

# Target Angles



Station 1



Station 2



Station 3

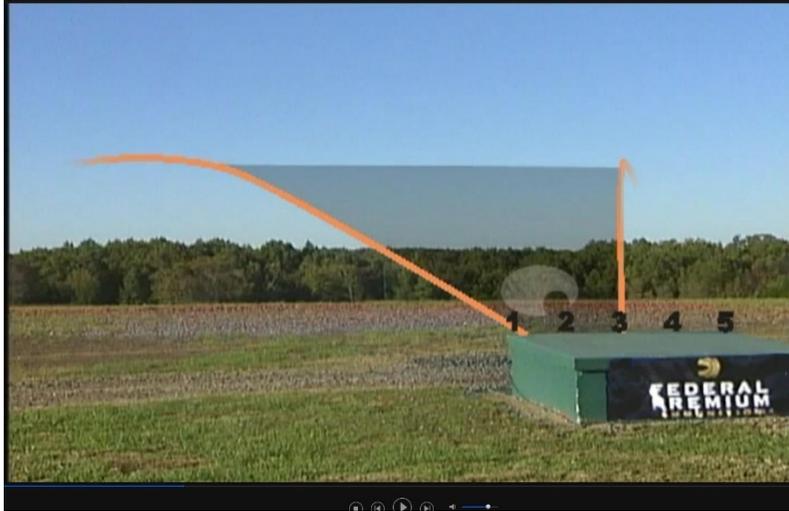


Station 4



Station 5

# Two Eyed Shooter Hold Points



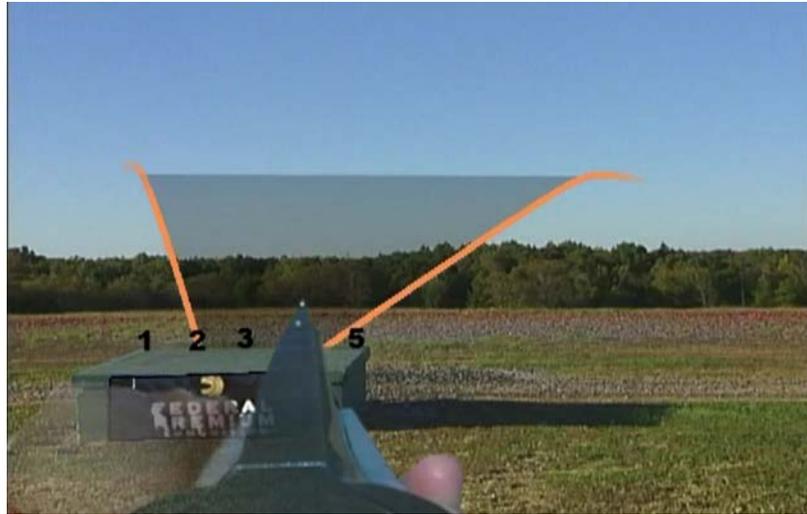
Station 1



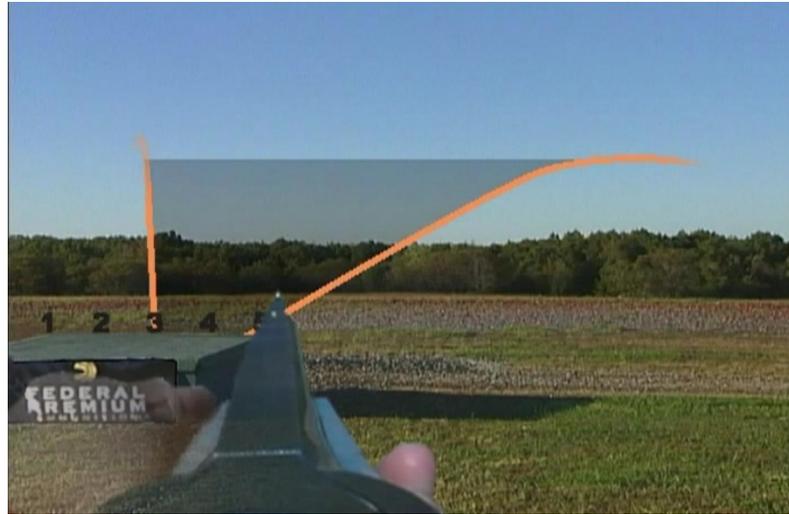
