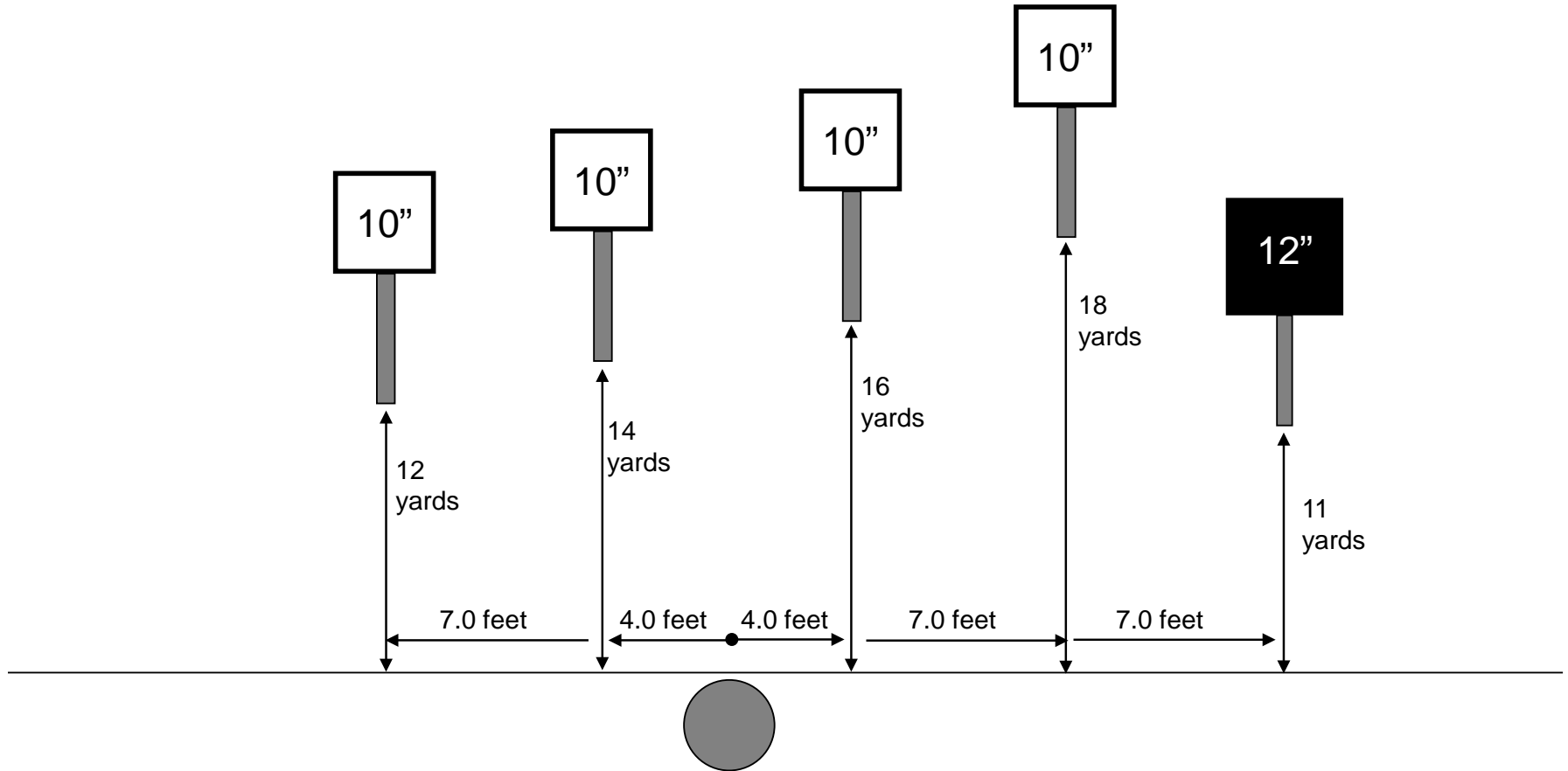


4 – 10" Square Plates
1 – 12" Square Stop Plate

Match 01

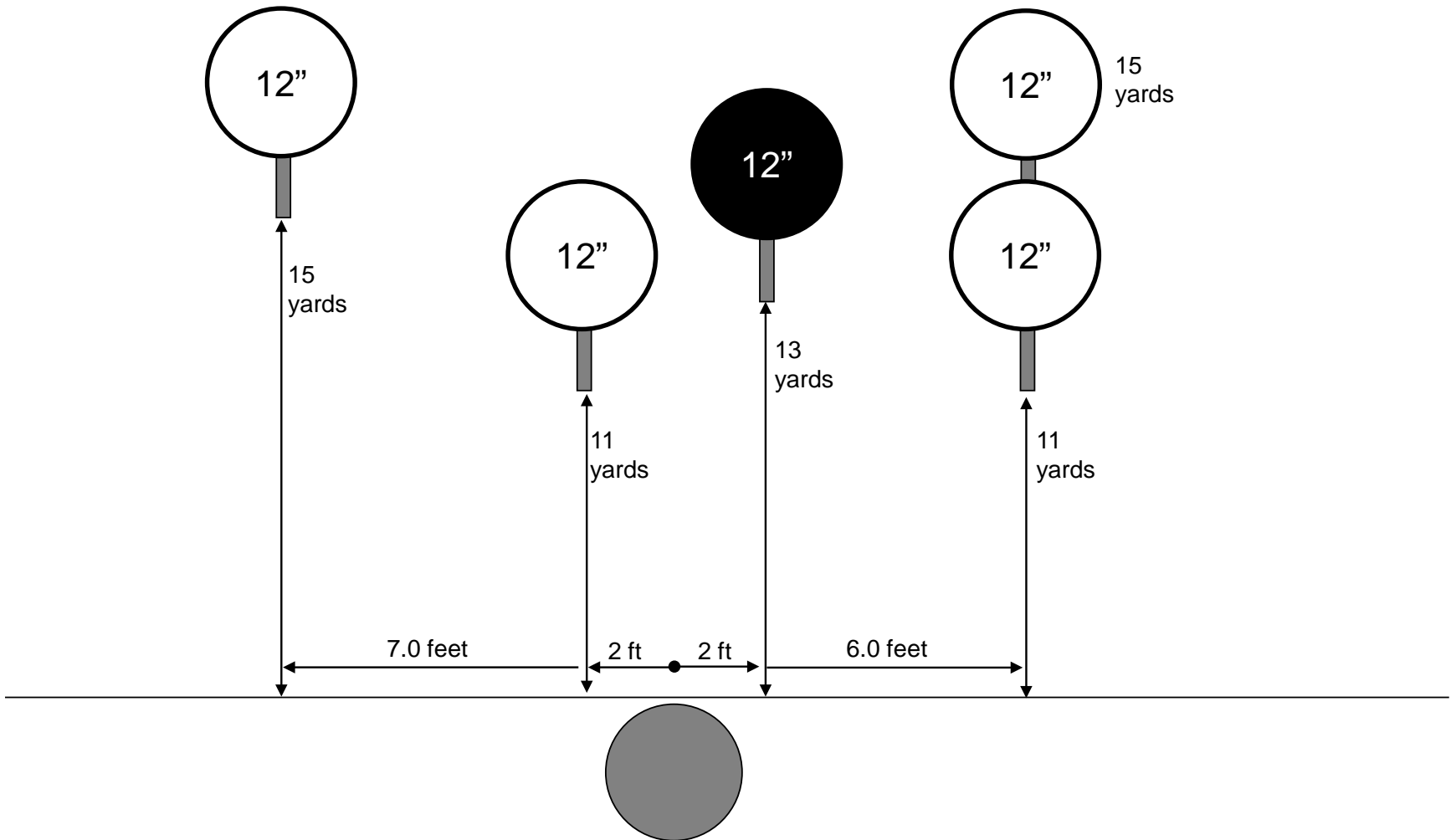
