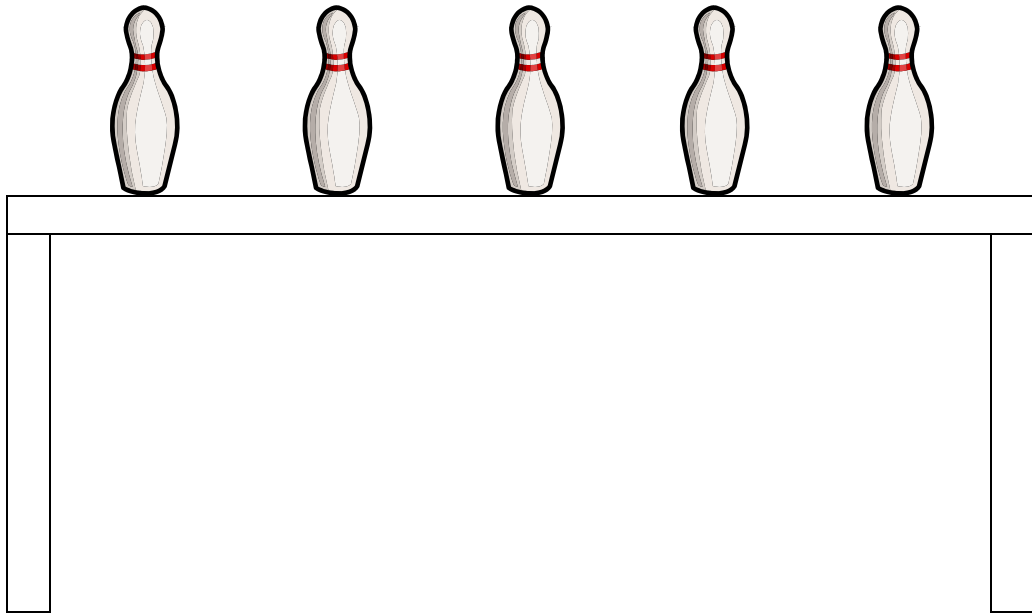


PINS ON THE TABLE



At the command, load six rounds. At the buzzer, starting from the low ready, engage the five pins. The pins must leave the table. If you shoot all pins off the table with less than six rounds, engage the bullseye target with the remaining round(s).

Pins left on the table add five seconds to your timed score. Hits on the target subtract from your score.

Total score is time plus pins left on table minus score on target.