Station 2



Station 3

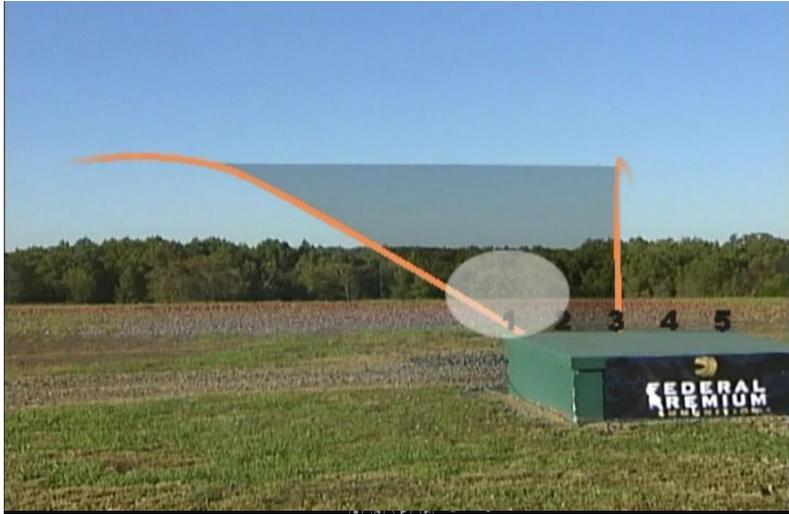


Station 4



Station 5

## Two Eyed Shooter Vision Points



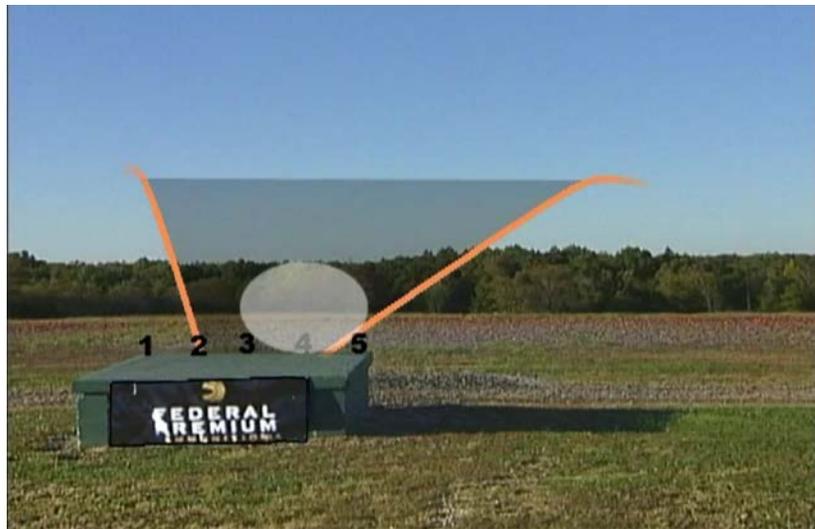
Station 1



Station 2



Station 3

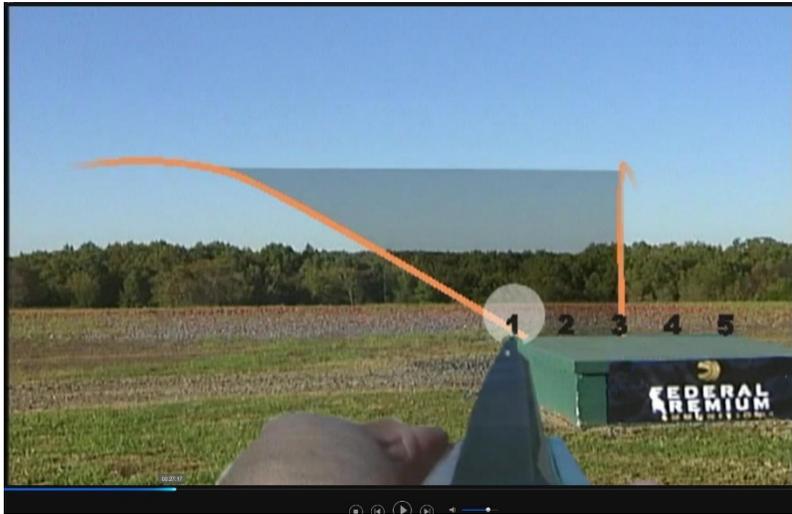


