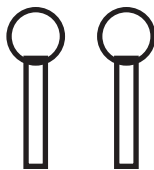
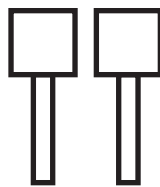


Progress 2



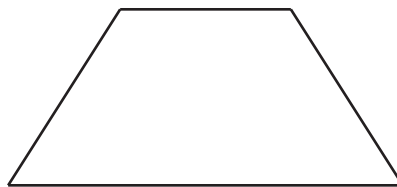
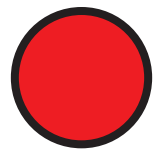
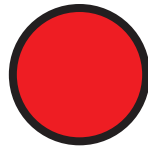
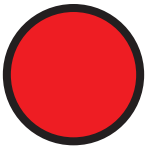
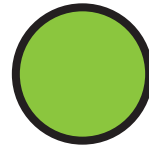
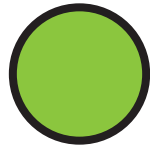
From surrender position:

Engage all targets in any order

3 sec penalty per missed shot; 30 sec max.

5 runs, 2 drops

Stop & Go



From Surrender Position:

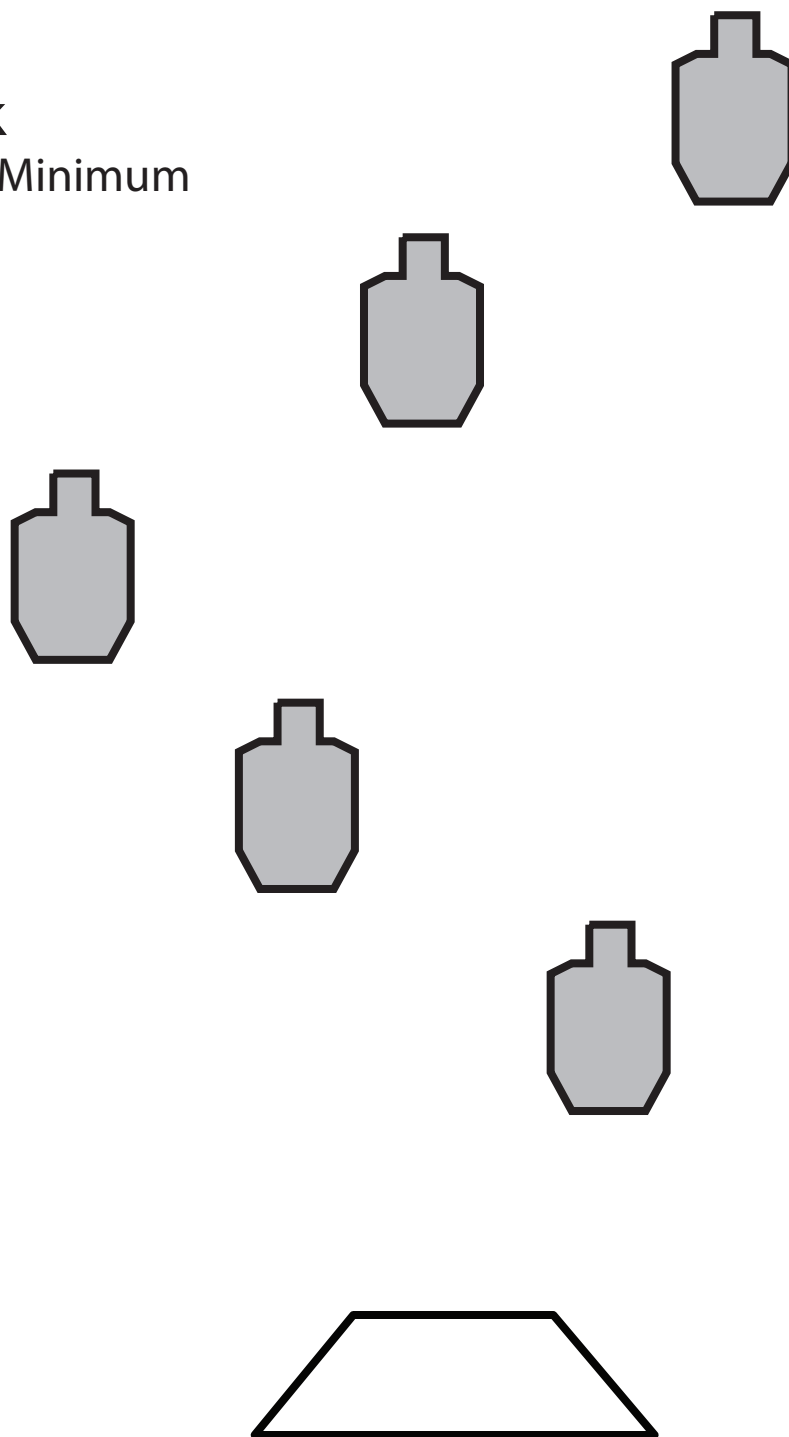
Engage a Stop plate (red) then engage a Go plate (green) in that order.
In other words: Red, Green, Red, Green, Red

