



# Santa Margarita Gun Club

## Highpower Rifle - Target and Scoring Information

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## Highpower Rifle - Target and Scoring Information

### General:

All High Power Rifle Competitors are required to perform Score Keeping duties and perform "Pit Duty".

Score keeping is done usually on the firing line, but if circumstances dictate it, it can also be performed while one is also doing "Pit Duty".

SCORE KEEPING can be broken down into two different stages, Slow Fire and Rapid Fire.

SLOW-FIRE: is when the competitors load and shoot only one round in the rifle at a time. The target is pulled and scored (or marked) after each shot when it hits that target. In the Pits, there is a dirt berm (or impact area) behind the targets which the bullet will impact into. When the bullet strikes the dirt, there will be a dispersion of dirt which is sometimes referred to as a "splash". The person who is performing Pit Duty (aka: Pit Puller) will pull the target down after they see this splash and look for an impact or bullet hole in the target. After they locate the bullet hole, they will place the plug of a 3" Spotter Disk inside the bullet hole to mark its location.



Spotter Disks

The 3" Spotter Disk has a **White Side** and a **Black Side** to it. When a bullet hole is in the Black portion of the target, the pit puller will insert the spotter disk with the White Side facing outwards (towards the shooter - to show Contrast against the Black portion of the target). When a bullet hole is in the White portion of the target, the pit puller will insert the spotter disk with the Black Side facing outwards (towards the shooter - to show Contrast against the White portion of the target).

This is also known as "Integrating the Spotter" (Black on White and White on Black).

The pit puller will also place a 6" Scoring Disk or (Shot Value Scoring Disk) on the outer portion of the target which corresponds with an assigned Shot Value. (Refer to Diagram No.2). The Scoring Disk has a Black side and the other side is painted either bright Orange or bright Green. Usually the brighter side will face back towards the shooter for easy of seeing the Scoring Disk.

After inserting both disks (Spotter & Scoring), the Pit Puller will move the target all the way up in the target carrier so the Shooter and Score Keeper can see the previous shot, its location and its value. The Pit Puller will repeat this process for **all of the Sighter Shots** and **Shots for Record** during Slow Fire. If the shooter has any Misses, two 6" Scoring Disks will be placed in the lower corners of the target frame. (Refer to Diagram No.2)

The Values written inside the score cards should reflect the numerical values shown on the target. If the shooter had any Misses, an "M" will be written inside the appropriate box for each miss.





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**RAPID-FIRE:** is when the competitors loads and shoots a Ten (10) round string of Fire within a Time Limit of either 60 or 70 seconds. Unlike Slow Fire, the target will remain exposed in the air for the entire time 60 or 70 second time limit. The target **will ONLY be pulled down upon command**. The pit puller will ensure all (10) hits are in that target, PRIOR scoring (or marking) it by placing 1" shot spotters or golf tees inside of any bullet holes on the target.

In the Pits, during a rapid fire string, the pit puller will count the number of impacts into the dirt impact area. Upon Command, the pit puller will pull the target down after the time limit has expired and they will then look for 10 bullet holes inside the target. After the pit puller locates all of the required number of bullet holes, they will place **Golf Tees and/or 1" Spotters inside the Black portion of the Target.**



Golf Tees

Bullet holes inside the White Portion of the Target will have **1" Spotters** with the Black side of the spotters facing outwards towards the shooter.

**Insufficient (Less than 10 Rounds) or Excessive or Hits (More than 10 Rounds) in the target:**

If the pit puller has less than 10 hits on the target or more than 10 hits, they will need to call for an official and go through the process indicated in Diagram No. 4. **DO NOT Place any golf tees or spotters into the target.** A Scoring Disk will be placed at either the 12 o'clock or 2 o'clock positions on the target frame. (Refer to Diagram No. 3 & 4).

### **Directions for SCORE KEEPING – During SLOW FIRE:**

1. Stand or Sit on the open side of the shooter and slightly back. You should be on the Right Side of a Right Handed Shooter and on the Left Side of a Left Handed Shooter. You should be close enough where you don't have to yell in order to communicate with the shooter and yet, far enough away not to be in their way or in their personal space.

You should also have a spotting scope with you and it should be positioned so you can look at both the shooter and be able to look through the spotting scope.

2. When a shot is fired – Immediately look at the target to see if the target is pulled and it goes down into the pits. If the target does not go down into the pits within a few seconds, **call out for a "MARK" on that target.**





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Example: You are score keeping for Target number "75". The shooter fires his shot, but the target does not go down into the pits. Look towards the center of the firing line and yell out, "**MARK TARGET 75; 75 MARK**". The target should go down shortly. If the target doesn't go down into the pits, repeat this command.

3. When the target comes back up in the air from the pits, you will need to recognize the shot value by the location of the 6" Scoring Disk. The Scoring Disk should be placed at its location along the edge of the target. (Refer to Diagram Number 2)
4. You need to Double check the indicated value of the **Scoring Disk** against the actual location of the **Spotting Disk**, through your spotting scope. The two should be consistent and correct. If the shot value indicates something different than where the shot actually is located you have two (2) options.