Maple Tree Range
FIVE TO GO



4 – 12" Round Plates
1 – 12" Round Stop Plate

Match 02

Maple Tree Range
ROUNDAABOUT

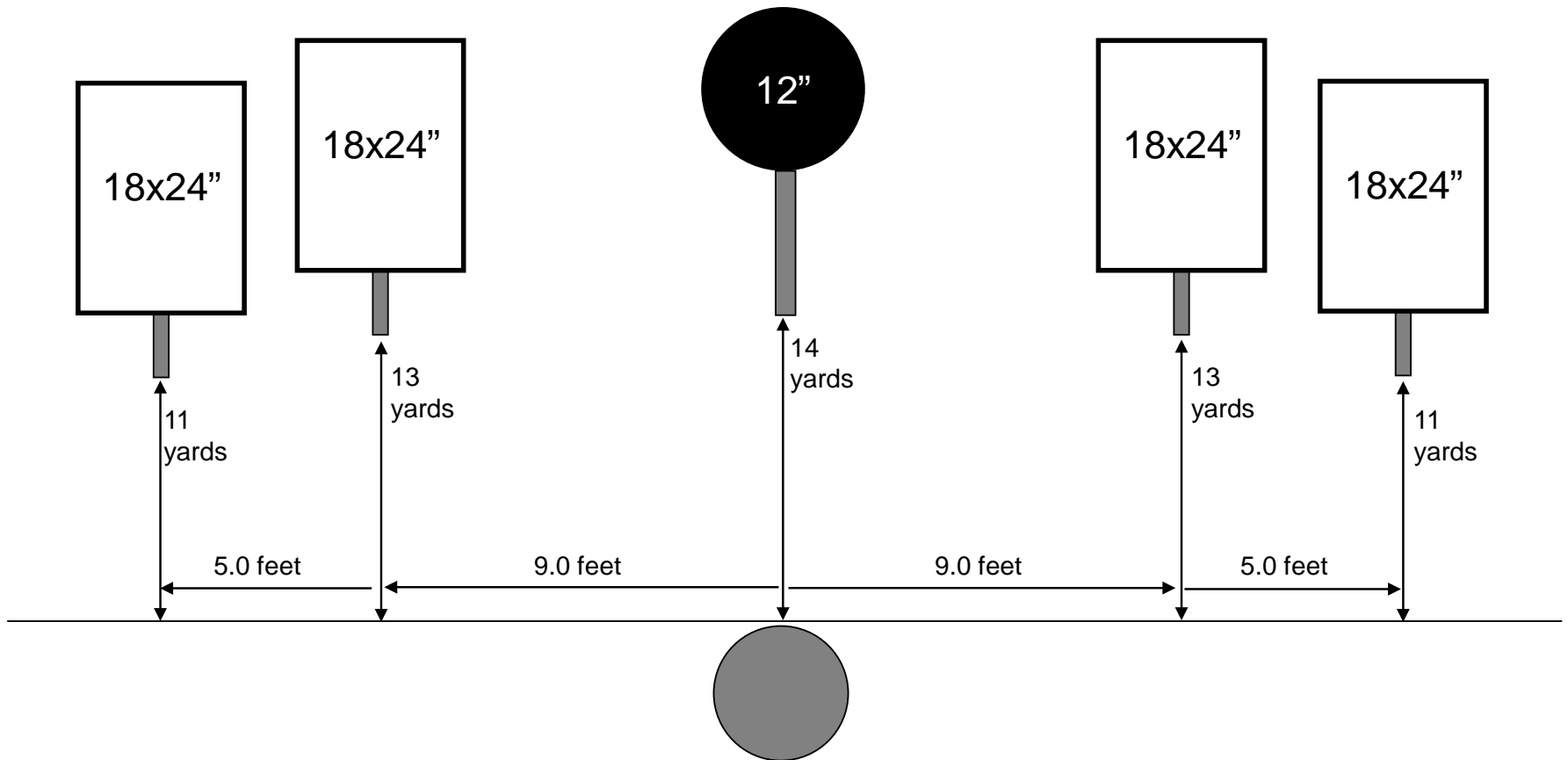


