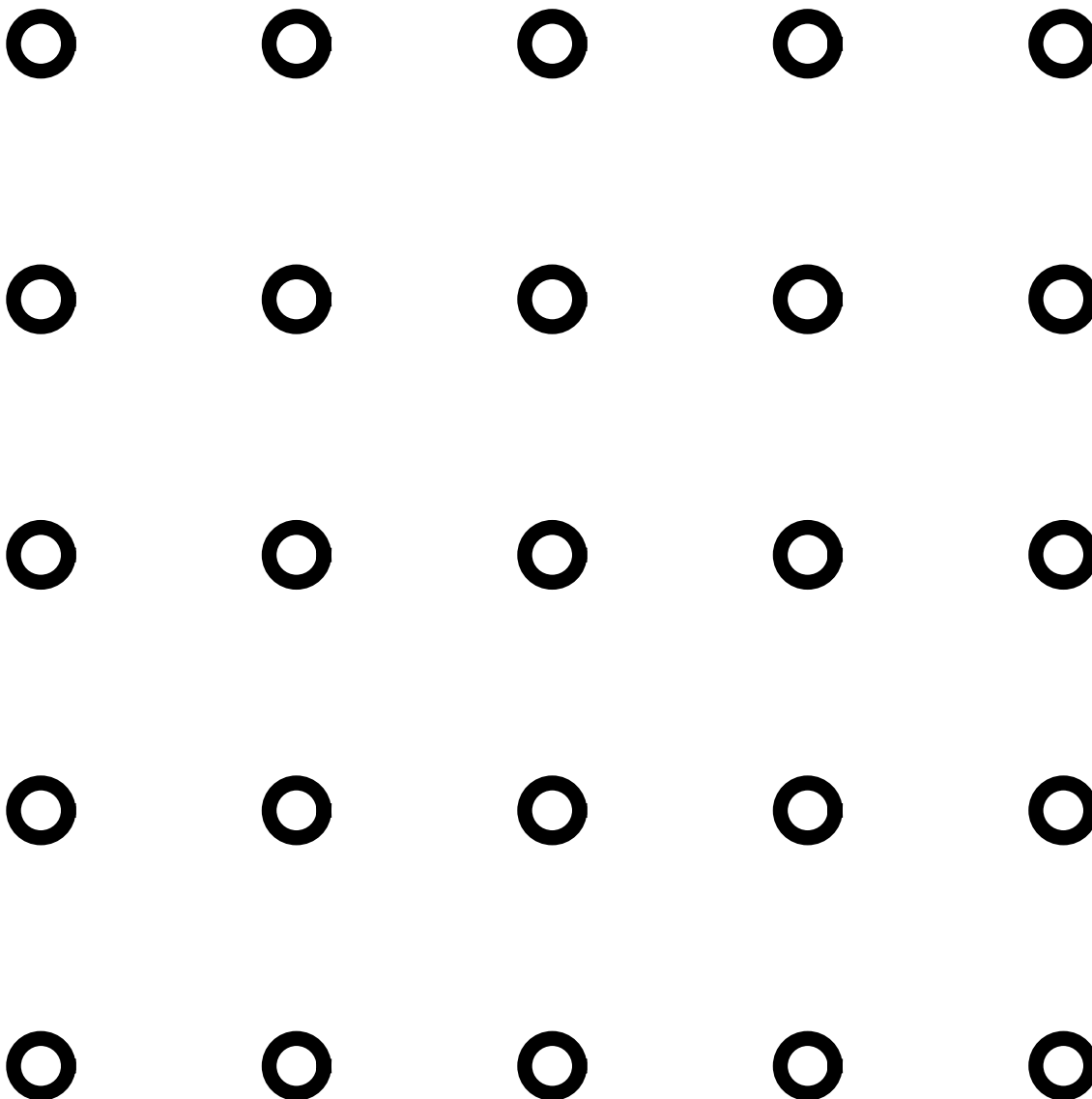
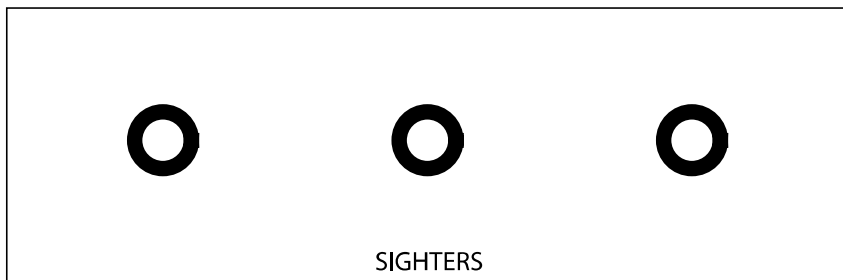


"TACK" DRIVING RANGE GAME



TACK NOT  
DRIVEN



TACK  
DRIVEN



SHOOTER \_\_\_\_\_ RIFLE \_\_\_\_\_

AMMO \_\_\_\_\_ OTHER \_\_\_\_\_

DISTANCE \_\_\_\_\_ TACKS DRIVEN \_\_\_\_\_