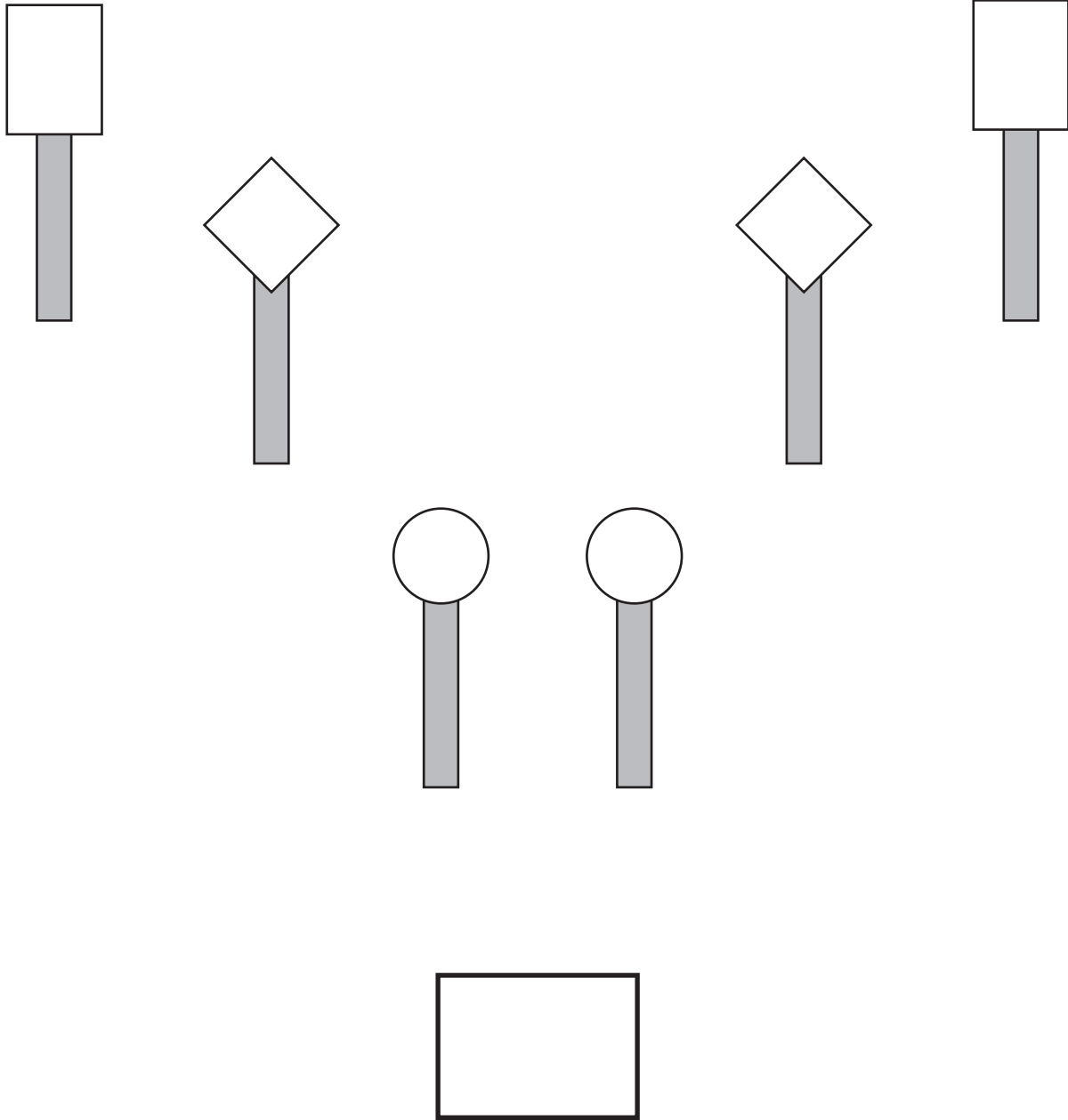


# Nearsighted

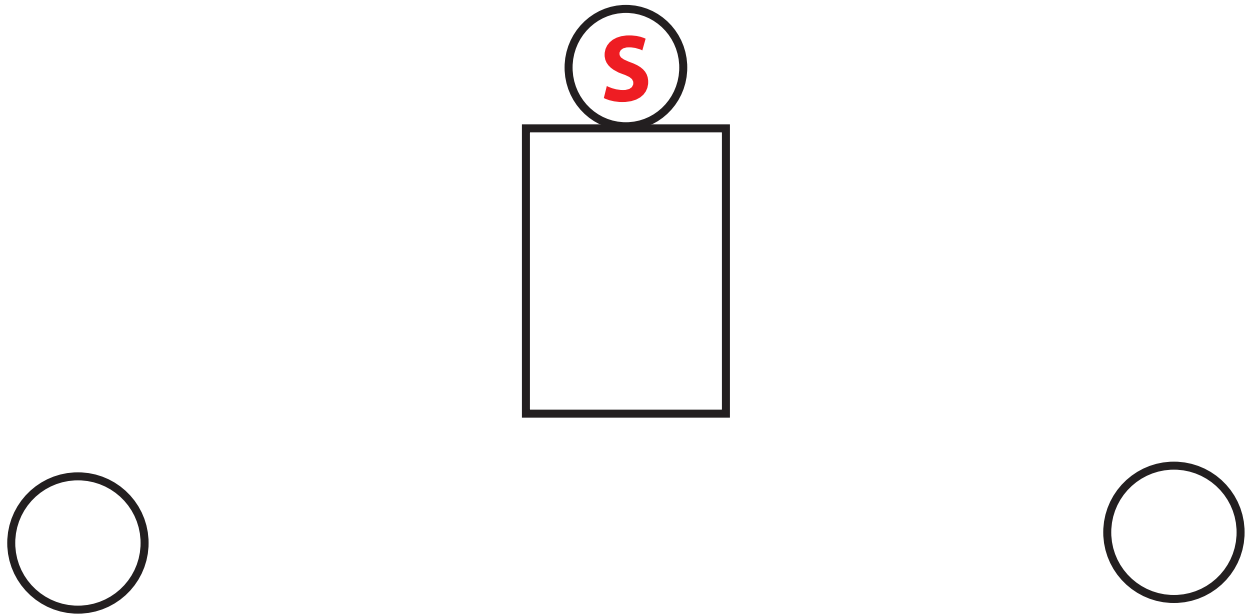
30 Rounds Minimum



From surrender position:

