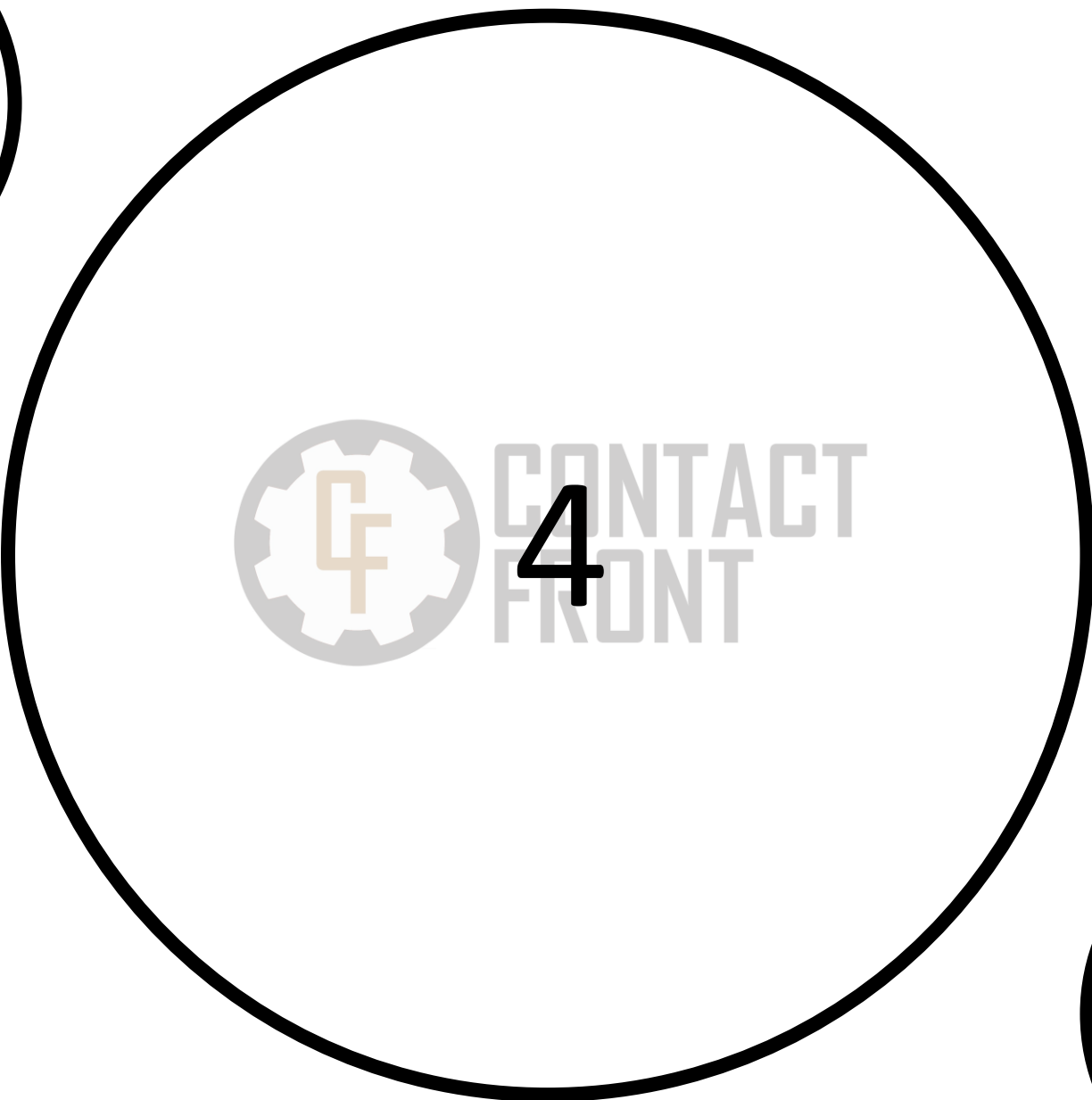
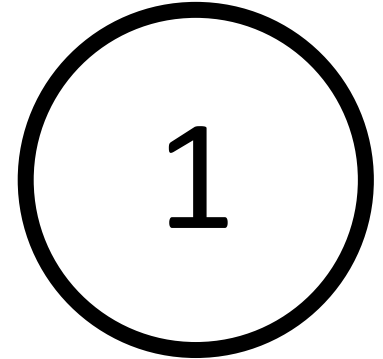
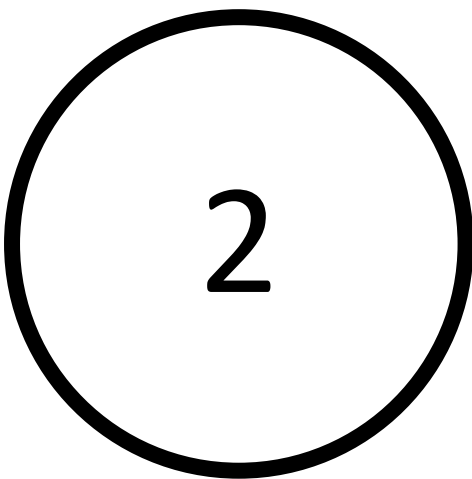


Mental clock drill
5m from draw



Each number represents
how many hits are needed in the
circle. You can engage any circle
in any order. A miss adds +1sec

