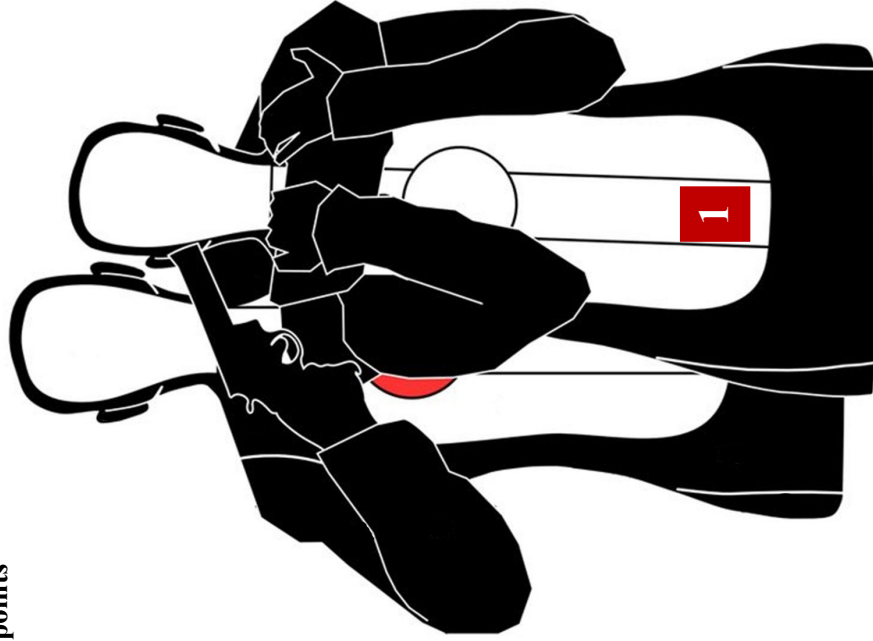
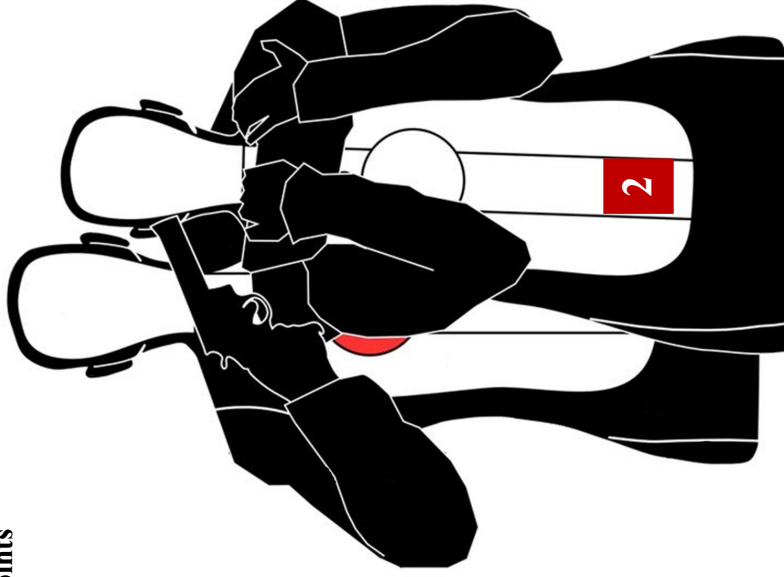