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

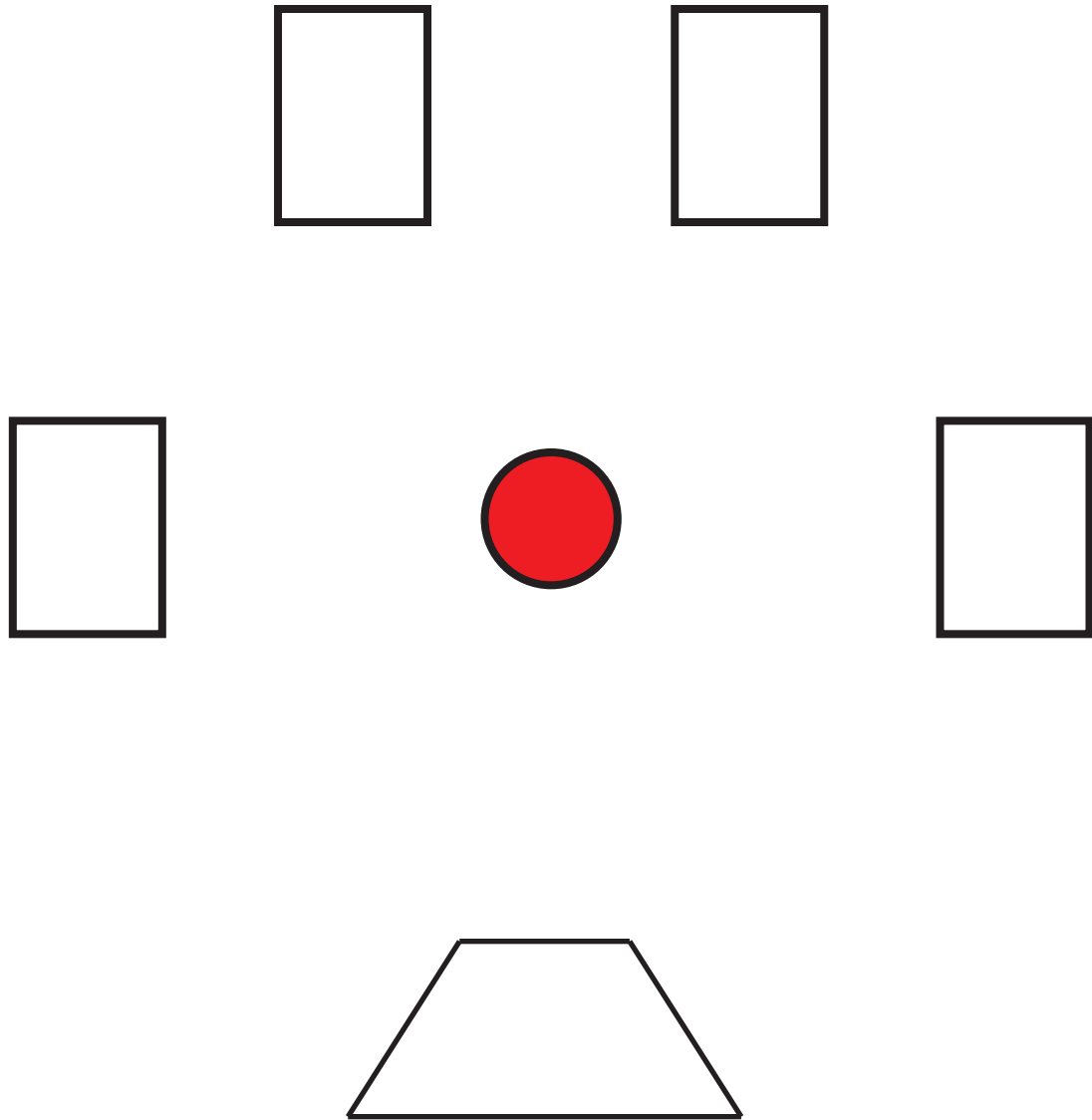
5 runs 2 drop. 3 sec penalty per missed shot. 30 sec max.



