

LRP JACKPOT GAMES (rev. 11-27-19)

1) King of the Cold Bore:

- Time limit is 10 seconds.
- At the signal the shooter engages the 1,000-yard bullseye gong (4'X4') with one round only.
- Bunker staff will label the hit (if there is one) with the shooter number and return to the bunker.
- When the shooter is done, the score and time will be written down on the score sheet by RSO.
- The winner will be determined based on the closest hit to the center of the bullseye.
- In the event of a tie, the winner will be the person with the shortest elapsed time recorded.

2) Pat's Points:

- Par time is 1 minute
- At the signal, engage any 2 or more of the steel targets 3 – 10 as many times each as desired.
- Shooter must engage at least 2 different targets and cannot engage the same target twice in a row.
- 1,000-yard small target counts for 10 points. The (4'X4') 1,000-yard target will not count for score.
- Targets #1 & 2 (nearest 2 targets) will not count for score.
- Points for each hit equals the corresponding target number.
- Shooter must announce which targets they will be engaging prior to the make ready command.
- If shooter wants to engage different targets while shooting, they must identify the new targets.
- When the time has elapsed, the shooters score will be written down on the score sheet by RSO.
- The winner will be determined based on total points added up by the scoring RSO.
- In the event of a tie, the winners will split the jackpot.

3) Straight Up Count-up:

- Time limit is 2 minutes.
- At the signal the shooter will engage targets 1-10 from near to far with **only one shot at each** successively higher numbered target until reaching and shooting the 1,000-yard 4'X4' target.
- The shooters score equals the number on the highest numbered target hit in the relay.
- If the shooter misses a target, the number of the last target hit is the shooters score.
- If the shooter skips a target and does not notice it, the target will be counted as a miss and the previous lower numbered target will be the score for the relay.
- If the shooter skips a target, they can come back to it and make it up but only with one shot.
- If shooter misses the skipped target make-up, it is counted as a miss and the next lower number target is the score.
- When the shooter is done, the score and time will be recorded on the score sheet by the RSO.
- The shooter with the most points wins.
- In the event of a tie, the winner will be the person with the shortest elapsed time recorded.

4) **Mulligan's Count-up:**

- Time limit is 2 minutes.
- The rules for this game are the same as for Straight up Count-up but the shooters will be allowed a pre-determined number of mulligans (make-up shots) during their string of fire.
- The number of mulligans must be announced by the match director to all competitors prior to beginning the relay and it must be written on the score sheet prior to the first shot.
- At the signal the shooter engages steel targets 1-10 with only one shot at each successively higher numbered target until reaching and shooting the 1,000-yard 4'X4' target.
- The shooters score equals the number on the highest numbered target hit in the relay.
- If the shooter misses a target they may use as many of their mulligans as necessary to hit the target.
- When and if the shooter has used up all of their allotted mulligans and ends with a miss, the number of the last target hit is the shooters score.
- If the shooter skips a target and does not notice it, the target will be counted as a miss and the previous lower numbered target will be the score for the relay.
- If the shooter skips a target, they can come back to it and make it up but only with one shot and or the remaining number of mulligans that they may still have unused.
- If shooter misses the skipped target make-up and runs out of mulligans, it is counted as a miss and the next lower number target is the score.
- When the shooter is done, the score and time will be written down on the score sheet by the RSO.
- The shooter with the most points wins.
- In the event of a tie, the winner will be the person with the shortest elapsed time recorded.

5) **Here and There:**

- Par time is 1 minute.
- At the signal the shooter engages T2 then T10 (48" 1,000-yard target) then back to T2 and so on, alternating back and forth in succession between T2 & T10 for the duration of the par time.
- The shooter is only allowed to move on to the next target in order of succession after first getting a successful hit on the previous target.
- Points for each hit are recorded as the number of the target. T2 = 2 points & T10 = 10 points.
- When the time has expired the shooters score will be recorded on the score sheet.
- In the event of a tie, the winners will split the jackpot.

6) **Everywhere:**

- Par time is 30 seconds.
- All shooters will engage the same 3 targets selected by random drawing (yellow numbered balls).
- Three numbers from 2-10 will be drawn (yellow numbered balls) to determine the targets to shoot.
- If one of the targets drawn is 10, it will be the smaller (18"X24") target at 1,000 yards.
- At the signal, the shooter engages the targets as many times as possible in the time allowed.
- The targets must be engaged in increasing sequence ex. If 2, 5 & 9 are drawn = 2-5-9-2-5-9 etc.
- The shooter must engage the targets in increasing order starting with the lowest number.
- Each target must be hit before moving on to the next one each time.
- The shooter's score will be the total number of hits made before time expires.

- In the event of a tie, the winner will be the person with the shortest elapsed time recorded.

7) **Quick Draw:**

- Time limit is 30 seconds
- A target between 3 and 10 will be selected by random draw (yellow numbered balls) and will be the target for all shooters.
- If 10 is drawn it will be the small (18"X24") target at 1,000 yards.
- At the signal, the shooter has 30 seconds and as many shots as needed to hit the target one time.
- Any shots taken after the time expires will not count for score.
- The shooters score will be the elapsed time to hit the target once.
- The winner will be the shooter with the shortest elapsed time to hit the target.
- In the event of a tie, the winners will split the pot.

8) **Who's Bad?:**

- Time Limit 30 seconds.
- Shooter will engage the 1000-yard target with 3 rounds only.
- Any extra shots will result in the removal of the same number of best hits by the shooter.
- The shooter with the smallest group wins.
- In the event of a tie, the winner will be determined based on the shortest time elapsed.