**Target Shooting New Zealand**

# Indoor Paper Target Marking and Scoring Procedures Guidelines

**2023**

**Acknowledgement**

These Guidelines are based on the Indoor Target Marking Course Booklet
put together by members of the Wellington Smallbore Rifle Association, first published in 2016.
Wellington Association are pleased to share the booklet with TSNZ,
and their hard work and effort in producing their Booklet is much appreciated.

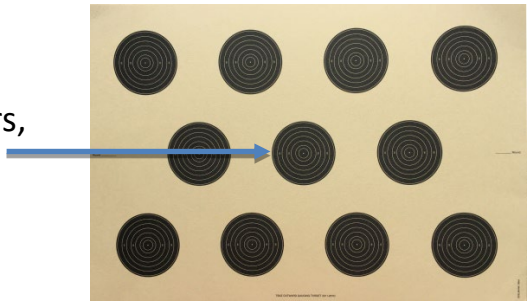
TSNZ Rule numbers quoted are from the 1.11.22 TSNZ Indoor Rules

# Indoor 25 yard or 20 yard paper targets

Indoor target shooting – Matches *use* either 10-shot or 20-shot targets.
One target card is used for *a* 10-shot match, and two target cards for *a* 20-shot *match.*
**Note** - the marking process is the same for both 25 yard and 20 yard targets, the only difference being the size of the testers used.

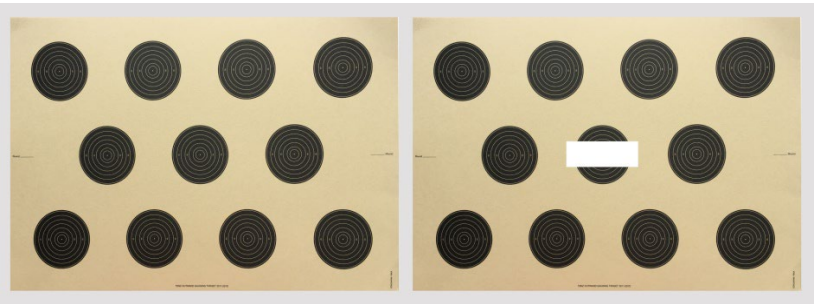
### 10-shot targets

- The target contains 11 identical diagrams.
- The centre diagram is used for non-scoring sighters, the remaining 10 are scoring diagrams.
  [Rule 2.11.9.2]



### 20-shot targets

- Two targets are used, placed *horizontally,* side by side.
- One centre diagram is the sighting diagram. The other centre diagram is blanked out in a manner that can be seen with the naked eye from the firing point – for example with a white sticker strip as shown below. [Rule 2.11.9.2]
- The remaining 20 are scoring diagrams.
- *The designated sighting diagram is usually on the left-hand target. However, if this is not the case, the configuration of all targets facing the competitors in any detail should be identical. (ie) the blanked-out diagram should be on the same side on each frame.*

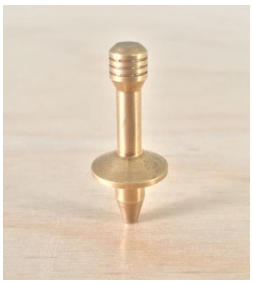


# Target marking equipment

**Marking board**

**Magnifying glass**


**Flange gauge**



**Plug gauge**

# Diagram scoring rings

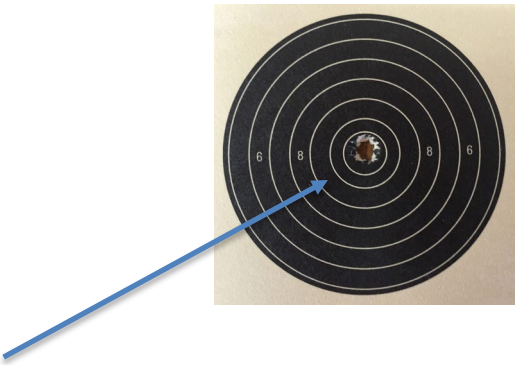
- Each diagram has a centre dot and seven scoring rings.
- Each ring has a value.
- The value of the rings decreases in value by **one point** per ring moving away from the centre.