You must hit every plate at least once during each run--time stops on last
stop plate hit

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

SGT York

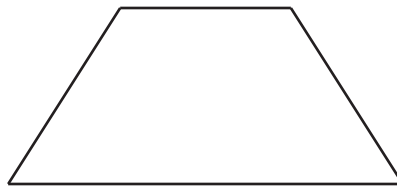
25 Rounds Minimum



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.

Fast and Precise

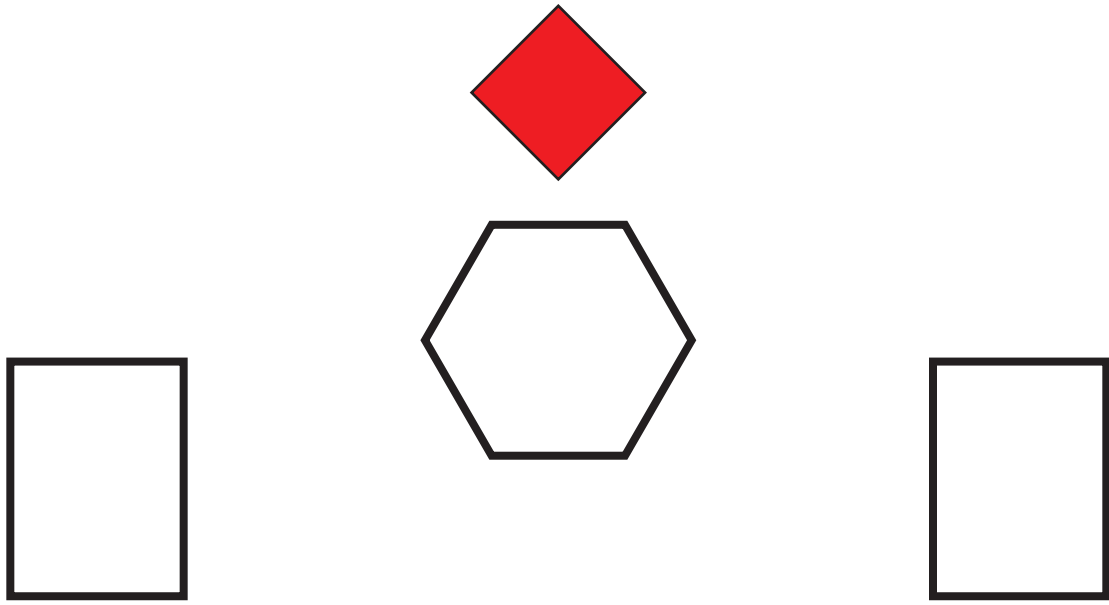


From Surrender Position: Engage T1 with 2 hits, then T2 with one hit, then T3 with 2 hits, then finish with one hit on T2 in that order

Time stops with final hit on T2
3 sec penalty per missed shot or for shots out of order;

5 runs, 2 drop. 30 sec max

Banging the Gongs



Shoot the gongs in any order

Center polygon (stop sign) must have two hits

Then shoot stop plate top diamond.

5 runs, 2 drop. 3 sec penalty per