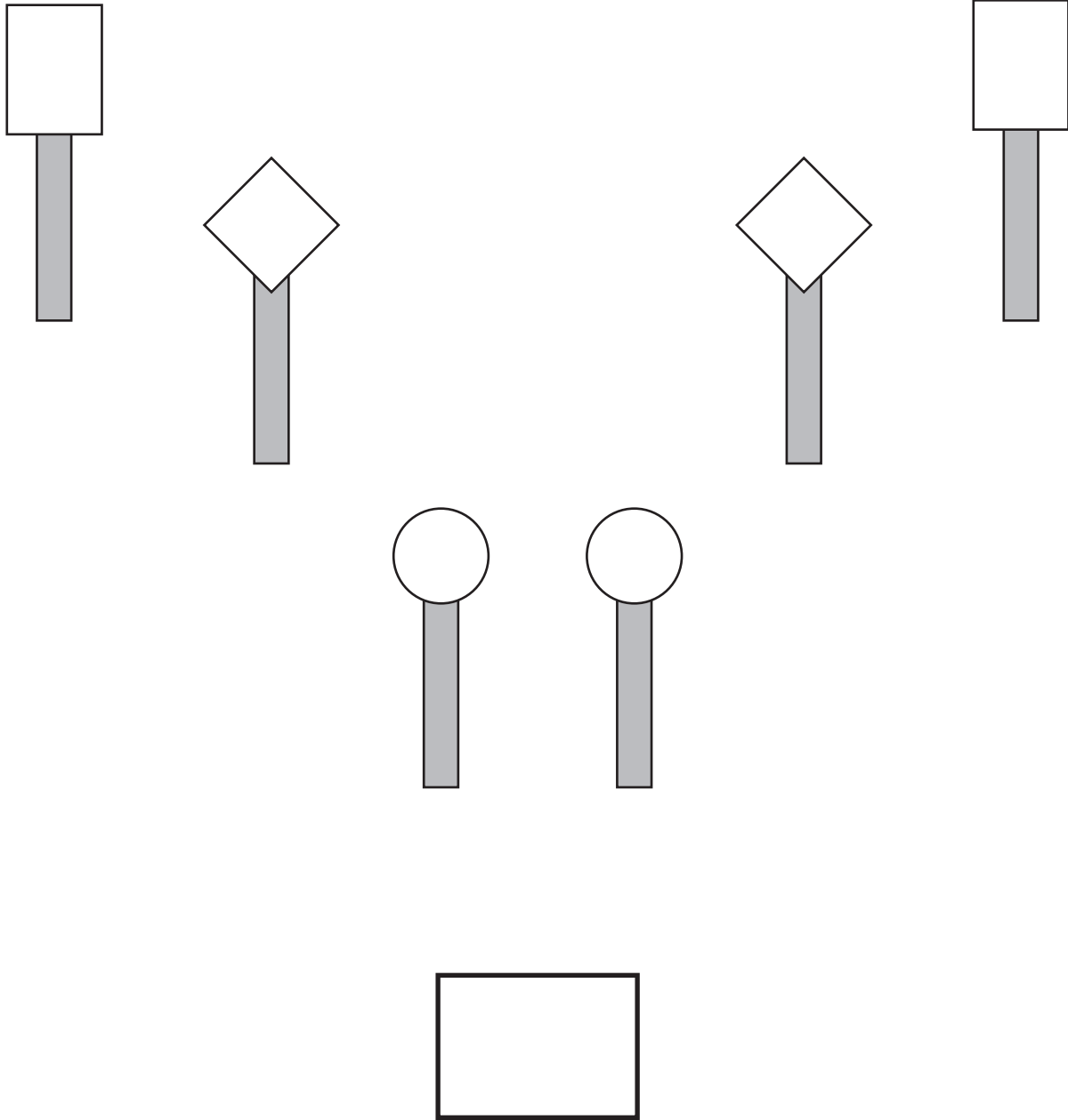


# Nearsighted

30 Rounds Minimum

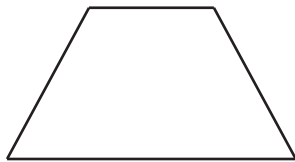
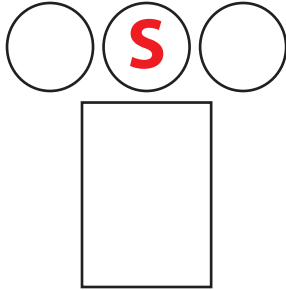