- Shot value is determined by the **outermost edge** of the shot hole and whether it breaks **completely across the white of the closest outward scoring ring.**

**TIP:** It can be confusing when you first begin marking, so if you are unsure which ring has which value, count the rings out from the innermost one – 10, 9, 8, 7, 6, etc.

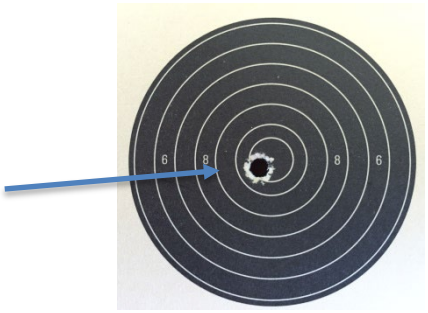
## Inner circle

The smallest circle is called the **inner circle.**



- It is used when testing with a flange gauge to determine an inner.
- *A shot hole completely within the centre circle is called an **inner**.*
- This is *recorded* as **.1**

  This shot illustrated has a scoring value of 10.1



- A shot which is not completely within the inner circle BUT which is within the 10 ring, has a value of 10.

  Shots such as this one illustrated MUST be tested with a flange gauge as it can be very hard with the naked eye to properly judge an inner.
  A shot showing some white dot may still be an inner once tested.

- The maximum scoring value of each diagram is 10.1
- The *maximum possible number* of inners per target is 10
- The *maximum possible scoring* value of each target is 100.10

# Determining the shot value (score)

When a shot hole is very close to a ring, or to the centre dot, it may not be clear with the naked eye if the white circle line has been broken or if the centre dot has been taken.

***Testing the shot** with the use of a marking gauge*
*allows the value of the shot to be determined correctly.*

# Using marking gauges to test shots

**(Rule 2.8)**

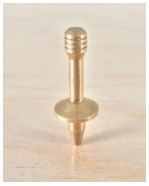
**The two types of gauges used are the**

**FLANGE GAUGES**

2 grooves in handle = 20 yd gauge

3 grooves in handle = 25 yd gauge

**Flange gauge** and the **Plug gauge**



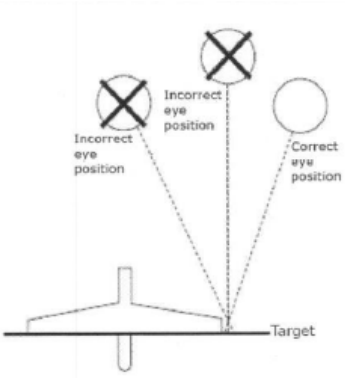
**PLUG GAUGES**

See Pg 9 for instructions for use

- **Care must be taken** when inserting a gauge into the shot hole to prevent the gauge twisting and changing the size of the hole.

  The recommended method is to vertically line up the gauge directly above the hole and, with slight downward pressure, ease the gauge into the shot hole until the wide body of the gauge lies flat on the target surface.

- **The correct way of viewing** the gauge while in the shot hole is from above the gauge and slightly to the side (see diagram on right). The bottom of the gauge's facing surface where it touches the target must be able to be seen. The use of a magnifying glass is recommended.

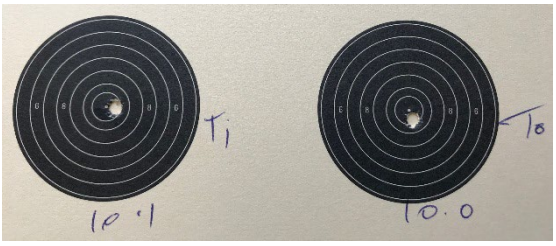



- **Inserting the gauge** means the shot is being **tested.**

  *The result of the test is indicated as follows,*

  *'I' if the shot is IN*
  *'O' if the shot is OUT (Rule 2.8.1.5)*

  *The letters 'I' or 'O' are written alongside the diagram by the marker.*




- A shot hole can only be tested **ONCE.**
- *Whether using one tester or more, any gauge **MUST NOT BE REMOVED** until a check marker has confirmed the value and written 'T' alongside the 'I' or the 'O'. (Rule 2.1.8.6)*

**Good practice** - To avoid confusion clearly write scores and tests in the same place each time. A suggested place is:

- Scores: to the right of each diagram in the approximate position of 3 o'clock, or below the diagram.
- Tests: I or O are written above the corresponding scores.