4 – 18x24" Rectangle Plates
1 – 12" Round Stop Plate

Match 03

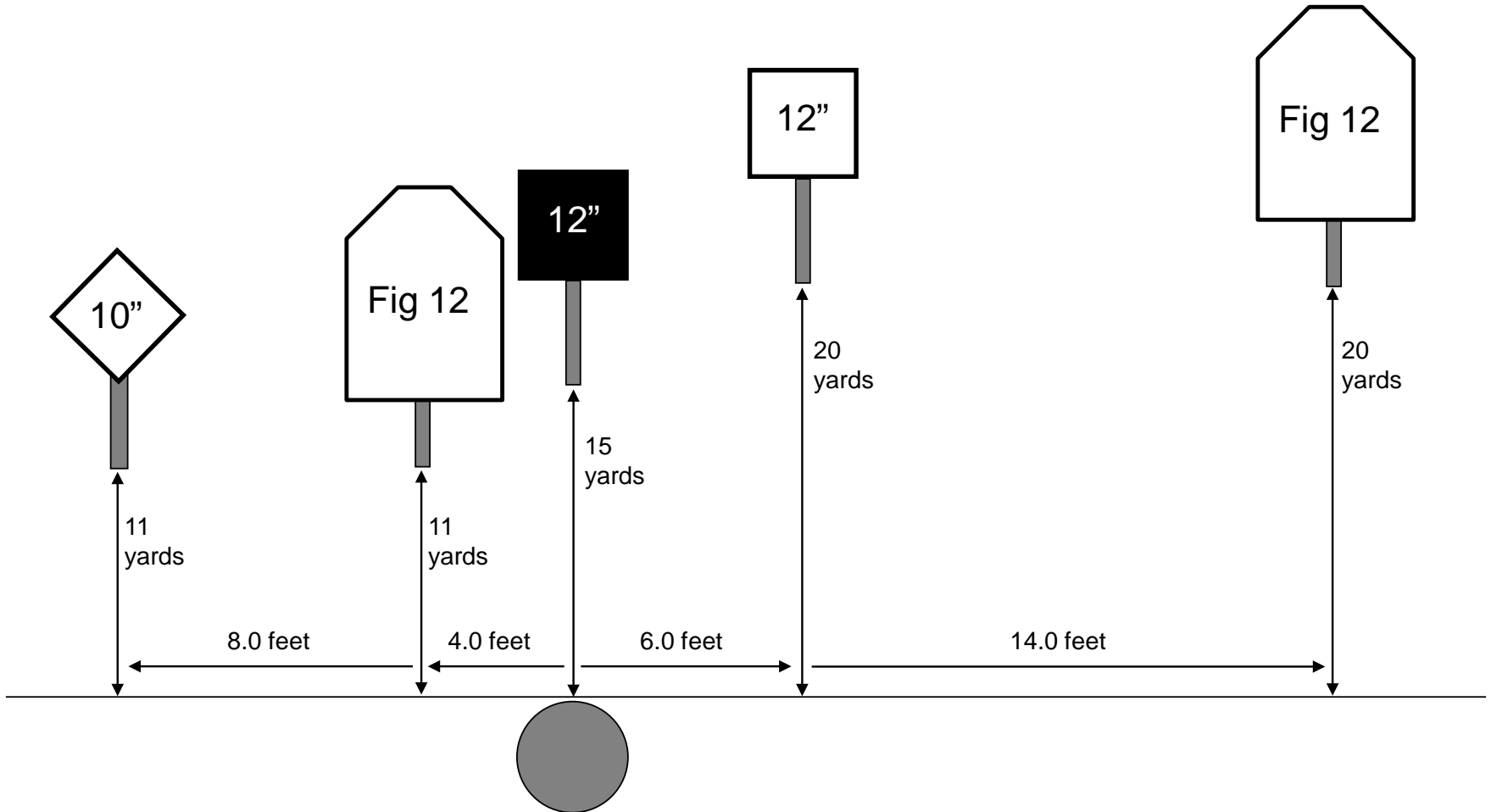
600 Range

SMOKE & HOPE