From surrender position:

Engage all targets from near to far. Stop is last far target engaged.

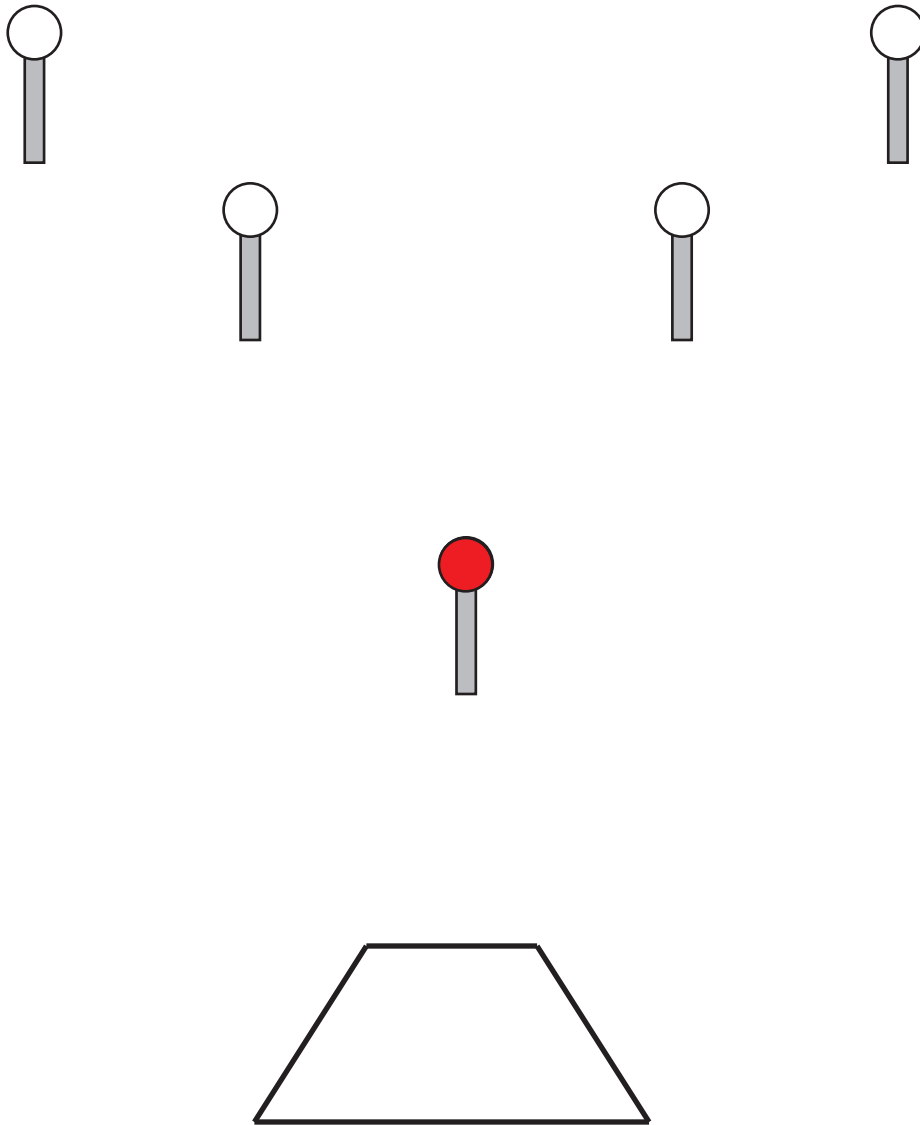
5 runs 2 drop. 3 sec penalty per missed shot. 30 sec max.