- 1) Tell the shooter the value is incorrect and state what you think the actual value is to them.

Example: The shot spotter is in the "10" Ring, but the Scoring Disk is showing a "7" value. Provided you and the shooter both agree on the correct value, record the proper score and the shooter may continue to shoot their course of fire.

- 2) Tell the shooter the value is incorrect and state what you think the actual value is to them; however, the shooter disagrees with what you are telling them the value is. At this point you will turn to the center of the line and Call Out for them to "**RE-DISK**" that target number.

Example: Yell Out "**RE-DISK TARGET 75**". The target should go back down into the pits and the correct value will re-appear.

5. **CALL OUT EACH SHOT to the competitor.** Prior to the shooter starting their slow fire, ask the shooter if they want the "VALUE" of each shot called out. Some shooters will not want their shot Values called out. If that is the case, you will simply call out the shot number fired out to the shooter.

Example 1: Shooter ***WANTS*** their value called out. You will tell them, "10, One On"; "9, Two On"; "8, Three On"; and etc.

Example 2: Shooter ***DOES NOT Want*** their value called out. You will tell them, "1 On"; "2 On"; "3 On"; and etc.

6. You are **NOT ALLOWED** to call out the **VALUE AND THE SHOT LOCATION**.

Example 1: "That's a 10 at 3 o'clock". A shooter can be disqualified because it is deemed as "Coaching" the shooter which is not allowed during Individual Matches. (Especially if challenged or if a protest is made).



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7. By calling out the shots to the shooter, any discrepancies in the shot values can be handled immediately between the shooter and score keeper and you ensure no shots are missed during the string of fire.
8. After calling out the Value and/or the Shot number, write down the value onto the score card immediately in the appropriate location on the card.
9. Each stage has a separate line. Begin filling the boxes on the left side of the line. An "X" counts as "10 Points", but you will still write an "X" in the appropriate box. If there is a tie score, the winner will be determined by the number of "X's" shot.

- 1) **HELPFUL HINT:** Place a "Dot" or "Tick Mark" on the outer perimeter of the scoring box of where the shot location is.

1	2	3	4	5
• 10	• 9	8 •	X •	10 •

- 2) This will ensure you did not miss a shot, so long as you are looking through a spotting scope at each and every shot and it will also help resolve any disputes with the shooter (in the event you have to compare it to their data book).

10. **In a CMP Match**, one has to do a separate process.

If the shooter fires and X, you have to write a "10" in the box and then blacken the space for a "X".

If the shooter fires a Miss, you have to write a "0" in the box and blacken the space for a "M".

1	2	3	4	5
9	10	10	8	10
○ X ○ M	● X ○ M	○ X ○ M	○ X ○ M	● X ○ M





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11. Once the string of fire is completed, add up all the shot values and write down the total points in the space provided. Be careful and double-check your addition.

- 1) Example: The shooter fired a total of "90" with "3" X's in that string. That may be written in either of these methods, both are acceptable.

STRING TOTAL		STRING TOTAL
90 X 3	or	90 - 3x

12. Total or (Add) both strings of fire together in order to get the shooter's **TOTAL SCORE** for the Match Total fired. Be sure to add the number of "X's" fired as well

1st STRING TOTAL	2nd STRING TOTAL	MATCH TOTAL
90 X 3	90 X 3	180 X 6

13. At the conclusion of firing for that match; ensure you (the Score Keeper) sign the score card in the appropriate location and have the Competitor also sign the score card in the appropriate location.
14. Once the Competitor signs the card, the SCORE KEEPER will turn the score card into a line official.

### **SCORE KEEPING – During RAPID FIRE:**

- Stand or Sit to the open side of the shooter and slightly back in the same manner you were in during slow fire.
- You should also have a spotting scope with you and it should be positioned so you can look at both the shooter and look through the spotting scope. Prior to the Rapid Fire Match, each shooter will or should have a Sighter Period. These sighter shots will be scored in the same manner as during Slow Fire.
- Once a shooter is ready for RAPID FIRE, score keepers are NO LONGER ALLOWED TO LOOK THROUGH THEIR SPOTTING SCOPES. In fact the person calling the line may Command, "Scopes Away".
- The Score Keeper **WILL WATCH THE SHOOTER** and **COUNT THE NUMBER OF ROUNDS** they FIRE. You are there to ensure the shooter fired all 10 shots and you will also verify if there was any weapon malfunction or stoppage. This will determine whether the shooter WILL or WILL NOT rate an alibi in the event insufficient or excessive hits are located in the pits.



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5. After the Rapid Fire string is fired, the procedure is:

- 1) TARGETS will have a Black Score Board placed on the upper LEFT Hand Side of the Target. The number of hits inside the scoring rings will be recorded in the appropriate locations.

