

Target and Scoring Information

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Pulling and Marking Targets

All competitors are required to do "pit duty" where you will be pulling and marking targets for the relay shooting. It's not as bad as it sounds. In fact, pit duty can be a lot of fun. Basically there are two different procedures for pulling targets - one for slow fire and one for the rapid fire stages.

Slow Fire

Slow fire means you load and shoot one round in the rifle at a time. The target is pulled and marked each time a bullet hits that target. At River Bend you can watch the backstop for a "splash" as the bullet hits the dirt backstop.

The procedure is:

1. After seeing the "splash" or seeing a bullet hole in the target, quickly pull the target down and locate the bullet hole. Bullet holes that "break" or touch the next higher value scoring ring are scored at that next higher value.
2. Insert the 3" spotter disk into the bullet hole (contrasting side out – white on black, black on white) noting the value of the target ring containing the bullet hole. Use the contrasting side of the 3" spotter - if the bullet hole is in the black part of the target, the white side of the 3" spotter should be out towards the shooter. If the shot is in the white part of the target, the black side is out. The contrasting black/white makes it easy to see where the shot went.
3. Paste the previous bullet hole with a matching paster (black on black/white on white).
4. Insert the 6" scoring disk in the appropriate location around the target edge to indicate the shot value. See attached diagram for shot value location.
5. Quickly run the target back up to receive the next shot.

Time to perform this task should less than 10 seconds. Be ready when the shot comes in. Once you put the target back up, quickly get the paster you will need to cover the current shot. Don't make the shooter wait while you fumble for pasters! You will get the hang of it after a few shots.

Rapid Fire

Rapid Fire is very different from Slow Fire. **Do not put the target up or pull it down until specifically told to do so by the "pit boss".**

1. A rapid fire string starts with all targets at "half mast", which simply means halfway up. The targets are only exposed to the shooter for the allotted time. "Half mast" lets the line know you are ready.
2. On the command "Targets Up", quickly raise the target all the way up then stand back against the concrete wall. The targets must stay up the allotted time, do not pull the target after each shot as you did in slow fire.
3. Watch the backstop and count the "splashes", you need to know if the shooter fired all ten shots.
4. On the command "Stand by your target" stand by the target ready for the next command.
5. On the command "Targets Down", pull the target all the way down and count the number of bullet holes.
6. **If you do not have ten shots in your target, call the pit boss over for assistance.** If you have ten shots in your target, count the number of shots in the X ring and write that number next to the "X" on the score board, count the number of 10s and write that number next to the "10" on the scoreboard, and so on. Any shots not in the scoring rings are "0" value. When done the numbers you wrote should equal 10. Hang the scoreboard on the top left of the target frame. Place the 1" spotting disks or golf tees into the bullet holes (contrasting side out – white on black, black on white) so the shooter can see where the shots went and then run the target back up. The shooter and scorer should be able to read the numbers on scoreboard and see where their shots placed.
7. Once all scoring is complete, you will be directed to pull the target down, remove the scoreboard, erase the numbers you wrote, pull the spotters out of the hole, and paste the bullet holes.

It is very important that you not pull the target down until time has expired, even if you counted 10 shots. It may distract another shooter who has not finished or if you miss-counted the shooter may not be able to complete their string.

Scoring

While someone is in the pits pulling and marking the target, someone else has to record the score. Scoring is done on the line by a competitor on a later relay also assigned to that target. Scoring is not difficult, but you do have to pay close attention and recognize the value of each shot as the target comes up. Again there is a different procedure for Slow Fire and Rapid Fire.

Slow Fire:

1. Stand or sit closely to the rear of the shooter and watch for him/her to shoot. Once a shot is fired, immediately look at the target. If it does not go down within a few seconds, call out for a "mark" on that target. For example if you were scoring target 12, call out "mark one two, mark target twelve".
2. When the target comes up you need to recognize the shot value by the location of the six inch scoring disk. Basically the scoring disk is placed at certain spots along the edges of the target to indicate value. See attached diagram for shot value location.
3. Double check the indicated value by looking through a scope (if available) and noting the location of the bullet hole spotting disk. For example, if the shot value indicates a "7" and you see the spotting disk in the "X" ring you should inform the shooter and call for a "re-disk" on that target (this is typically the shooters responsibility but in this match please help the shooter out).
4. Write the shot value in the appropriate box on the score card. Each stage has a separate line, begin filling the boxes on the left side of the line. An "X" counts as 10 points, write "10" in the score box and fill in the circle next to the 'X' underneath the score box. If there is a tie, the winner is usually determined by "X" count.
5. You should "call out" the shot value while scoring. If the target comes up a "10", say to the shooter "your third sighting shot is a 10" or "your first shot for record is a 10". It avoids arguments after the string is complete and helps keep you and the shooter in sync.
6. Once the string is complete, add up all the shot values and write it down in the space provided. Be careful and double check your addition.
7. Show the scorecard to the shooter once you have calculated the total.

