

14. SCORING AND MARKING

14.1 When to Score - Targets are scored after each 10 shot stage or each 5 shot string.

14.2 Where to Score - Targets may be scored on the target frames, at the firing line or in the Statistical Office. The scorer must be at the target when scoring.

View the correct method of scoring in Illustrations.

14.2.1 Targets are Score Cards - Targets constitute the score cards when scored in the Statistical Office and therefore must be retained in good order until the time allowed for filing challenges and protests has expired.

14.3 How to Score - A shot hole, the leaded edge of which comes in contact with the outside of the bullseye or scoring rings of a target, is given the higher value (Fig. F). A scoring gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. No scoring gauge will be used unless the diameter of the scoring flange is within these limits:

.22 caliber	.2225" - .2240"	.40 caliber	.397" - .401"
.32 caliber	.310" - .314"	.44 caliber	.426" - .430"
9mm & 38Spl	.355" - .359"	.45 caliber	.450" - .454"

Devices other than scoring gauges may be used to assist in establishing the correct value of hits. These devices are not to be inserted into the bullet hole and do not constitute a scoring gauge.

- (a) In case of keyhole or tipped shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
- (b) In case of skid shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, except the value of a skid shot may not be more than one ring higher than the original point of bullet contact with the target. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing. When the original point of bullet contact is on the target card, but outside the scoring rings, and the leaded edge of the bullet touches a scoring ring, it will be given the value of the lowest scoring ring.
- (c) When a bullet enters a target from the back side it will be scored as a miss.

14.3.1 Authorized Use of Plug Type Scoring Gauges - The use of the plug-type gauge will be restricted to use by range operating personnel who may include the Range Officers or Block Officers, Pit Officers, Match Supervisors, Statistical Director, Match Director, Jury or Referee, as appropriate to the type of tournament concerned. No competitor will use scoring plugs of any kind on 29 a target at any time. Where targets are scored on the range only the above designated officials may use plugs to check values or determine the outcome of challenges. However, competitors acting as scorers may use official NRA overlays in the performance of their duties. The tournament program should state in the Match Conditions Section by whom and under what circumstances plug-type scoring gauges may be used.

14.3.2 Removal of Plug Type Scoring Gauge -

- (a) The plug type scoring gauge, if used, will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed by the Referee, Jury or Supervisor after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to the Referee, Jury or Supervisor for final decision.
- (b) Only the Referee, Jury or Supervisor may use a plug type scoring gauge to determine if a shot hole is a double.

14.4 Misses - Hits outside the scoring rings are scored as misses. (Except as provided in 14.3(b)).

14.5 Early or Late Shots - When a shot is fired early or late, that is, before or after the signal to commence or

cease fire, when the required number of hits are visible on the face of the target, the value of the highest hit will be scored a miss. When fewer than the required number of hits are visible on the target, the competitor will be scored a miss for each shot not on the target, and those visible on the target will be scored in the normal manner.

14.6 All Shots Count - All shots fired by the competitor after position has been taken at the firing point will be counted, even if the pistol is accidentally discharged.

14.7 Hits on Wrong Target or Bullseye - Hits on the wrong target or bullseye are scored as misses. A wrong target is defined as a target other than that:

- (a) assigned to the firing point upon which the competitor is squadded (assigned).
- (b) intended to be used for the match, stage and distance in that event concerned.

14.8 Ricochets - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet.

14.9 Visible Hits and Close Groups - As a general rule, only those hits which are visible will be scored. An exception will be made in the case where the grouping of 3 or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooters will be given the benefit of the doubt and scored hits for the non visible shots, on the assumption they passed through the enlarged hole. If such an assumption could place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.

14.10 Excessive Hits - If more than the required number of hits appear on the target, any shot which can be identified by the appearance of the bullet hole as having been fired by some competitor, other than the competitor assigned to that target, or as having been fired in a previous string, will be pasted and will not be scored. If more than the required number of hits then remain on the target a complete new score will be fired and the original score will be disregarded, except:

- (a) If all hits are of equal value, the score will be recorded as the required number of hits of that value.
- (b) The competitor shall be allowed to accept a score equal to the required number of hits of lowest value.
- (c) If a competitor fires fewer than the prescribed number of shots through the competitors own fault, and there should be more hits on the target than the shots fired, the competitor will be scored the number of shots of highest value equal to the number fired, and will be given a miss for each unfired cartridge.
- (d) If a competitor, by mistake, fires more than the required number of shots, the required number of hits of lowest value will be scored. This shall not be considered a refire as outlined in Rule 9.14.
- (e) If the competitor refires, the original target with excessive hits shall be retained by the designated range official and on refiring, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the refired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the refired target is not higher, then such refired score will be recorded.

14.11 Scoring Altered Targets - Targets (*In this instance the term "Target" also includes the target frame*) intentionally altered or marked to benefit a shooter over other competitors will not be scored.

14.12 and 14.13 (BLANK)

14.14 Scorer's Duties -

- (a) When targets are scored before their removal from the frame the scorer records the value of each hit on score card while holding the card in such a position that competitor may see score being recorded. Only "X" and arabic numerals must be used when shot values are entered, misses are marked as "M". While marking a score on a card the scorer announces each hit value in an audible tone of voice. Example:

"Target Number 15, 2 tens, 2 nines and 1 seven." It is the duty of each competitor to watch the marking of score on the score card and to challenge such score immediately if scoring is thought to be incorrect. After each target is scored shot holes are patched or target is changed.

(b) When targets are scored after their removal from the target frames, they are removed by the target detail on the command. "CHANGE TARGETS" and given to the Statistical Office for official scoring.

14.15 Score Cards - Score cards will be prepared by the Statistical Office. Competitors will ordinarily pick up their score cards from the Statistical Office and deliver the correct score card to the scorer before each match. At the conclusion of each relay, Range Officers will take up the score cards and deliver them to the Statistical Office.

14.16 Erasures on Score Cards - Erasures on score cards are not permitted. If correction is necessary, it must be made and initialed by the Scorer or Range Officer. To make a correction, the Scorer or Range Officer draws a line, or lines, through the incorrect score and places the correct score above.

14.17 to 14.24 BLANK

14.25 Position on Score Card of Refired Scores - Scores (including refired strings) will be placed on the score card in the order in which they are fired.