Example:

<b>X</b>	3
<b>10</b>	5
<b>9</b>	1
<b>8</b>	1
<b>7</b>	
<b>6</b>	
<b>5</b>	
<b>M</b>	

- 2) Once the target is fully exposed, you should count the number of hits shown on the score board and ensure it totals 10 hits.  $3 + 5 + 1 + 1 = 10$
- 3) You will tell the shooter the shot values shown on the score board. Starting with the Highest Values first and working your way down the Score Board.

Example: 3 (X's); 5 (Tens); 1 (Nine); 1 (Eight)

- 4) Once the targets are shown to the firing line, there will be a challenge period to confirm any discrepancies. If, both you and the shooter agree with the score indicated on the score board, write down the total number of hits in each corresponding spot on the score card. The Score Card should reflect the same manner shown on the Score Board.

1	2	3	4	5	6	7	8	9	10
<b>X</b>	<b>X</b>	<b>X</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>9</b>	<b>8</b>

- 5) Enter the String Totals in the appropriate boxes on the Score Card.
- 6) Add the String Totals and place the Match Total in the appropriate box on the Score Card in the same manner as in Slow Fire.





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Refer to Diagram # 4; If any of the examples are present, determine the proper course of action to be taken.

6. At the conclusion of firing for that match; ensure you (the Score Keeper) need to sign the score card in the appropriate location and have the Competitor also sign the score card in the appropriate location.
7. Once the Competitor signs the card, the SCORE KEEPER will turn the score card into a line official. (Refer to the Rapid Fire Target Example)

### PIT PULLING DUTIES

#### Pulling and Marking Targets:

As previously stated; All competitors are required to do "Pit Duty". This is where you will be pulling and marking targets for the relay which is currently shooting. It's not as bad as it sounds; in fact, pulling targets can actually be a lot of fun, especially if you talk and joke with your fellow competitors. Unlike being on the firing line, you have more time to hold conversations with your fellow competitors and even eat while down in the pits.

What is going to be discussed is how to do the "Pulling and Marking of Targets" in the fastest and smoothest manner. While doing Pit Duty, competitors will either have one or two target pullers. The absolute rule in Target Pulling is "In order to get good pit service, you have to give good pit service". It should not take more than ten (10) seconds to pull the target down, score it properly and run it back up. Ideally, excellent pit service is between 6 - 8 seconds.

Good pit service is vital for any good shooter. If they can shoot fast, they can shoot through less wind changes. The information from the previous shot becomes more valuable in understanding what effects the wind did to their previous shot. At 600 yards, an excellent shooter can be done with twenty (20) rounds for record in less than 8 minutes provided they have excellent pit service. These shooters will be ready to fire their next shot, before you are able to put the target up in the air.

Having Two persons pulling a target is definitely the easiest because each person is doing ½ of the necessary work involved; however, a one person detail can almost pull the targets as fast as two people IF they follow the procedures outlined here after.

#### Duties:

Pulling and Raising the Target

Marking the bullet hole

Marking the shot value or "Scoring" the Target

Pasting over the previous shot hole.



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## Highpower Rifle - Target and Scoring Information

These are the four things which are required while someone is pulling and marking targets. When there are two persons in the pits working on One Target, the best way to divide up the work is in this manner:

**Person 1** – Pulls the target Up & Down and Moves the Scoring Disk. This person should also watch the impact area for the “Splash” of dirt when the new round arrives into the target. Depending on the proficiency of the shooter, Person 1 - should stand on the right side of the target in order to mark mainly X's, 10's and the occasional 9. If the shooter does not have this capability, then stand on the left side of the target.

**Person 2** – Moves the Shot Spotter, repairs the old bullet hole and assist in raising and lowering the target. This person should assist Person 1 if the Scoring Disk needs to be moved to the other side of the target frame. With a two person operation, moving the target down and back up in the air with a proper mark can easily be done within 4 to 6 seconds comfortably.

Communications plays a big part for this two-person team. Person 1 can call out the general location on the target by watching where the bullet impacted in the berm. Once you have a reference point in the dirt berm, you can easily use that reference point to evaluate where on the target the next round hit. The value of the knowing where the previous shot hit in the dirt can almost be measured as if a target face was lying in the dirt itself.

Person 2 can also look up at the target and if they see the impact of the new round into the target they not only know where the round impacted but also the value of the shot. NOTE: Ensure you are wearing eye protection and a billed cap when pulling Pits. There comes a time where the shooter will actually shoot the spindle out and the fragments will fly everywhere, including into your eyes, so protect them. They can call out the value of the new shot and thus allows Person 1 to know where to move the Scoring Disk as they are pulling the target down into the pits.

The key to this kind of speed is to be ready for the next shot to happen. The person who is going to paste up the old shot hold already knows what color the paster needs to be and they should already have that one ready on their finger tip. Once the target is being pulled down, the previous shot is getting the shot spotter removed and it is being placed into the new shot hole while the previous hole is being pasted.