# TRICKY DICK



From Surrender position: Engage targets in any order.  
The Gangster gets two to the body & one to the head.  
Stop plate is the gangster's HEAD. 5 runs 2 drops.  
3 sec penalty per missed shot. 30 sec max.

# Victory



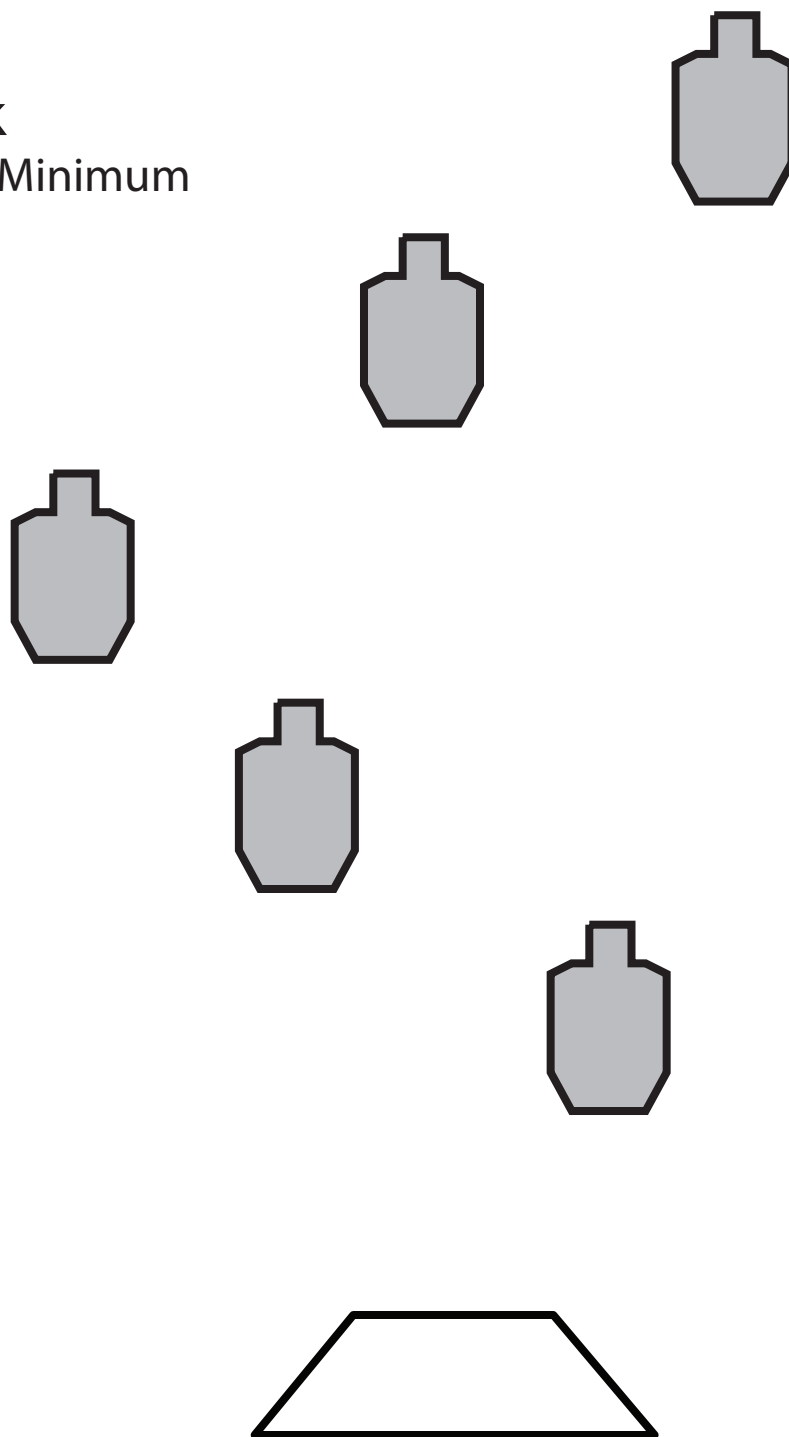
From surrender position: Engage targets in any order.

