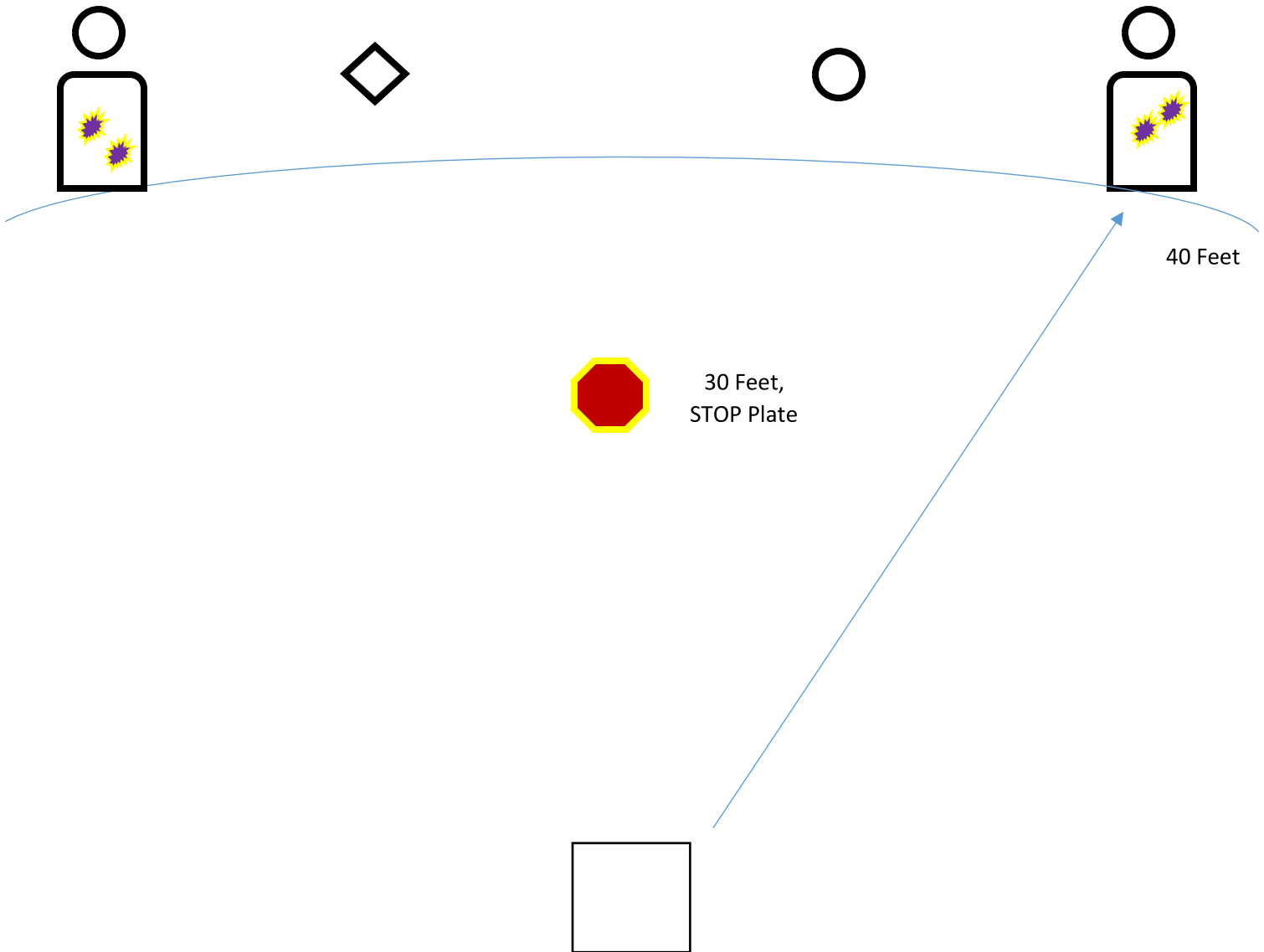


STAGE 1 "Gangsta Bangsta" 9 target ops -times- 3 run strings

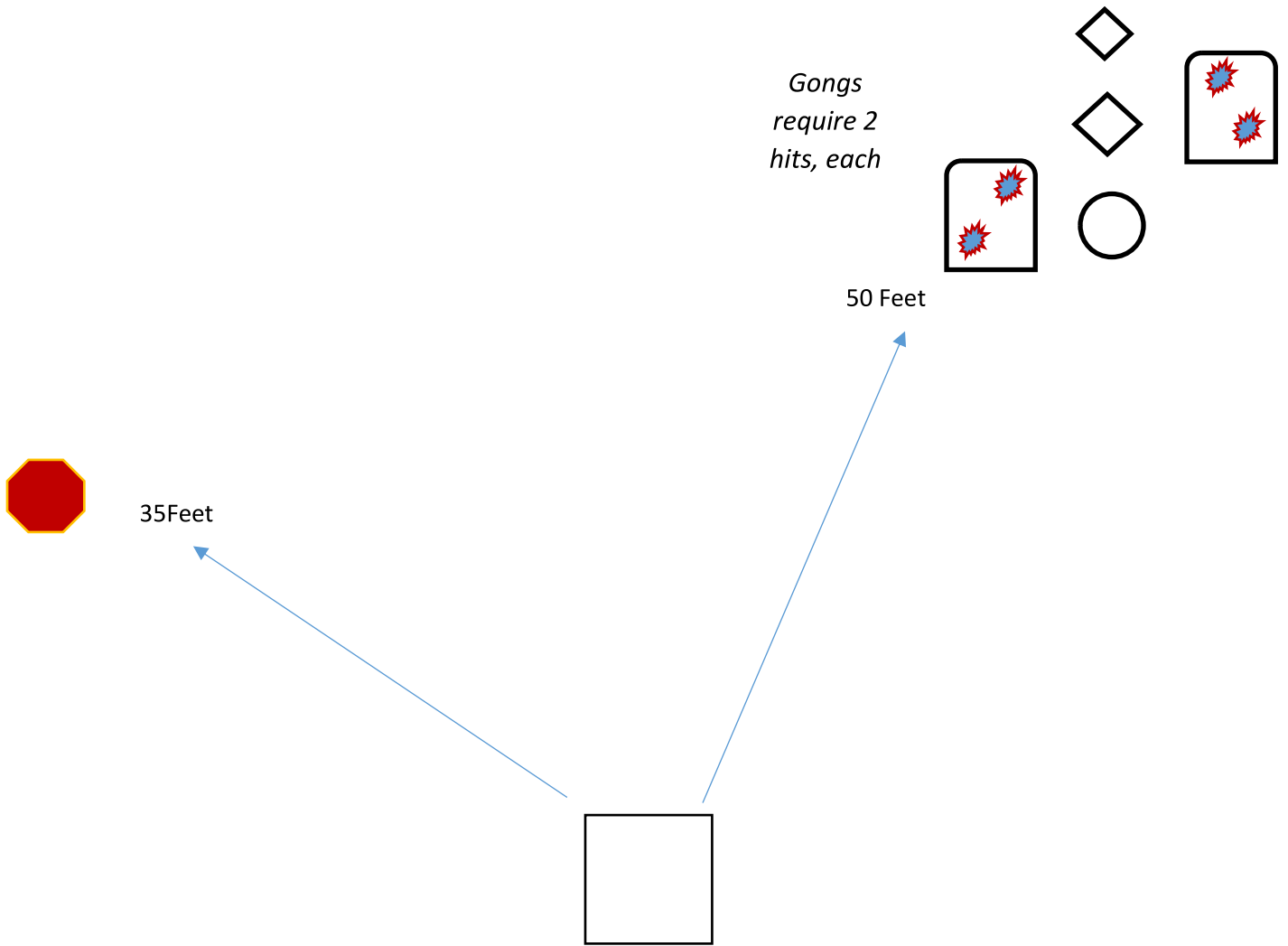


Start Position (Down 45 degrees)

At start signal

- Engage regular target plates in any order; however, gangsta gongs get two hits to the body and one hit to the head
- Hit the STOP Plate last to end the run string (failure to hit STOP Plate is Maximum Time (40 Seconds))
- Plates left un-hit are scores with 3 seconds, each occurrence, added to run time
- Three (3) Runs, Only and Maximum Time is 40 Seconds

STAGE 2 "Great Eight" [3 runs by 8 targets]



From Starting Position (Down 45 degrees)