The scoring disk is simply moved to its new value and the target then gets ran back up in the air. One important piece of gear to help move the target up and down quickly is a nylon rope, ¼" – ½" in diameter. The rope should measure approximately 6' – 8' in length. It can easily be doubled up to have it attached to the metal portion of the target frame and thus gives the person(s) who are pulling the target down and up leverage without having to bend over too much.

### **The “Shot Spotter” itself and Placing it into the Target:**

When one gets into the pits, it is important to paste up any old holes inside the shot spotter. On occasion, very good shooters will shoot directly through the shot spotter. Having a clean one (No holes) to start with will allow you to see when that spotter is hit each and every time.





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## Highpower Rifle - Target and Scoring Information

When placing the shot spotter into the new bullet hole, be sure NOT to drive it all the way into the target. There should be approximately a finger's width, between the target face and the back of the shot spotter. This will allow the pit puller to look up at the target and see if there is a new hole near, behind/through the shot spotter itself.



### **Paster Preparation:**

It is beneficial to have 22 Black pasters counted out already if you know you have a good shooter firing. Do not pull all of the pasters off of the roll. Simply count out 22 pasters and only pull them off one at a time otherwise you will have a mess in your hands.

A good shooter will general shoot quickly and keep all rounds inside the black portion of the target. Using this method will also allow you to know how many shots you have remaining at any time.

### **SLOW FIRE - One Person Operation:**

If there is only one person pulling a target, it doesn't mean that person has to take twice as long to pull the target up and down. One person who prides themselves in giving good service can still do the same operation of two pullers within 6-10 seconds. The key is to do everything which was described above. Have the paster ready, watch the impact area. When the target is pulled down, look for the new shot hole, move the shot spotter to the new hole, paste up the old hole, move the scoring disk to its new location and run the target back into the air and have the next paster ready. As fast as you read this section is also how fast you can pull and mark a target by yourself.

### **RAPID FIRE TARGET OPERATIONS:**

#### Duties:

Pulling and Raising the Target

Counting the shots into the impact area

Marking the bullet holes with (Golf Tees)

Marking the Score Board and listing all of the shot values

Pasting over the previous shot holes.

These are the things which are required while someone is pulling and marking targets. When there are two persons in the pits working on One Target, the best way to divide up the work in a manner similar to Slow Fire. There are some short cuts when pulling targets, such as one person having the golf tees in hand when the actual rapid fire is in progress and waiting to pull the target down into the pits. The other person could have the scoreboard and chalk piece in hand as the rapid fire string is in process. Once the Target is pulled down into the pit and it has been confirmed all required hits have impacted on the target, the scoreboard can be written on and placed in the upper left hand corner of the target as golf tees/spotters are being inserted into the target.





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## Highpower Rifle - Target and Scoring Information

### Major Differences between RAPID FIRE vs. Slow Fire:

**ON COMMAND:** All Targets must go UP at the SAME TIME and must COME DOWN TOGETHER at the SAME TIME. There is NO INDIVIDUAL Operation of Targets. Exception is ONLY during the Sighter Period, each shot can be marked after it hits the target.

During all Rapid Fires, The string of fire will begin when all targets are at Half Mast. ON COMMAND, the targets will all go into the air at the same time. The 60 or 70 second time limit begins AFTER all targets are in the air.

Once the time limit has expired, All targets will be pulled down into the pits ON COMMAND. All 10 shots are scored at one time vs. each and every shot.

### **Insufficient or Excessive Hits on the Target:**

If there is anything other than 10 shots inside the target – **DO NOT PLACE ANYTHING** into the shot holes. Call for assistance.

**NOTE:** One Person (Pit Puller) **failing to follow directions, can cause an entire RANGE Alibis.**

Numerous Problems can arise from Failing to Follow Directions from either the Line Operations or from the Pit Operations.

When In Doubt – FOLLOW DIRECTIONS/COMMANDS and **Refer to Diagram Number 4** to resolve problems which will arise.

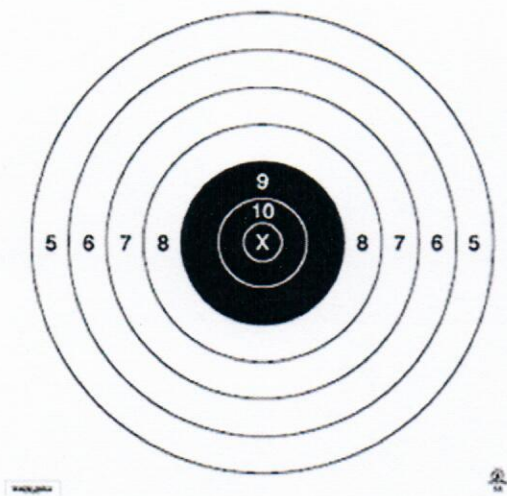


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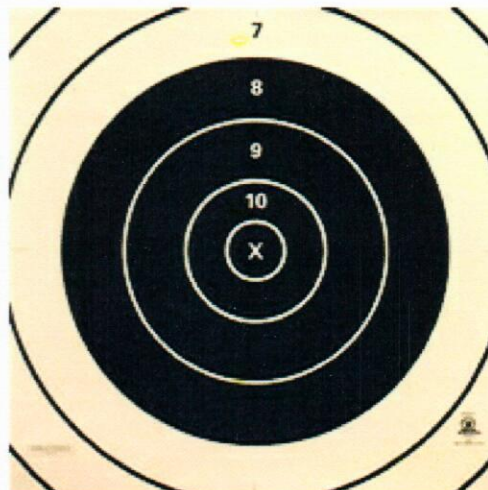
## Highpower Rifle - Target and Scoring Information