Last target is the stop plate.

3 sec penalty per missed shot. 5 runs 2 drops. 30 sec max.

# SGT York

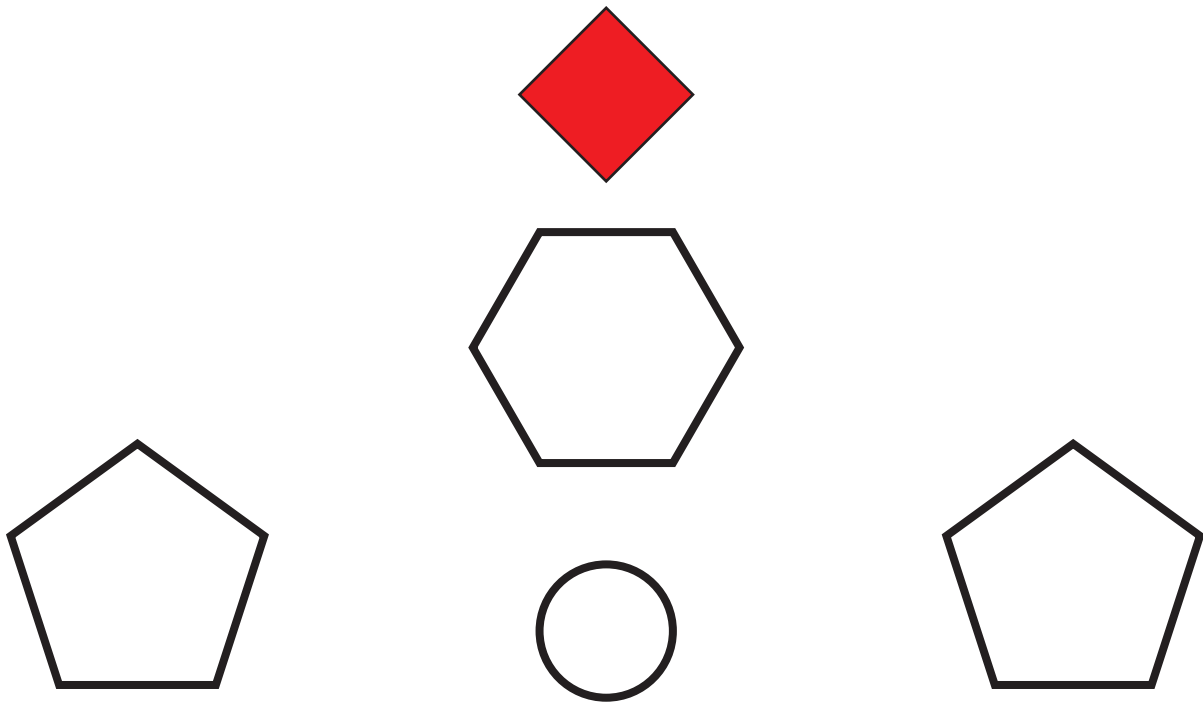
25 Rounds Minimum



SGT York was famous and earned the Medal of Honor during WWI. In one engagement, six German soldiers charged him with bayonets when he was out of rifle ammunition, so he drew his pistol and shot them all reportedly from rear to front. The German officer responsible for the machine gun position had emptied his pistol while firing at York, but failed to hit him.

Starting with your hands in the surrender position, at the start signal:  
Engage all targets from rear to front -- stop is the front target  
5 runs - 2 drop.  
3 sec penalty per missed shot or procedural. 30 sec max.

# Gong Nuts



Shoot the targets in any order

Then shoot stop plate top diamond.

5 runs, 2 drop. 3 sec penalty per  
missed shot; 30 sec max