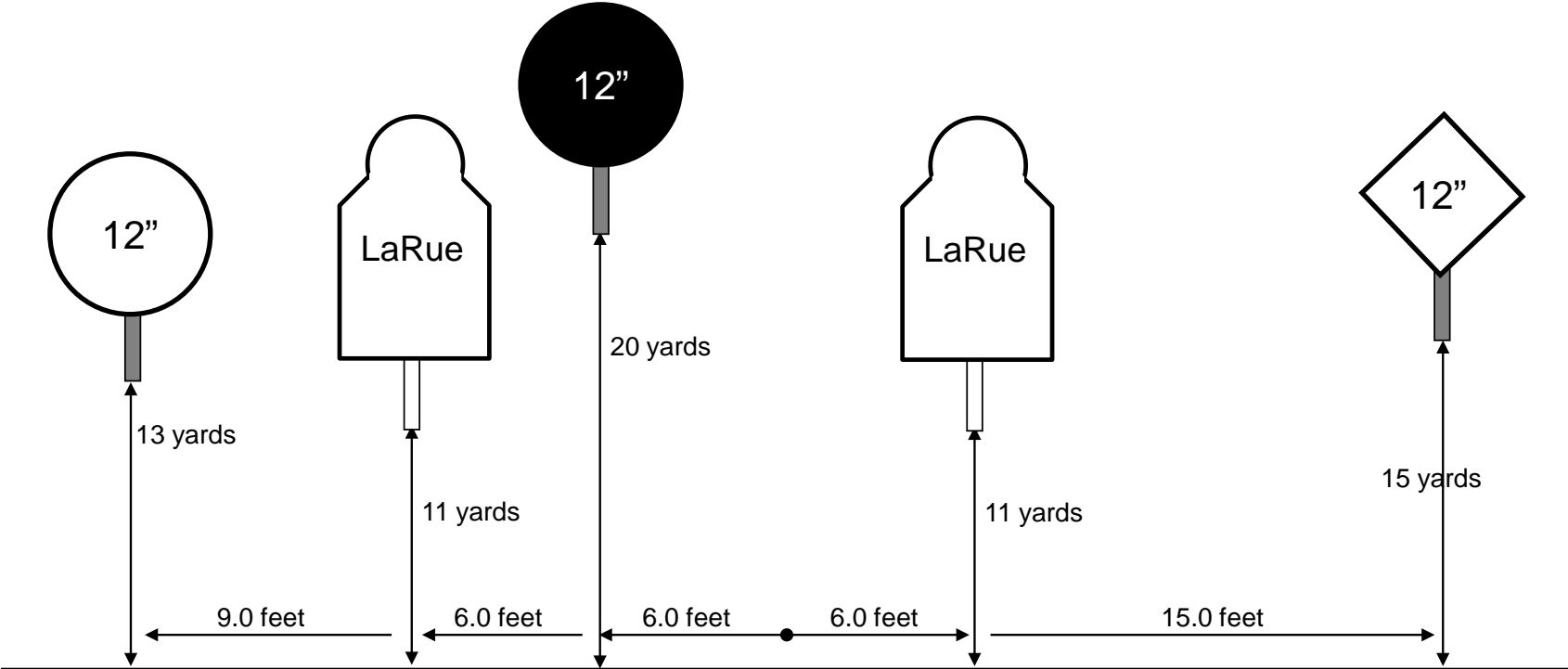
- 1 – 10" Diamond Plate
- 1 – 12" Square Plate
- 2 – 18 x 24" Fig 12 Plates
- 1 – 12" Square Stop Plate