### Diagram 1

#### NRA Target's



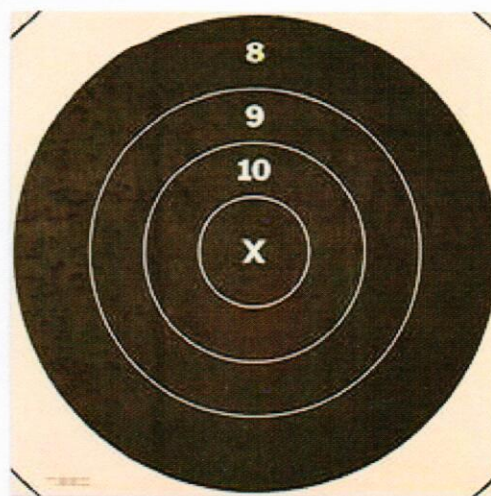
200 Yard Target



300 Yard Target



600 Yard Target



1000 Yard Target

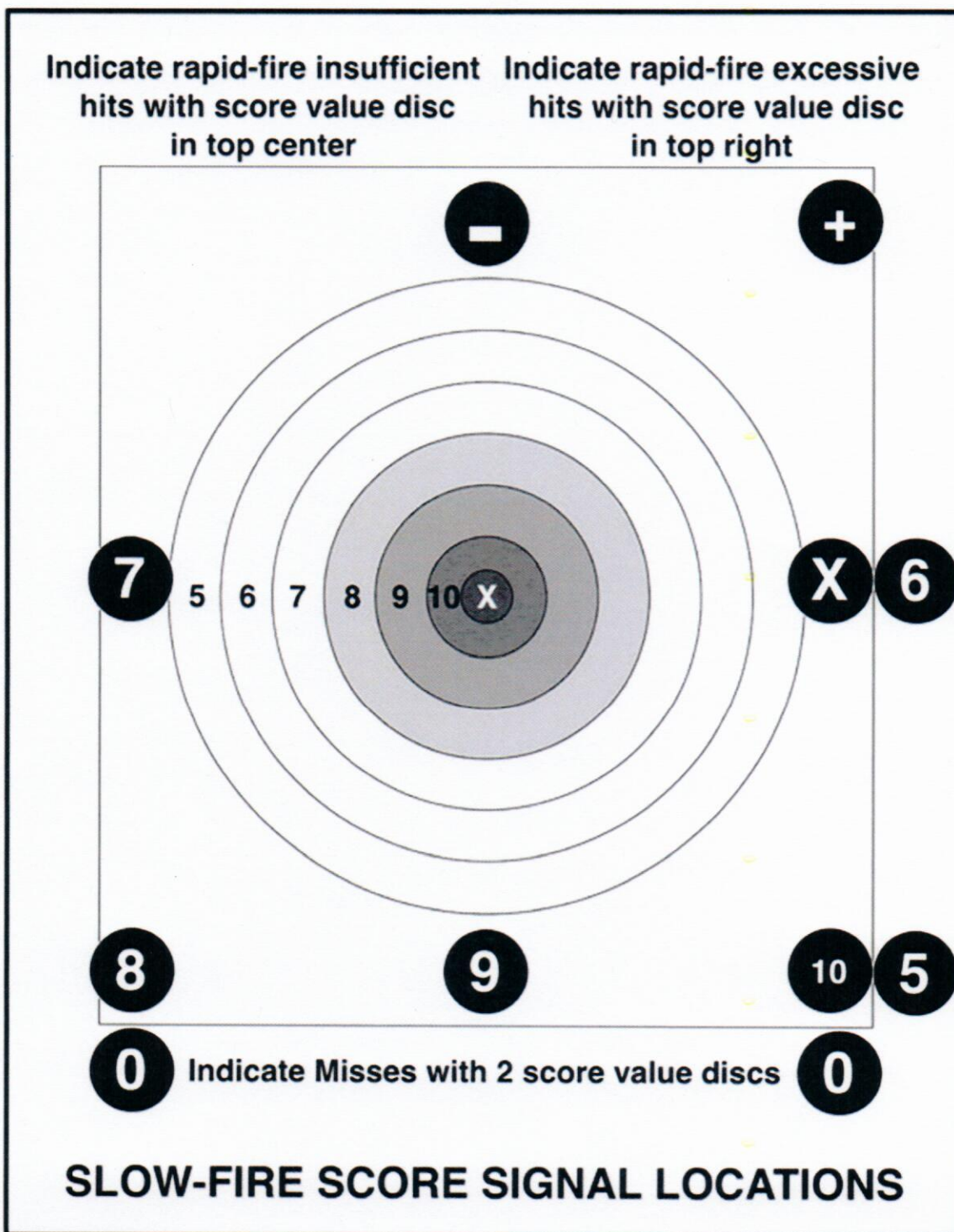
- X .....Center Right side
- 10 .....Bottom right corner
- 9 .....Bottom center
- 8 .....Bottom left corner
- 7 .....Center left side
- 6..... Center right side (same as X)
- 5 .....Bottom right corner (same as 10)
- Miss.....Both bottom left corner & bottom right corner



