

From: SD 4-H Leaders [mailto:sd4hleaders@santel.net]

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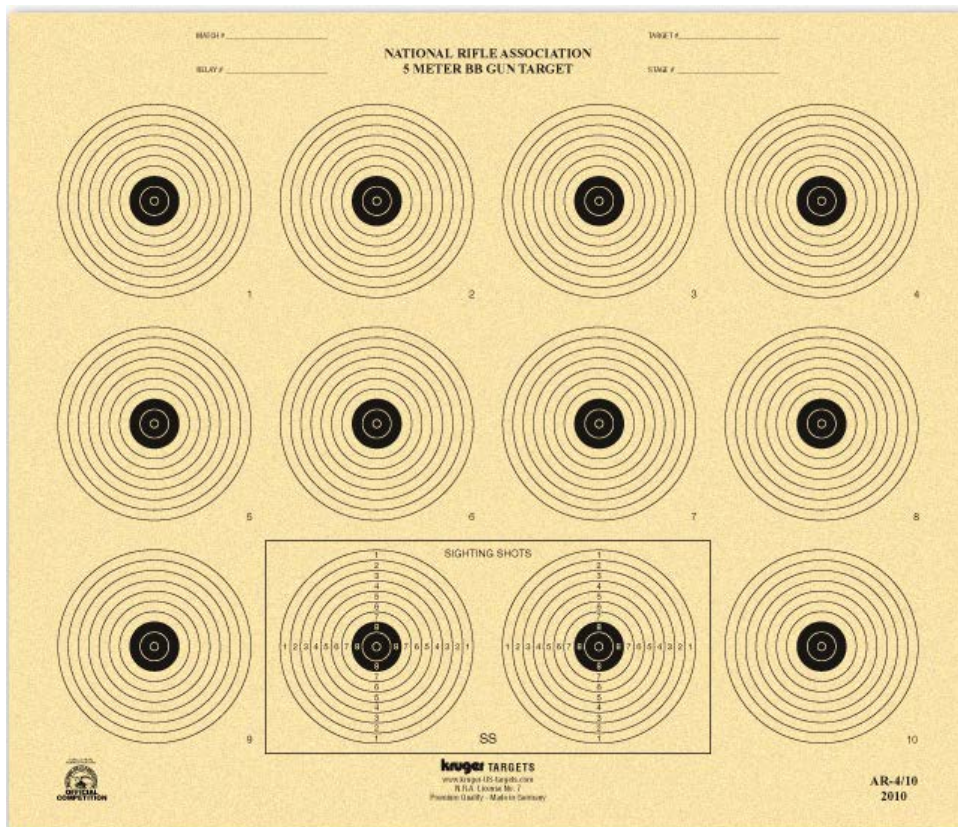
To: plinke@santel.net

Subject: SD 4-H: Shooting Sports Scoring Rules

This is the first email for the shooting sports season to bring some simple information on rules and hints for better shooting. Please share this information with your shooting sports leaders/families. If you have something you'd like me to pass along, let me know.

The subject of this email is on scoring. I've given a link to the full rulebook, as well as some excerpts from the rulebook below. To summarize, here are some main points for BB gun target scoring. The BB gun target used is pictured below, the NRA AR-4/10 target. You may shoot unlimited shots at the two practice bulls in the rectangle that says sighting shots. While shooting practice rounds, if a shot lands outside of the rectangle, you should alert the range officer of the misplaced shot so that it will not be counted against the shooter for scoring.

The 10 bulls outside of the rectangle will be scored. Only one shot shall be fired and scored on each of the bulls without penalty. It is the responsibility of the competitor to keep track of his/her shots and to fire only one shot at each bull. If the shooter makes a mistake, and shoots 2 shots at the same bull, he/she should skip the next bull. It is important that you do not end up with more than 10 shots total on these 10 bulls. If you have 11 shots, you will lose the highest scored value. For example, if the shooter has scores of 10.01, 9, 8, 6, 9, 10, 7, 8, 9, 7, and 9, he/she will lose the highest value of 10.01, as well as be assessed a penalty point. Total score would be $9 + 8 + 6 + 9 + 10 + 7 + 8 + 9 + 7 + 9 - 1 = 81$. If you have 10 shots, but two of the shots are in one bull, you will be just be assessed a penalty point of -1.