Match 04
 600 Range
ACCELERATOR



- 1 – 12" Diamond Plate
- 2 – LaRue Targets
- 1 – 12" Round Plate
- 1 – 12" Round Stop Plate

Match 05
 Maple Tree Range
SPEED OPTION

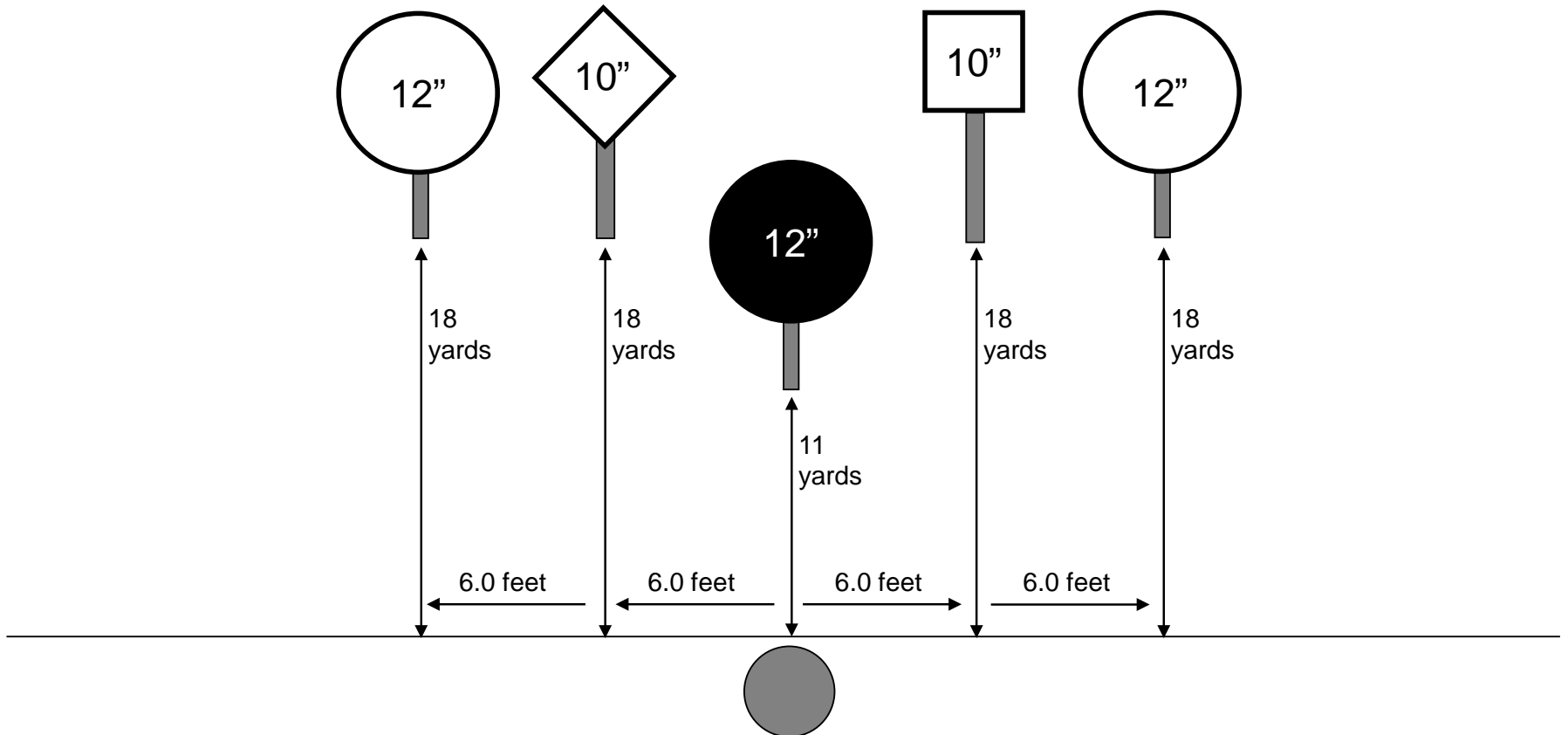


- 1 – 10" Diamond Plate
- 1 – 10" Square Plate
- 2 – 12 Round Plates
- 1 – 12" Round Stop Plate