# **SANTA MARGARITA GUN CLUB**

## **Highpower Rifle - Target and Scoring Information**

Diagram 3



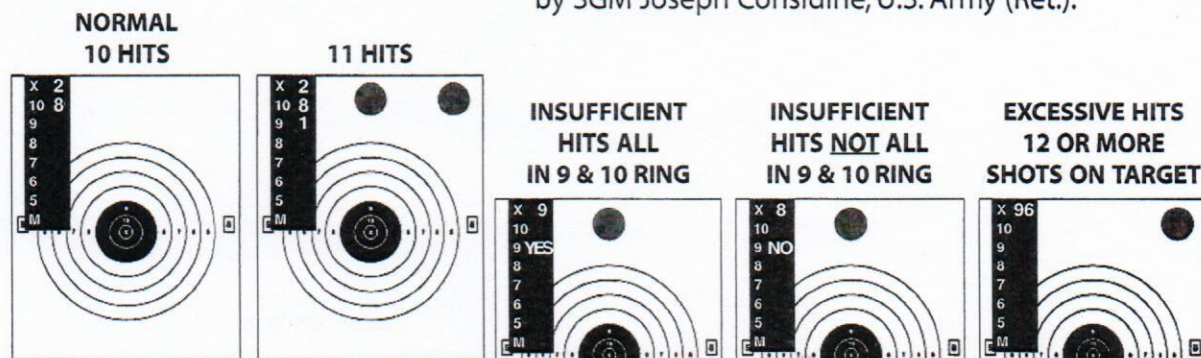


# Highpower Rifle - Target and Scoring Information

## Diagram 4

### Highpower Rifle Rapid Fire Scoring Guide

by SGM Joseph Considine, U.S. Army (Ret.).



TARGET IS:	FULLY EXPOSED	FULLY EXPOSED	AT HALF MAST	AT HALF MAST	AT HALF MAST
<b>SCORING DISK IS:</b>	Not Showing.	Showing in Top Center & Top Right.	Top Center ("Miss" Position).	Top Center ("Miss" Position).	Upper Right ("7" Position).
<b>SCORE BOARD READS:</b>	10 Hits are Scored.	All 11 Hits are Scored on Board.	Total Hits on top and "YES" in the 9 position.	Total Hits on top and "NO" in the 9 position.	Score of the "Low 10 Hits."
<b>SPOTTERS ARE IN TARGET?</b>	Yes. 10 Spotters are Shown.	Yes. All 11 Spotters are Inserted.	No.* Spotters are NOT Inserted.	No.* Spotters are NOT Inserted.	No.* Spotters are NOT Inserted.
<b>IT MEANS:</b>	Normal String.	Shooter has 11 Hits.	Less than 10 Hits. All are in the 9 and 10 Ring.	Less than 10 Hits. All are NOT in the 9 and 10 Ring.	Shooter has 12 or more Hits.
<b>SHOOTER'S OPTIONS ARE:</b>	Accept Score or Challenge.	Scorekeeper Records <u>HIGH</u> TEN.	1. Accept. 2. Challenge. 3. Refire.**	1. Accept. 2. Challenge. (No refire allowed.)	1. Accept Low Ten. 2. Refire.
<b>TARGET PULLER:</b>	Count 10 holes before inserting Spotters.	Disregard if different Caliber. Call Official.	Check for crossfire two Targets to the left and right. Call Official.	Check for crossfire two Targets to the left and right. Call Official.	Disregard if different Caliber. Call Official.
<b>RULE:</b>	14.1 thru 14.9	14.10(c)(3) and 14.13(3).	14.11 and 14.13(1).	14.11.2 and 14.13(1).	14.10(c)(4) and 14.13(2).

\* **DO NOT** put spotters into target until told to do so by the Pit Officer.

\*\* Refire allowed only if there are exactly 9 hits. Shooter may refire without challenging.

