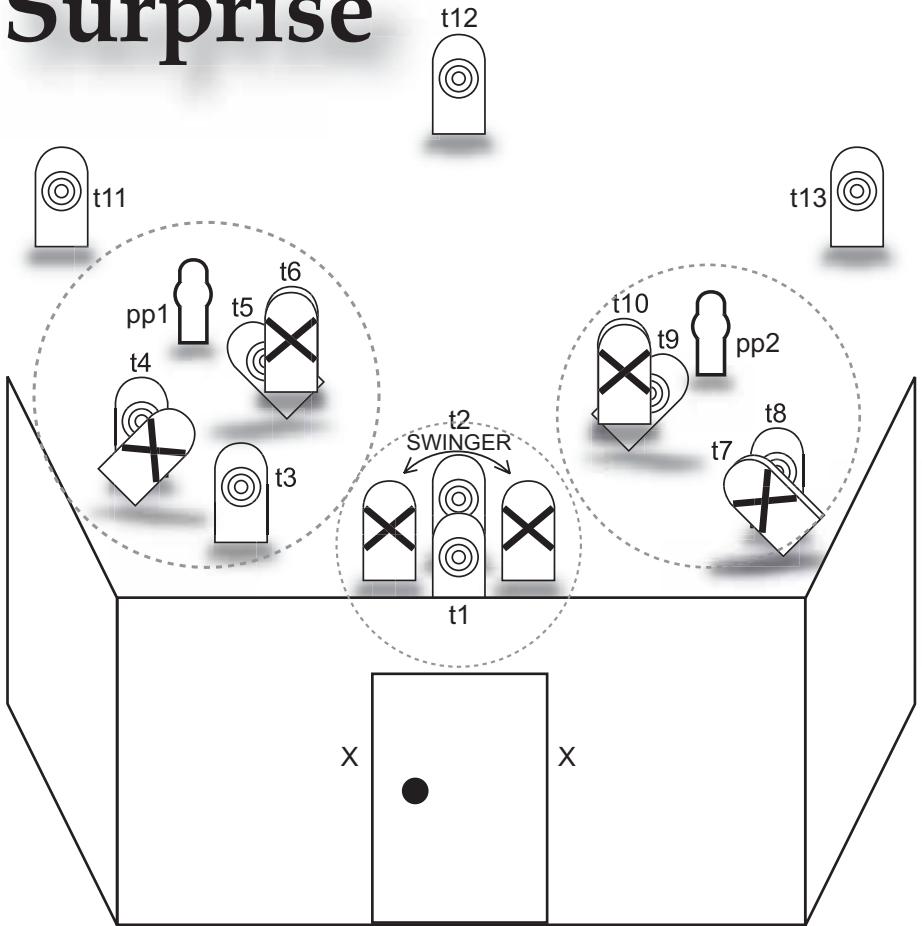
Scoring...

Miss = 5 seconds

Missed Stop Plate = 30 seconds

STAGE PROCEDURE...From box A engage targets for a total of 5 strings.
Keep the best 4 strings.

Surprise



SCORING...Shots Unlimited

TARGETS...13 Paper & 2 PP

ROUNDS...28

START...Audible

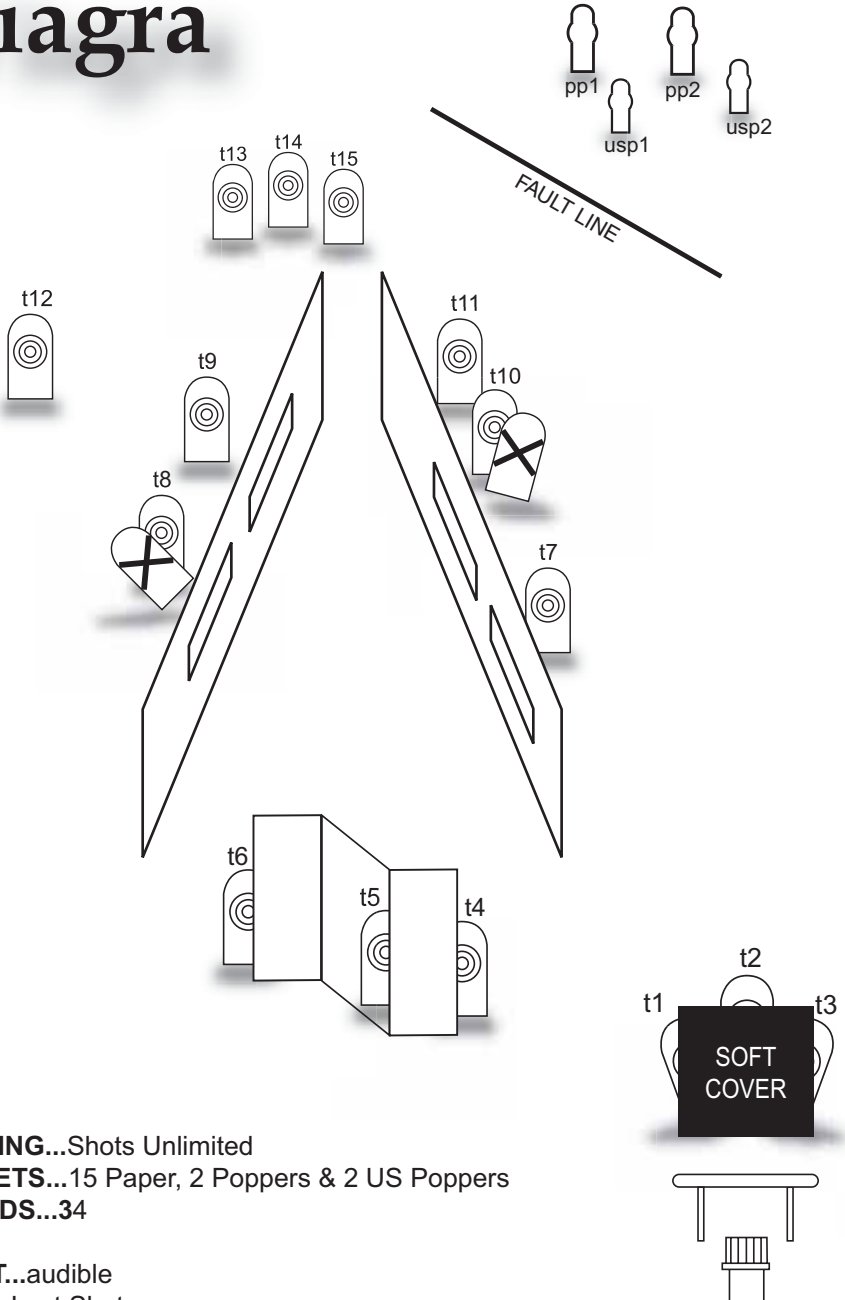
STOP...Last Shot

START POSITION...Both hands Flat on Xs.

STAGE PROCEDURE...At signal push down door activating swinger and engage targets from behind threshold. PP1 & PP2 activate opening and closing clamshells. Clamshells are shown in closed position.

NOTE! There are 4 arrays of targets. A mandatory reload is required between each array. T11 -T13 is an array. Xs count on T11 - T13.

Viagra



SCORING...Shots Unlimited

TARGETS...15 Paper, 2 Poppers & 2 US Poppers

ROUNDS...34

START...audible

STOP...Last Shot

START POSITION...Gun loaded on table. Hands on knees. Back flat against chair.

STAGE PROCEDURE...At signal engage targets as you see them.