Match 06

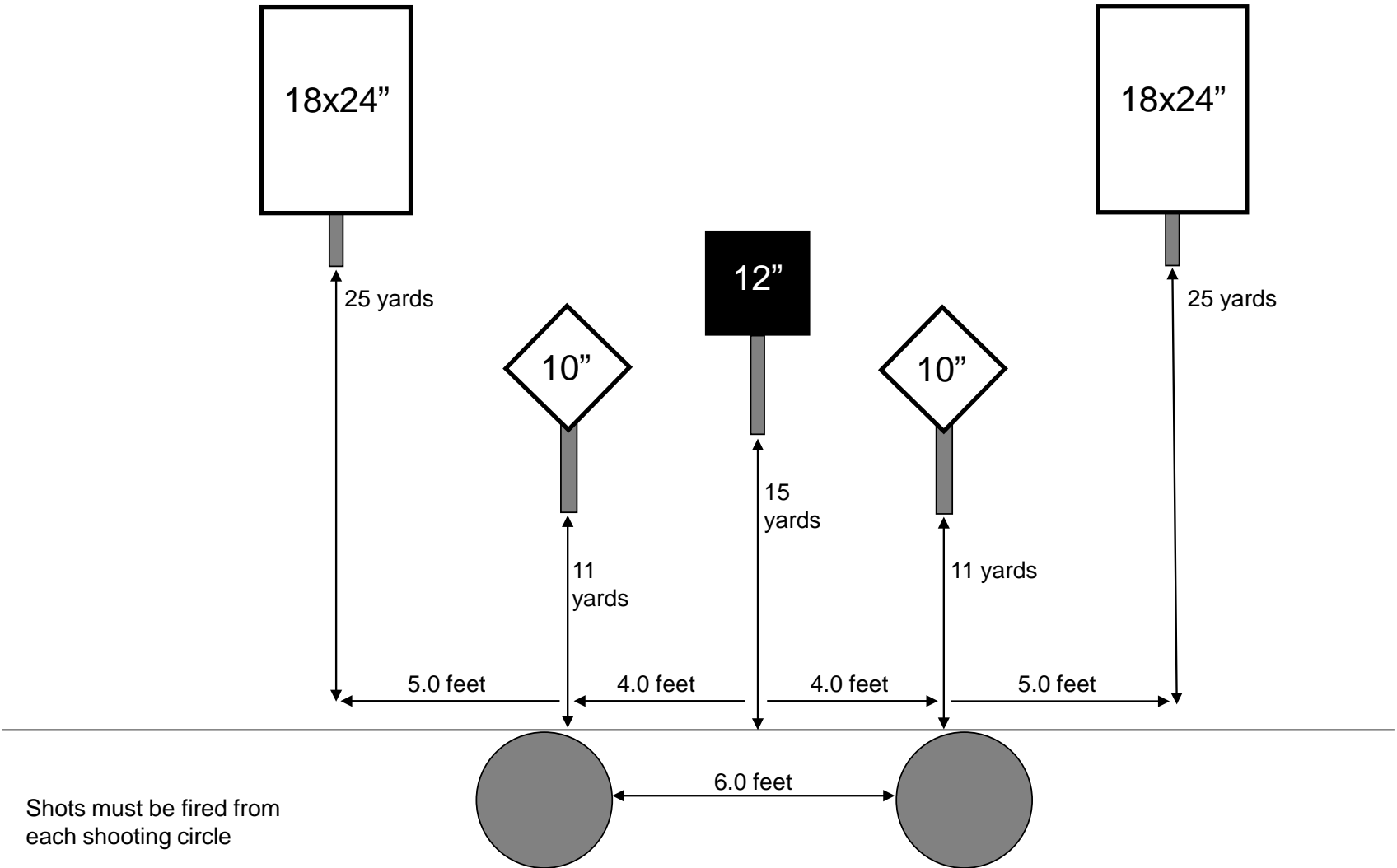
Maple Tree Range

PENDULUM



- 2 – 10" Diamond Plates
- 2 – 18 x 24" Rectangle Plates
- 1 – 12" Square Stop Plate