Station 4

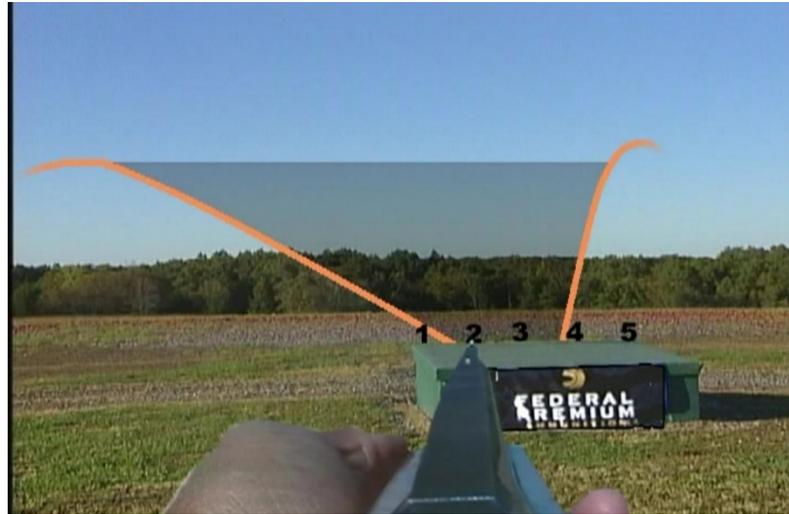


Station 5

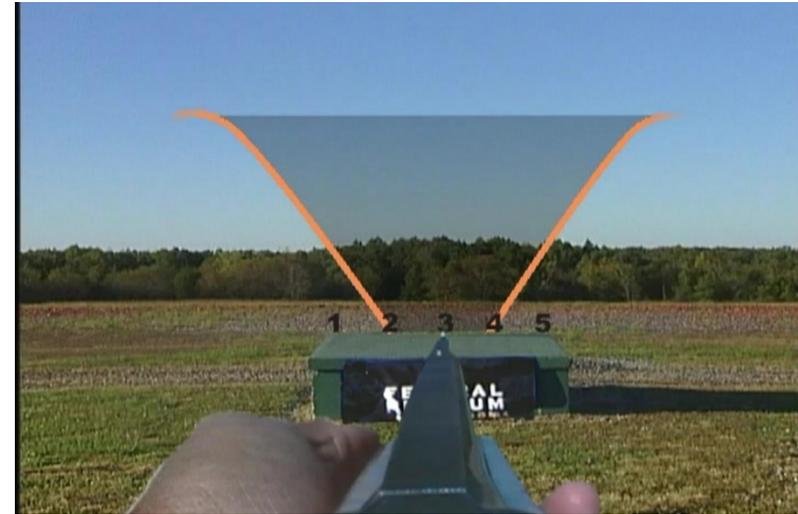
# One Eye Shooter Hold and Vision Points



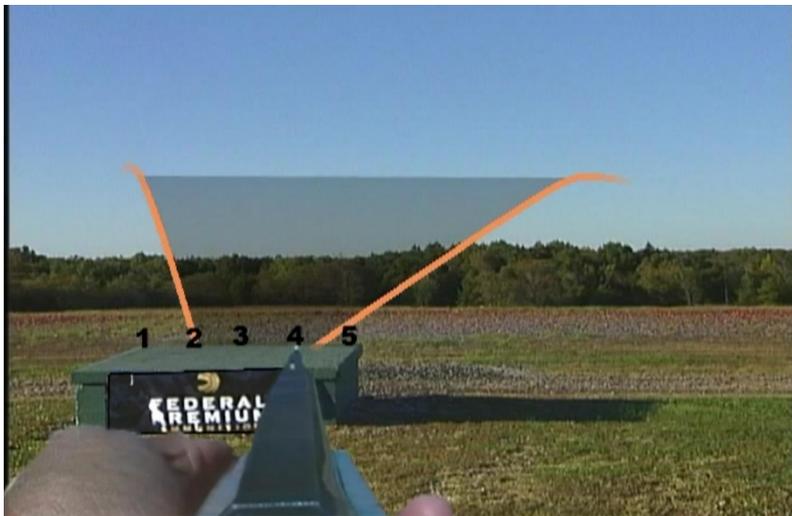
Station 1



Station 2



Station 3



Station 4



Station 5