



Count 'Em All

Add 2s for every miss or incorrect number of shots.
Lowest score of time + misses wins!

Intermediate

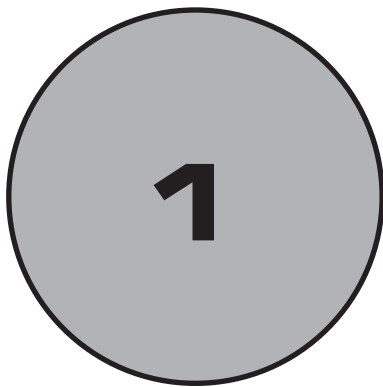
(from low ready at 3yds.)

On the buzzer engage targets with one round each in numerical order 1-6.

Advanced

(from low ready at 5yds.)

On the buzzer engage targets with the number of rounds each shape indicates, in clockwise order starting with 1. Slide lock reload as needed. Load mags to 10rds for added difficulty.



2" square

2" circle