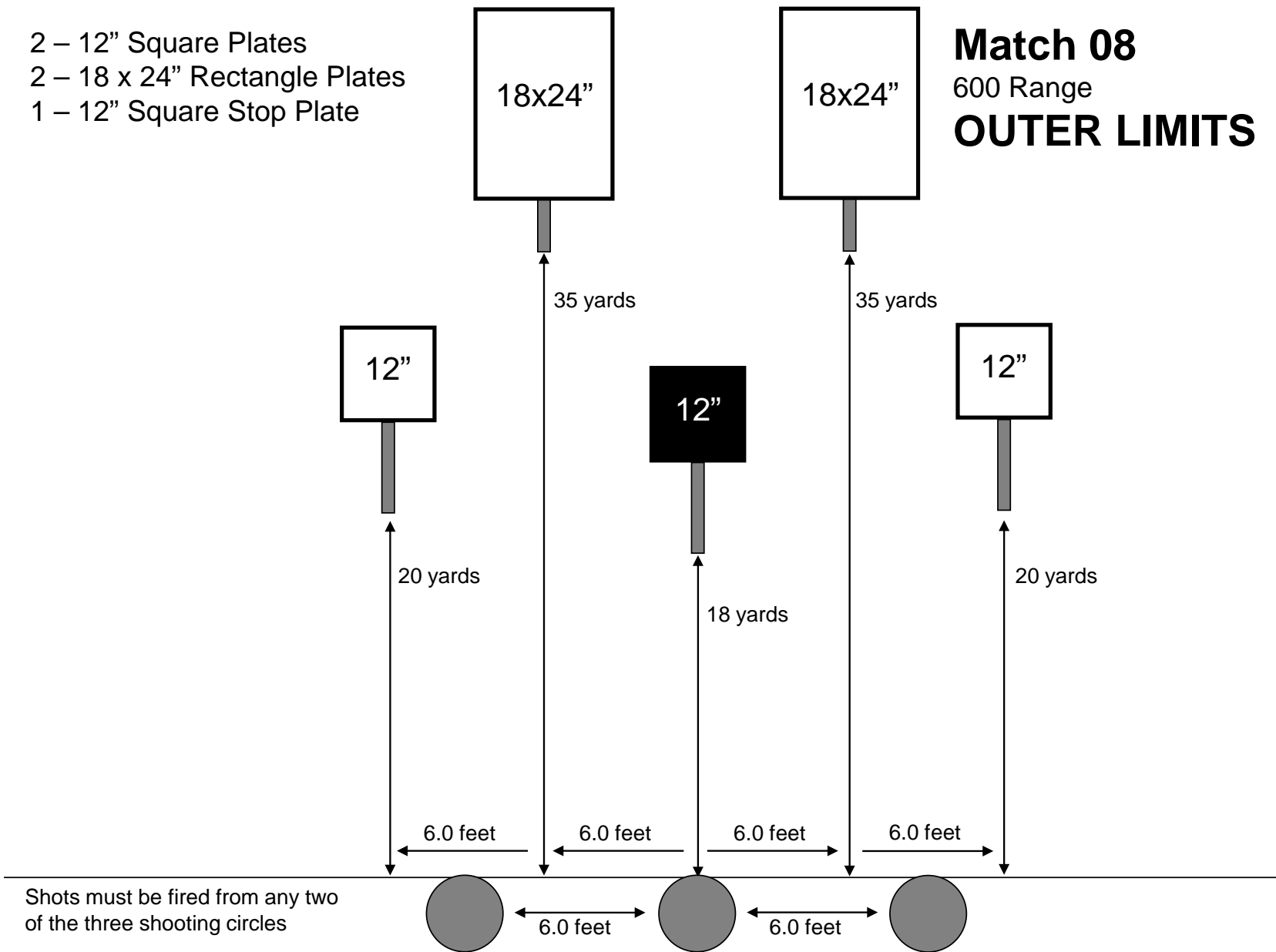
Match 07
600 Range
SHOWDOWN



Shots must be fired from each shooting circle

- 2 – 12" Square Plates
- 2 – 18 x 24" Rectangle Plates
- 1 – 12" Square Stop Plate