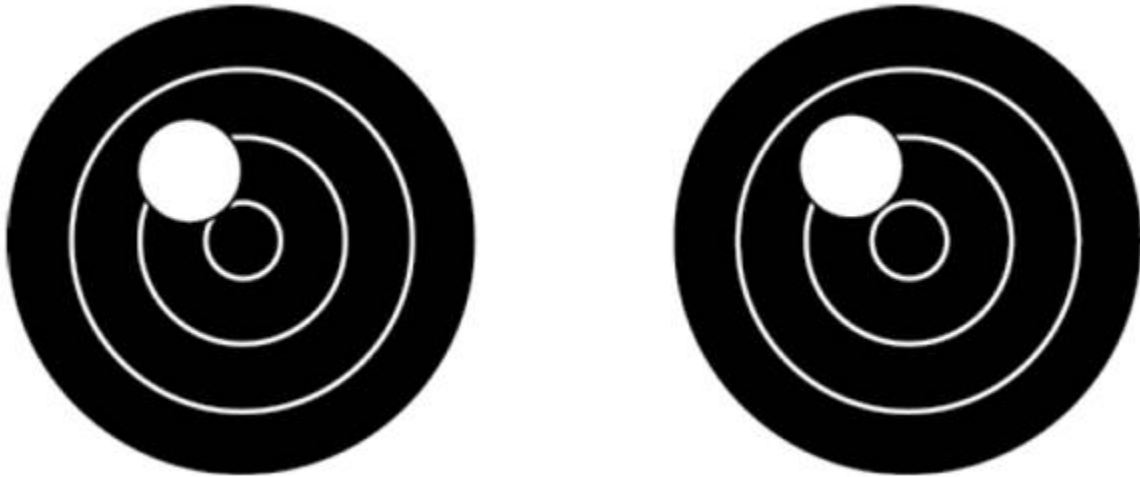
For BB Gun – full rulebook is found here: <http://rulebooks.nra.org/> - [Download the NRA BB Gun Rule Book](#)

10.7.1 Firing Sequence Only one shot shall be fired and scored on each of the bulls without penalty. It is the responsibility of the competitor to keep track of his/her shots and to fire only one shot at each bull. In case more than one shot strikes in one bull, scoring rules in Section 14 shall govern.

14.1 Score - The total value of all the required shots fired by a competitor in anyone match.

The Correct Method of Scoring

The shot on the left bullseye is a ten. The one on the right is a nine.



14.3 How to Score - A shot hole, the leading edge of which comes in contact with the outside of the bullseye or scoring rings of the target, is given the higher value. If a competitor fails to hit any target (shots outside the scoring ring) that shot will be scored as a miss (zero). A scoring gauge will be used to determine the value of close shots.

14.7 Hits on Wrong Target or Bullseye - Hits on the wrong target are scored as misses. Hits on wrong bullseye when there are more than the required number of hits on one bullseye and a fewer number than required on another bullseye on the same target card, so that not more than the required total number of hits are on the target card, competitors will be given the actual value of their score, minus a penalty of one point for each hit on the wrong bullseye. Penalty points shall be deducted from the hit or hits of highest value on the bullseye bearing more than the required number of hits and the net value (actual value of hits less penalty) shall be allocated to the bullseye on which there are less than the required number of hits and shall thereafter be scored as the actual value of that shot. A 10 so penalized becomes a 9.

14.10 Excessive Hits - If more than the required number of hits appear on the target, any shot which can be identified as having been fired by a competitor, other than the competitor assigned to that target, or as having been fired in a previous string, will not be scored. If more than the required number of hits then remain on the target: (a) If competitors, through a mistake of their own, fires more than the required number of shots, they will be scored the required number of hits of lowest value less one penalty point per extra shot fired. (b) If competitors fire less than the prescribed number of shots through their own fault, each missing shot will be scored as a “miss”.

Here is the link for the Air Rifle Rule Book: <http://thecmp.org/wp-content/uploads/Rules.pdf>

For Air Rifle, there are similar rules. The NRA AR-5/10 target looks like this. Sighter or practice shots are shot at the two bulls in the middle. The 10 bulls outside of the circle will be scored. Only one shot shall be fired and scored on each of the bulls without penalty. It is the responsibility of the competitor to keep track of his/her shots and to fire only one shot at each bull. The same rules apply for more than 10 shots or for more than one shot in a bull.



Here is the Air Pistol rule book: <https://igrow.org/up/resources/01-4005-2015.pdf>

Here is the NRA Air Pistol B40/4 target. Practice rounds are shot at a separate target. The bulls on the target below are all for scoring, and 5 shots should be fired at each bull for a total of 20.

14.7.1 Hits on the Wrong Bullseye (*multi-bull target*) When there are more than the required number of hits on one bullseye and a fewer number than required on another bullseye on the same target, the shooter will be awarded the actual value of their score, minus a penalty of one point for each hit on the wrong bullseye. Penalty points will be deducted from the hit or hits of highest value on the bullseye bearing more than the required number of hits, and this combination of highest value hit(s) minus penalty deduction will be allocated to the bullseye which received less than the required number of shots. [Example: With 5 shots required per bullseye, one bull receives a 10, an 8, 6, 5, 9 and a 7 - while the next bull receives only a 9, 10, 8, 9. The excess-shot bull get a score of 35 (the lower 5 scores), while the under-shot bull gets a score of 45 (the 9+10+8+9+10-1...the penalty assessment).] This is necessary for the recording of shots for tie-breaking purposes. If there are a total of 21 shots on the target, the shooter will lose the highest value on the bull with 6 shots and be assessed a penalty point.



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