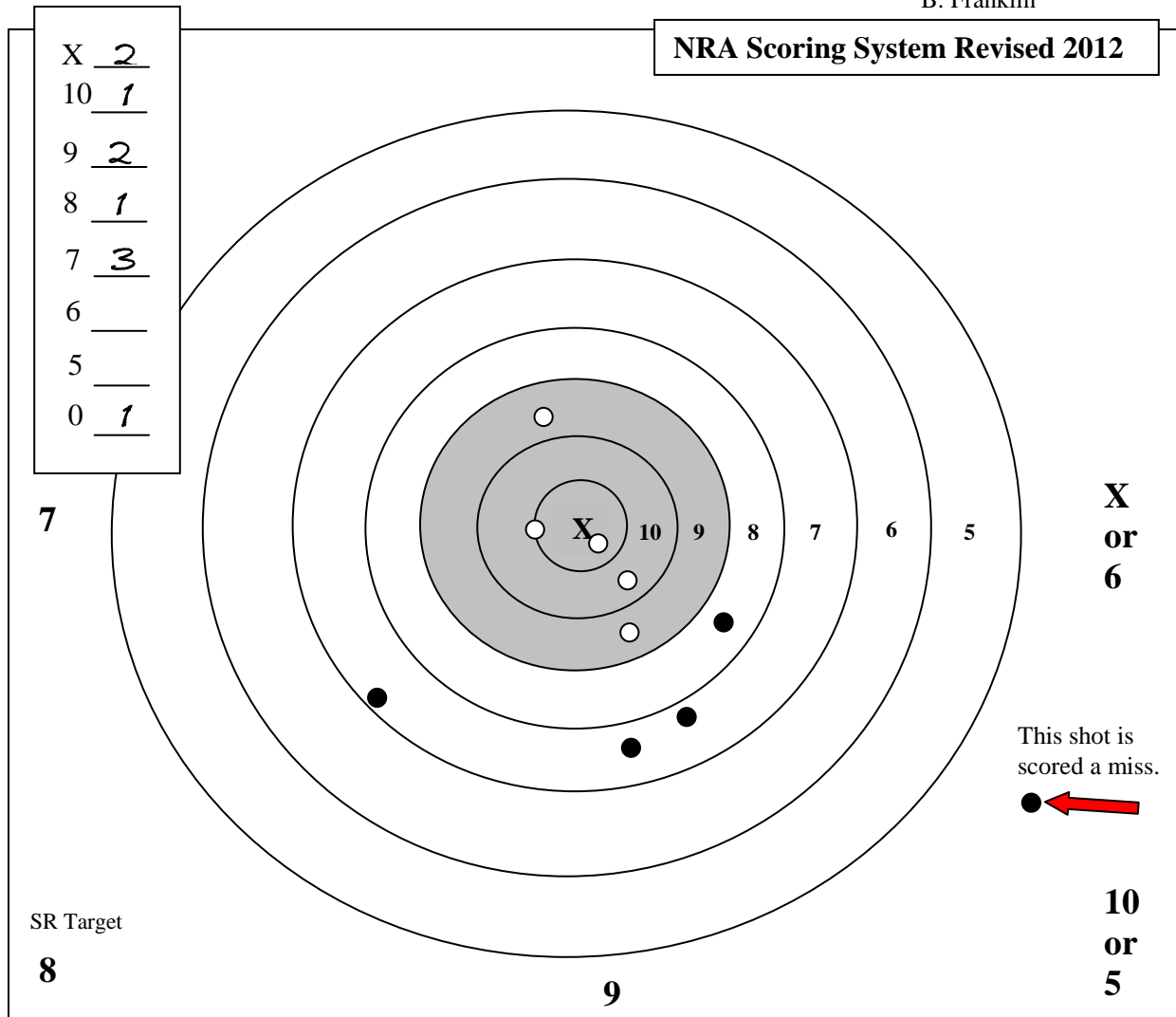
Rapid Fire:

During rapid fire the scorer has two functions. First, you need to count the number of shots the shooter actually fired. Watch close and keep track on your fingers if necessary. If there is a question about how many shots were actually fired, the scorer gives the official count. Secondly, you will write down the score once firing is complete and the target comes up with the scoreboard in place.

1. Once the target appears, look at the scoreboard that should have been placed on the upper left of the target frame.
2. Start with the "X" line and write down however many "X"s are indicated. Remember, for an "X" the score of "10" is written and the circle next to the "X" is filled in. For example if the scoreboard indicates three "X"s were shot, write "10" in the each of the first three boxes and filling in the circle under each indicating an "X". Continue down the board in the same manner. When done you should have the value of all ten shots filled in. If there were any misses, the score = "0" and fill in the circle next to "miss" for that shot.
3. Add up all the shot values and write it down in the space provided. Be careful and double check your addition.

Show the scorecard to the shooter once you have calculated the total. So any discrepancy can be resolved before the targets are cleaned-up.

NRA Scoring System Revised 2012



Rapid Fire Target

Notice there are 10 bullet holes, each with a 1" spotter (contrasting side out). Scoreboard is hung on top left side of target frame. Notice there are 2 "X"s scored. One shot barely broke the X ring and is therefore scored as an "X". Also notice the one shot outside the scoring rings is scored as a zero or miss.

Starting at the top the scorer would read this score board and write on the score card three "10"s (an "X" count as 10 points), two "9"s, one "8", three "7"s, and one miss (equals zero) for a total score of 77 with two (2) X's. To indicate the first two "10s" were within the X ring, the scorer fills in the circle next to the "X" under the score value for that shot. To indicate the last shot scored was a Miss, fill in the circle next to the "M" below the score value. In case of a tie, the score with the most X's wins.

Rapid Fire

1	2	3	4	5	6	7	8	9	10	Score	"X"
10	10	10	9	9	8	7	7	7	0	77	2
● X OM	● X OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX ● M		

Note: On **CMP score cards** an "X" is scored as 10 points and the circle next to the "X" is filled in (● X) to indicate shot was in the X ring. A Miss is scored as zero (0) points with the circle next to the "M" (● M) filled in to indicate the shot was a Miss.