Match 08
600 Range
OUTER LIMITS



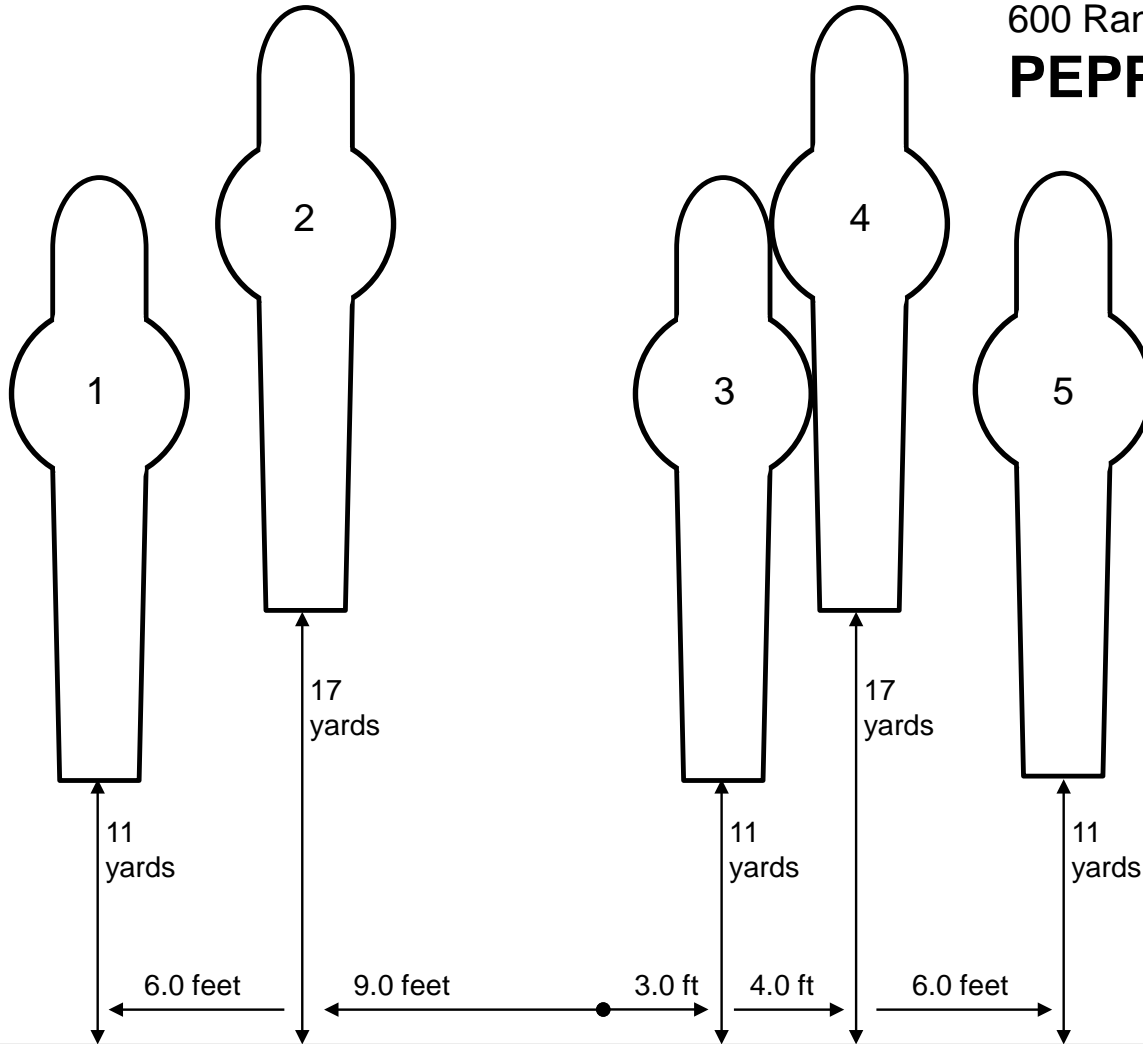
Shots must be fired from any two of the three shooting circles

5 – Pepper poppers

Standalone Match

600 Range

PEPPER POPPERS



Note:

1. From the shooters box, Popper 4 will be hidden by Popper 3
2. There is no stop plate: poppers can be shot in any sequence