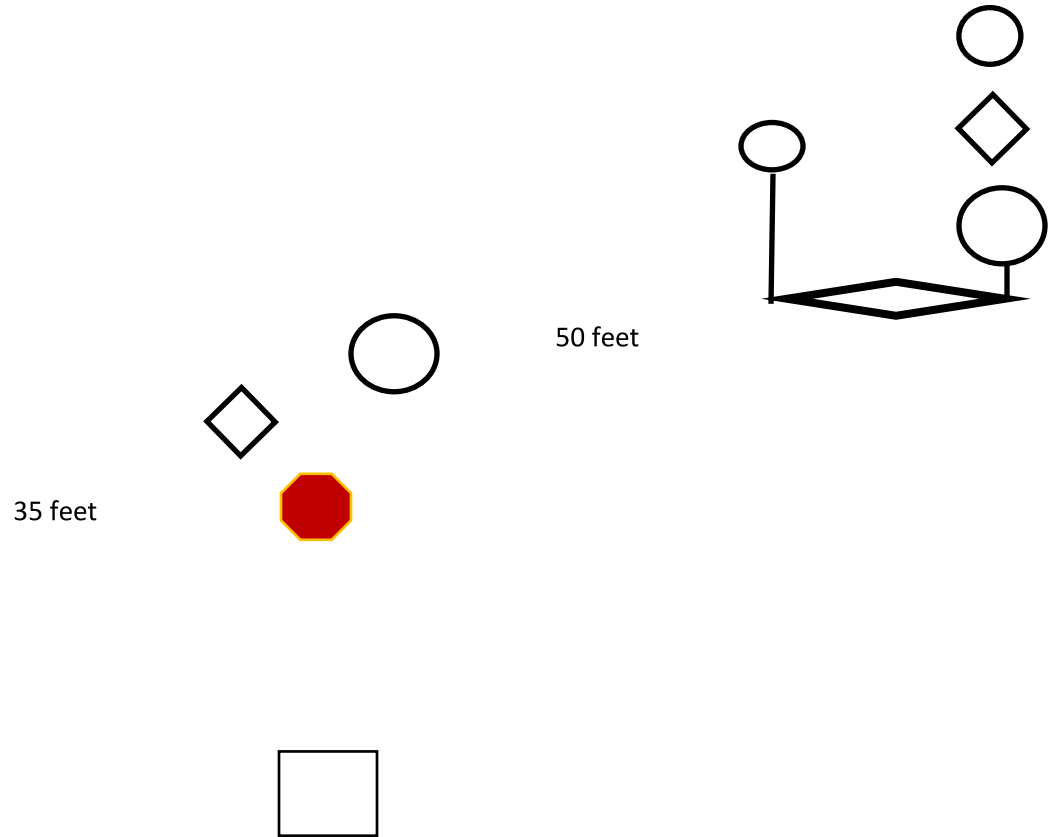
At start signal, first, engage applicable regular targets (in any order)

- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **THREE (3) Runs - - - Maximum time is 40 seconds. . .**