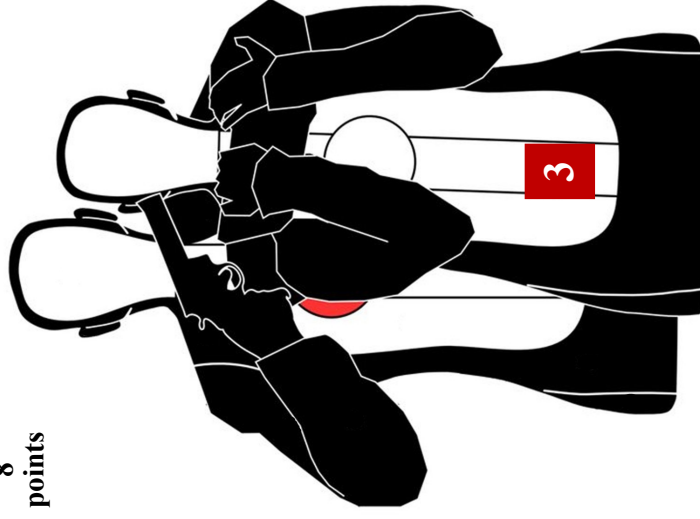
2
points



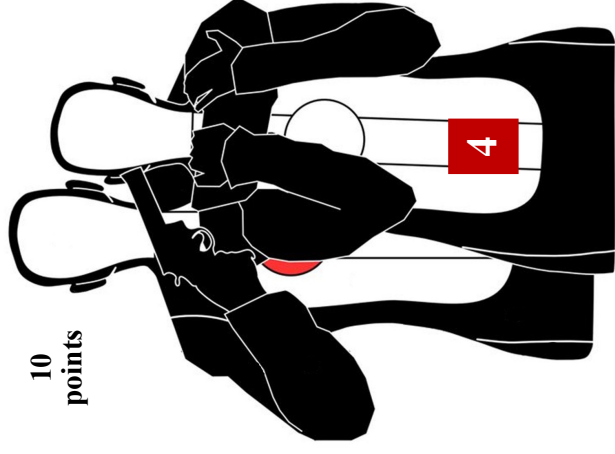
5
points



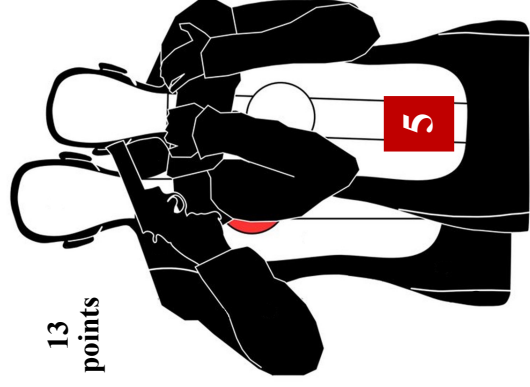
8
points



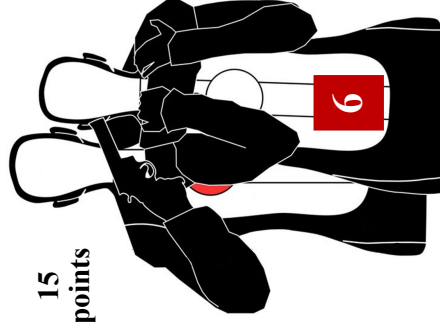
10
points



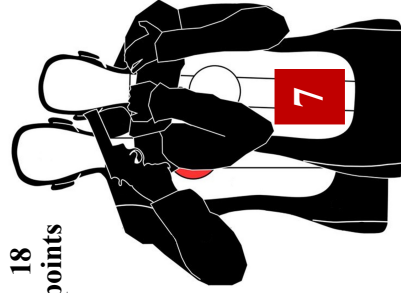
13
points



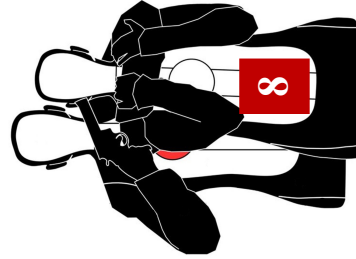
15
points



18
points



29
points



Hostage Know-Your-Limits Target Rules

1. This target is designed for very accurate scoped rimfire rifles or air-rifles at an agreed upon distance, usually 50 yards for rimfire rifles and 25 for the air-rifles.
2. Each competitor gets one shot at each hostage target.
3. The targets are arranged from largest to smallest from the upper left corner proceeding clockwise around the paper.
4. Start shooting at the target in the upper left corner.
5. The number of points for each target is to the upper left of the target.
6. A shot in any part of the kidnapper's body is worth the number of points indicated for the respective target.
7. A headshot in the kidnapper is worth double the points. For example, if the shot is taken at the one worth 10 points, the shooter is awarded 20 points for that target.
 - a. Note that the competitor may want to accumulate as many points as possible by trying headshots on the largest target. As the target gets smaller the shooter may want to try a hit in the right shoulder and/or arm of the kidnapper. This increases the hit probability but reduces the chance of a miss or hitting the hostage.
8. Starting with the largest target a hit on any part of the body of the kidnapper allows the shooter another chance to shoot at the next smaller target.
9. If the shooter misses the kidnapper or hits the hostage, he or she may not take anymore shots and they lost any points accumulated and forfeits the rest of the competition.
 - a. If the bullet cuts the line of the hostage that is considered a hit.
 - b. If the bullet cuts the line of the kidnapper that is considered a hit.
10. If the shooter has not shot at all the targets, they may decide to stop where they are at and keep whatever points accumulated. A person has to know their limits.
11. The competitor with the most points wins.
12. **ONE SHOT GRAND SLAM:** One variant of the game is played with a competitor taking one shot at a target that they announce. They select the smallest target that they are confident of hitting.
 - a. If they hit the target, they accumulate all the points for that target and the larger ones that they would have hit.
 - i. If the hit is in the head then it is assumed that prior shots were in the head and double points are awarded for each target.
 - ii. If the hit is in any other part of the body then only the value for each target is awarded.
 - b. Total all the points and multiply that result by three.
 - i. Example 1: The shooter selects the middle target in the bottom row and hits the elbow. The shooter is awarded $53 \times 3 = 159$ points.
 - ii. Example 2: The shooter selects the middle target in the bottom row and hits the head. The shooter is awarded $106 \times 3 = 318$ points.
13. A score sheet is provided with points for each target.
14. If you really want to introduce stress into the game put money on it!

Know Your Limits

Hostage Target

Score Sheet

Target Number	Points for Body Hit	Place an X in the box for a body hit	Points for Head Shot X 2	Place and X in the box for a head shot	Total Points
1	2		4		
2	5		10		
3	8		16		
4	10		20		
5	13		26		
6	15		30		
7	18		36		
8	29		58		

Grand Total:

ONE SHOT GRAND SLAM

Target Number	Body Hit	Place an X in the box for a body hit	Head Shot	Place and X in the box for a head shot	Grand Total
1	6		12		
2	21		42		
3	45		90		
4	75		150		
5	114		228		
6	159		318		
7	213		426		
8	300		600		