This guide courtesy of

**nyhighpower.com**

NOTE: This is only a guide. In the event of a conflict with NPA Highpower Rifle rules, refer to that publication. Send corrections to: hph2002@nyhighpower.com



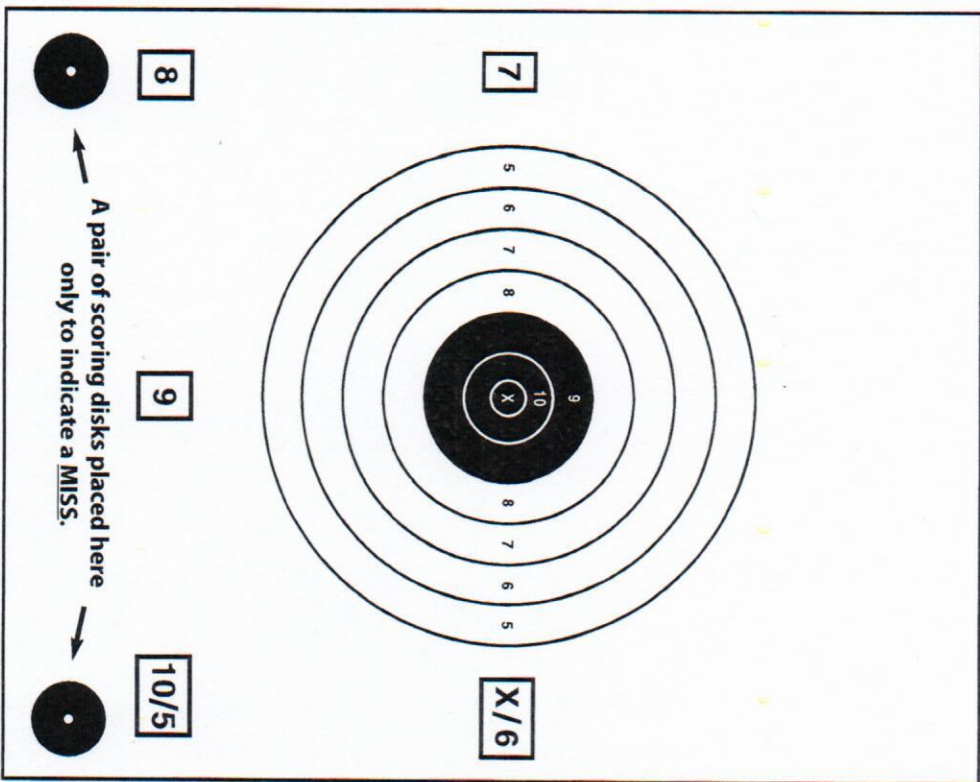
# Highpower Rifle - Target and Scoring Information

Diagram 5

## HIGHPOWER RIFLE SCORING SYSTEM

for Slow Fire

SR, MR and LR Targets



Appropriate number will be covered by an orange scoring disk to show shot value.

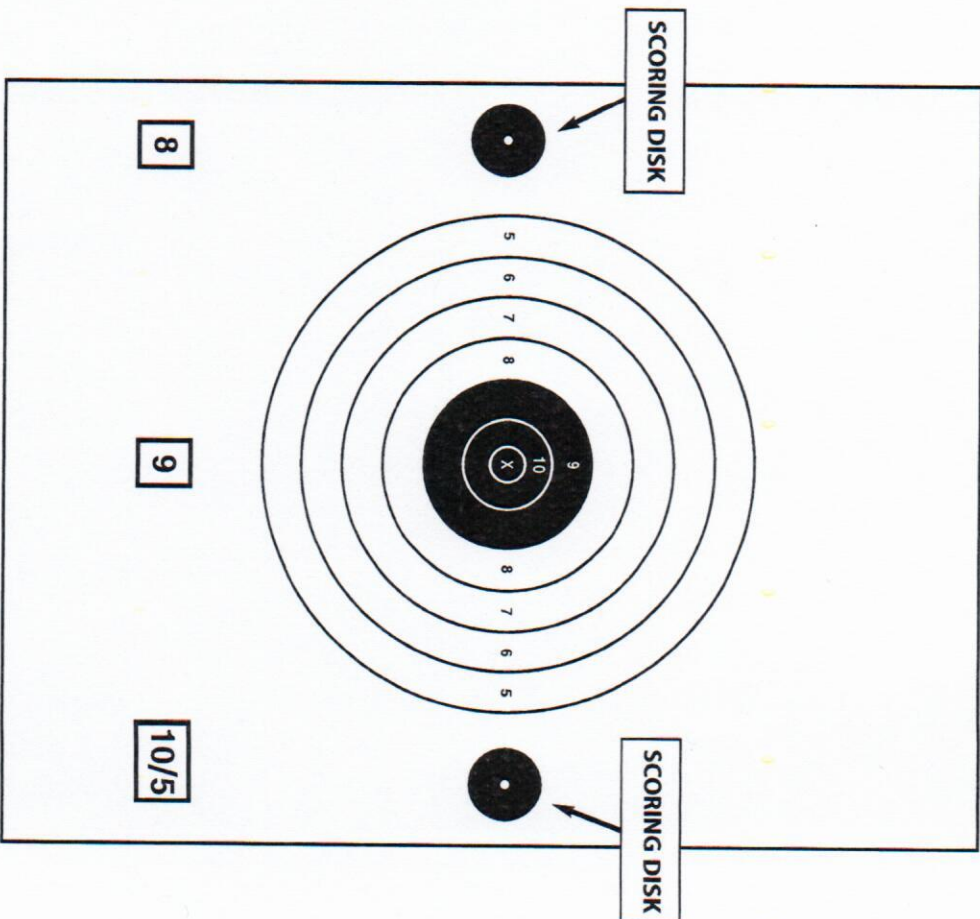
### NOTE:

