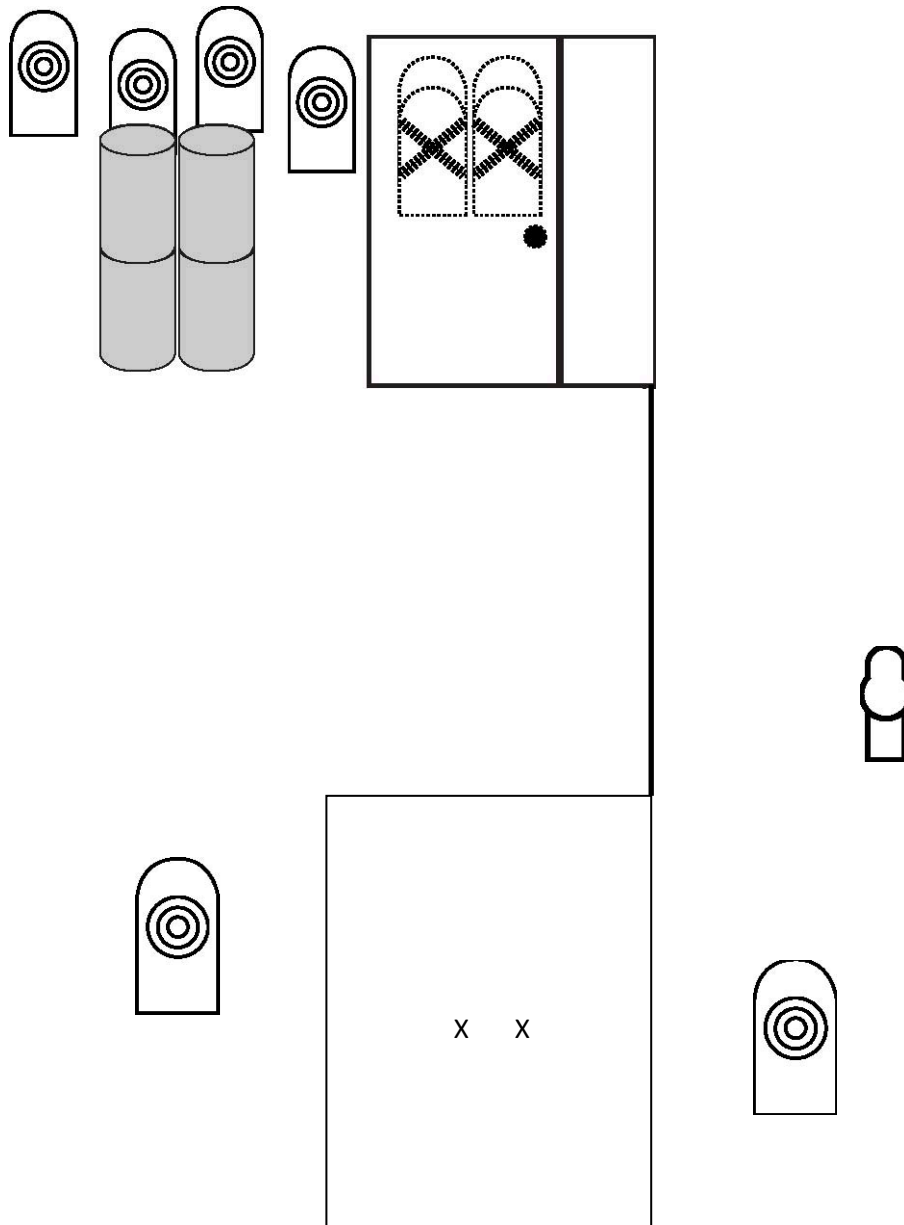


# Clam Chowder



**SCORING...Shots Unlimited**  
**TARGETS...8 paper and 1 Pepper Popper**  
**ROUNDS...17**

**Best 2 on Paper / steel must fall**

**START...Audible**  
**STOP...Last Shot**

**START POSITION...Hands flat on Xs.**

**STAGE PROCEDURE...At signal engage targets as you see them. Clamshells are activated by opening door and Clamshell targets may only be engaged after opening door.**