## Straight Jacket 2

From surrender position: Shoot each target in any order ending with the stop plate. The square gong must have 2 hits  
3 sec penalty per missed shot.  
5 runs 2 drops. 30 sec max.

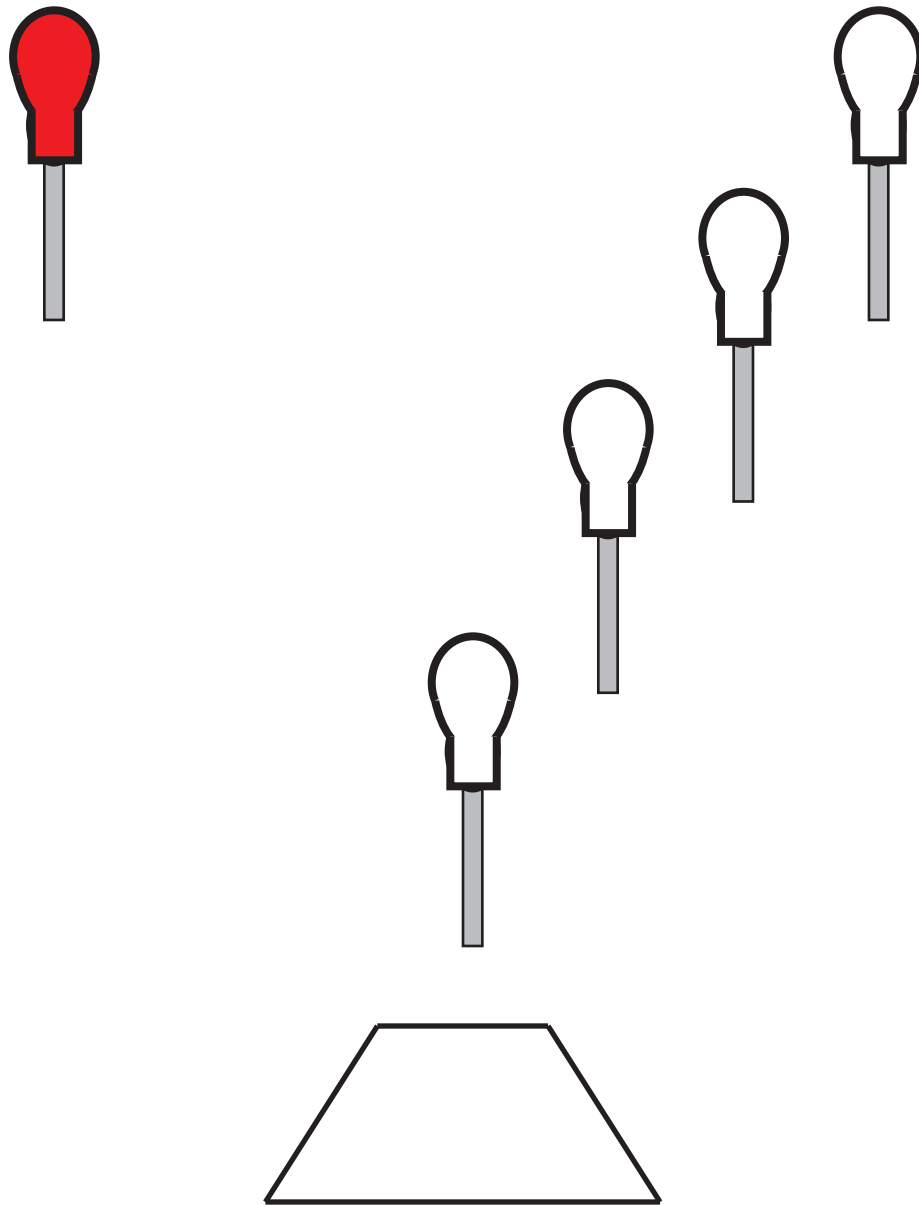
# Square Up



From surrender position: Shoot each square target and then shoot the stop plate.

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

# Precision

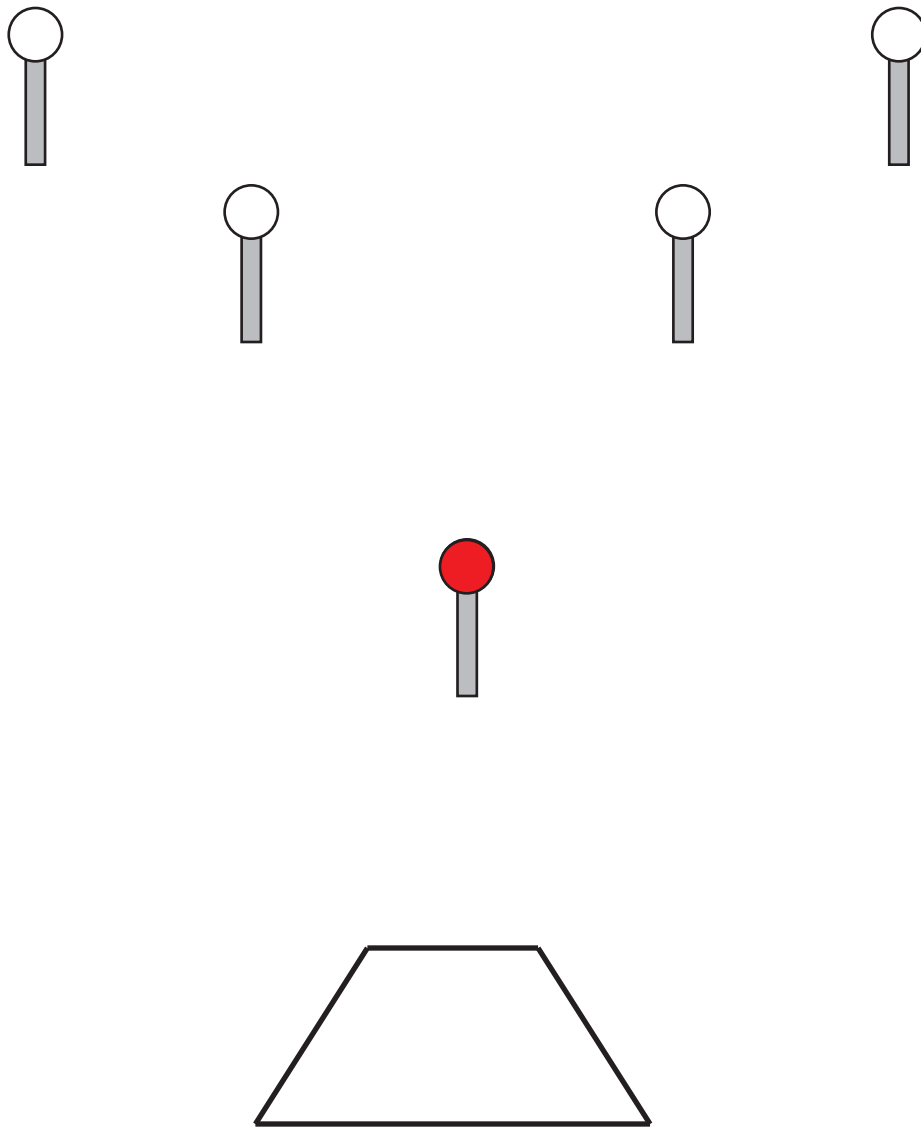


From surrender position: Engage targets in any order.

Last target is the stop plate.

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

# Victory



From surrender position: Engage targets from left to right.

Last target is the stop plate.

2nd run, start from right to left. Last target is the stop plate.

3rd run from left to right. 4th run from right to left.

5th run shooters choice.

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