USE APPROPRIATE WHITE OR BLACK SPOTTER TO MARK SHOT LOCATION.

## SLOW FIRE

Withdrawn Target - Rule 10.16(a), or

Inadvertently Pulled Target - Rule 14.13(4)



1. NOTIFY PIT OFFICIAL.
2. PASTE SHOT HOLE (IF ANY).
3. PLACE SCORING DISKS IN THE 3 O'CLOCK AND 9 O'CLOCK POSITIONS.
4. RUN TARGET FULLY UP.





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## Highpower Rifle - Target and Scoring Information

Diagram 6  
Slow Fire Score Card (200 Yards)

200 YARD SLOW FIRE												
NAME (Last, First, MI) or Attach Competitor Sticker Here											Relay:	
											Target:	
S1	S2	1	2	3	4	5	6	7	8	9	10	STRING TOTAL
												- X
		11	12	13	14	15	16	17	18	19	20	STRING TOTAL
SIGNATURE OF COMPETITOR:											MATCH TOTAL	
I certify that I accept each shot value as shown.												
SIGNATURE OF SCORER:											- X	
Rifle Used:	<input type="checkbox"/> Service Rifle <input type="checkbox"/> Match Rifle <input type="checkbox"/> Any Rifle / Tactical											
Category:	<input type="checkbox"/> Civilian <input type="checkbox"/> Service/Military											
Special Category:	<input type="checkbox"/> Grand Senior <input type="checkbox"/> Senior <input type="checkbox"/> Junior <input type="checkbox"/> Collegiate <input type="checkbox"/> Police <input type="checkbox"/> Woman											

Front of Score Card



**Slow Fire:** Value spotters are placed as indicated on the target frame, all of a highly visible color such as fluorescent orange or black. The shooter may request the color they can see the best.

- X .....Center - Right side
- 10 .....Bottom - Right corner
- 9 .....Bottom - Center
- 8 .....Bottom - Left Corner
- 7 .....Center - Left Side
- 6 .....Center - Right Side (same as X)
- 5 .....Bottom - Right Corner (same as 10)
- MISS .....Both Bottom Left Corner & Bottom Right Corner

Back of Score Card



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## Highpower Rifle - Target and Scoring Information

DIAGRAM 7

200 YARD RAPID FIRE MATCH									
1st String			Sighters		2nd String			Shooter fired an alibi string	
Value	No. Hits	Score	SS 1 -		Value	No. Hits	Score		
X			SS 2 -		X				
10					10				
9					9				
8					8				
7					7				
6					6				
5			1st Total		5			2nd Total	
M			-	X	M			-	X
Match Total:			-						
Check Appropriate Boxes:									
Rifle Used:			<input type="checkbox"/> Match Rifle <input type="checkbox"/> Service Rifle <input type="checkbox"/> Any Sight / Tactical						
Category:			<input type="checkbox"/> Civilian <input type="checkbox"/> Service/Military						
Special Category:			<input type="checkbox"/> Grand Senior <input type="checkbox"/> Senior <input type="checkbox"/> Junior <input type="checkbox"/> Collegiate						
Competitor Signature:			<input type="checkbox"/> Police <input type="checkbox"/> Woman						
I certify that I accept each shot value as shown.									
SCORER SIGNATURE:									
NAME: (LAST, FIRST, MI) Or Attach Competitor Sticker Here									

200 Yard Rapid Fire Score Card (Front)

Procedure for scoring in a refire string: Display the target, with spotter inserted. The target will be scored in a normal manner. Record the value of the shots fired in the incomplete string on the front of the scorecard, transfer to the front of the scorecard the shots of lowest value from the refire string which are required to complete the score.

### FOR REFIRE USE ONLY

(2 Refires are shown in case of range alibi, etc.)

Refire String 1 (COMPLETED)				Refire String 2 (COMPLETED)			
Value	No. Hits	Score	SS 1 -	Value	No. Hits	Score	
X			SS 2 -	X			
10				10			
9				9			
8				8			
7				7			
6				6			
5				5			
M				M			

Reason for refire (Check One): ☐ Insufficient Hits ☐ Excessive Hits

See Rules 9.27, 9.18

200 and 300 Yard Rapid Fire Score Card (Back)