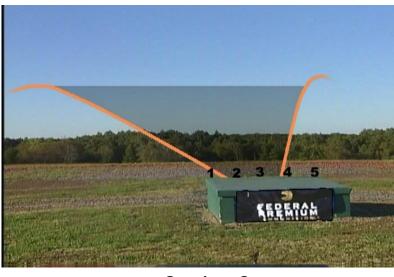
Target Angles

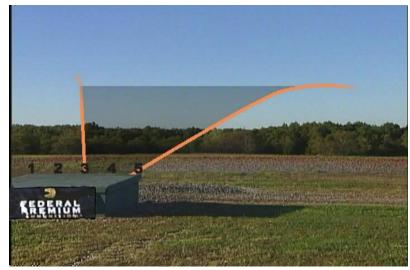






Station 1 Station 2 Station 3

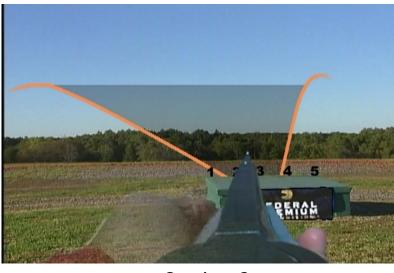


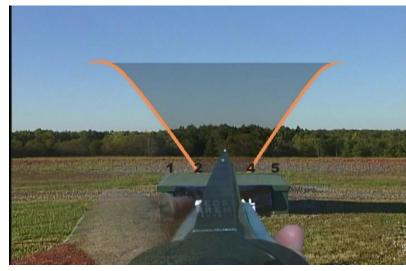


Station 4 Station 5

Two Eyed Shooter Hold Points

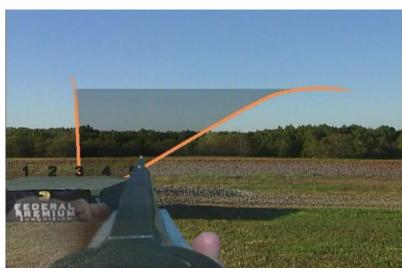




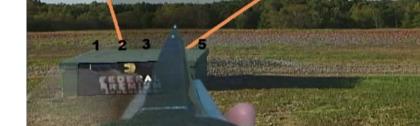




Station 2



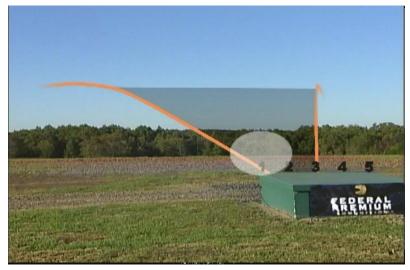




Station 4

Station 5

Two Eyed Shooter Vision Points







Station 1 Station 2 Station 3

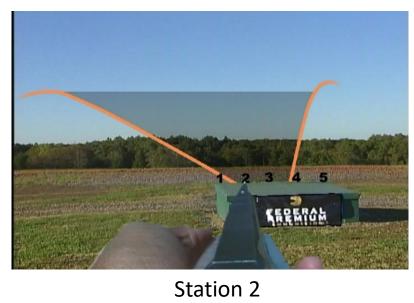


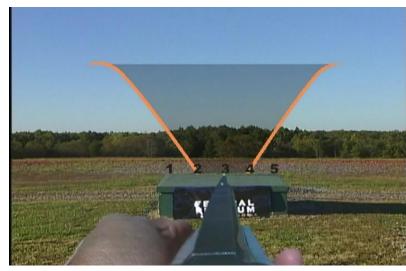


Station 4 Station 5

One Eye Shooter Hold and Vision Points

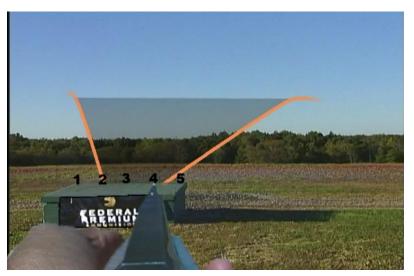






Station 3

Station 1



KERMION

Station 4 Station 5