STAGE 3 "Deep & Wide" 3 runs x 8 Target Ops



75 feet and
this gong only
needs one hit

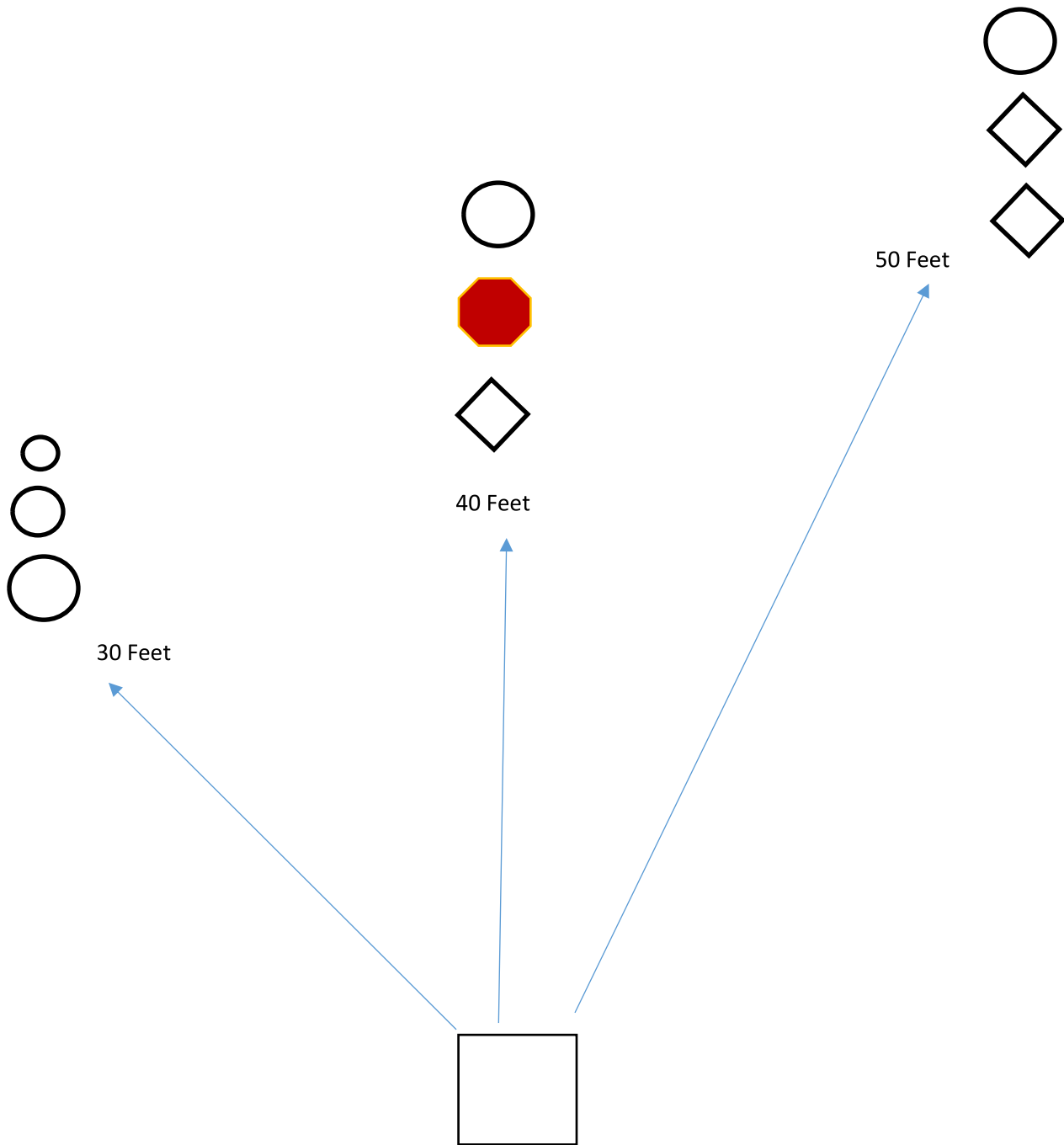


From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- Shoot the STOP Plate Last
- Three (3) Runs - - - Maximum time is 40 seconds. . .
- FAILURE TO HIT STOP PLATE IS MAX. TIME = 40 Seconds

STAGE 4 "Verticals" 3 runs 9 Target Ops

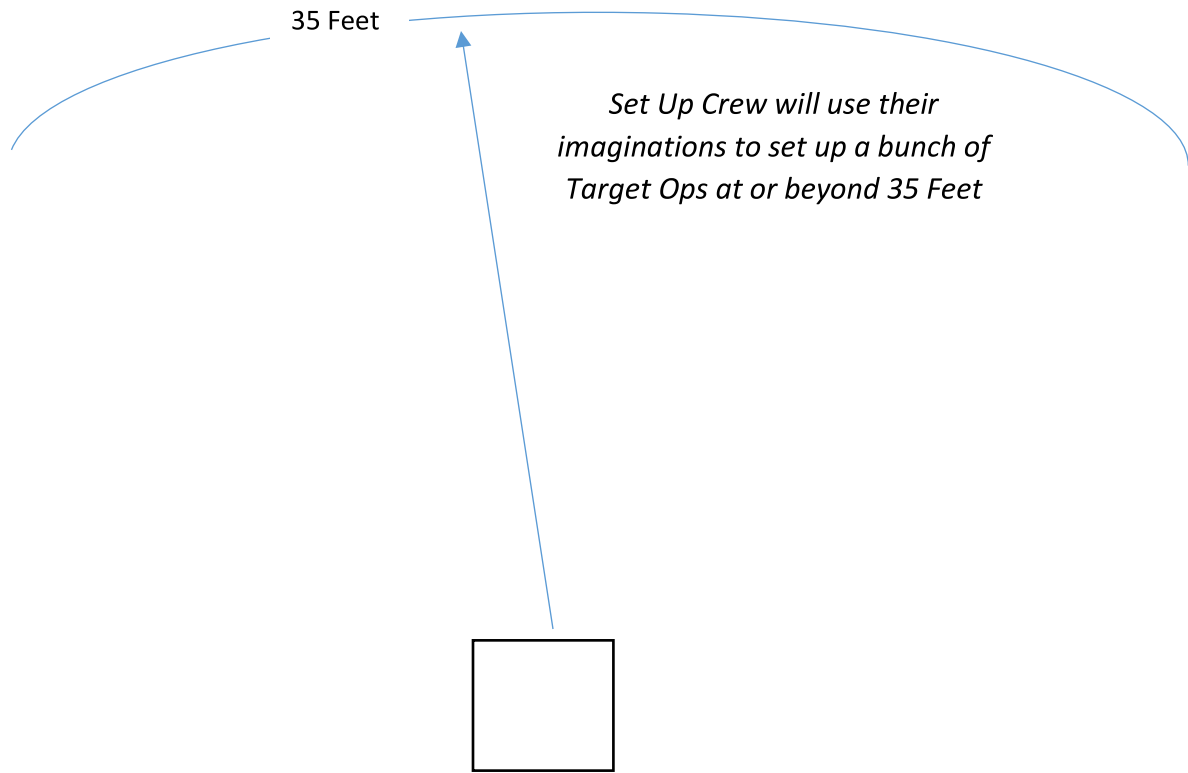


From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- However, shoot STOP Plate last; otherwise MAX Time is scored
- THREE (3) Runs - - - Maximum time is 40 seconds. . .

STAGE 5 "Calama Dama Ding Dong" 1 Run X ? Target Ops



From Starting Position (Down 45 degrees)

At start signal, engage targets in any order

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 100 seconds. . .