# Outward gauging targets

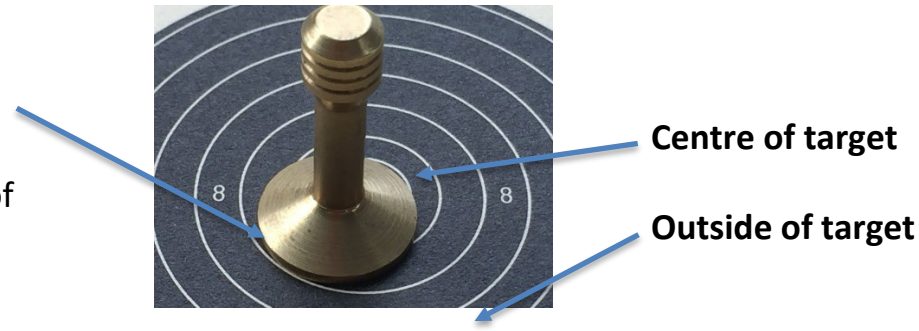
The targets used for indoor shooting are called outward gauging as the shot value is determined from the outer-most edge of the bullet hole.

The flange gauge is also read as outward gauging while testing a shot hole for a whole score value, however the inside edge is read when testing for an inner (score of .1).

This outward gauging method uses the next ring out, not the scoring ring where the shot actually is, to determine the score.

**To determine the score:**

The outside edge of the gauge is used, moving outward from the centre of the target.




In the example above, the outside edge of the flange gauge is INSIDE the outermost edge of the 9-ring, but the shot hole is actually inside the 10-ring, so the score will be 10, not 9.

There are **two** exceptions to this:

1. Testing inners (explained on Page 8).

2. Testing shot values 4 or 5 (explained on Page 9).

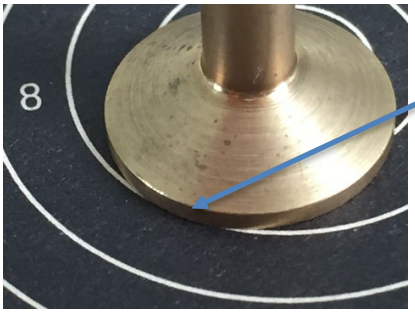
# Testing shot values 5 to 10

A TSNZ-approved **flange gauge** is used.

## Using the flange gauge


- If a shot hole is very close to a line, it may not be clear if the line has been broken.
- In these cases, the shot hole must be tested with a gauge.
- **If in any doubt – TEST.**


- The gauge is placed into the shot hole – the wide body lies flat on the target surface.
- The outside edge of the gauge is used to determine the *score.*
- If **ANY PART** of the white line is visible, then the **HIGHER VALUE** is given.
- This shot **TESTS IN** for a 10 and 'I' is written next to the diagram.




- If the body of the gauge completely covers the line (**NO PART** of the white line is visible), then the shot has broken the line and the **LOWER VALUE** is given.
- This shot **TESTS OUT** for a 9 and 'O' is written next to the diagram.

* The outside edge of the flange gauge is the edge furthest away from the centre of the target.

The outward gauging method uses the next ring out, not the scoring ring where the shot actually is, to determine the *value*.

# Testing inners

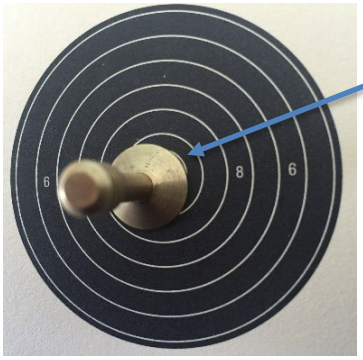
**Testing for an inner uses the same flange gauge as when testing shots 5 – 10, but the gauge is read differently. For inners:**

1. The **inner** edge of the flange gauge is used.
2. If any part of the inner white circle **is visible**, the shot tests **OUT**.

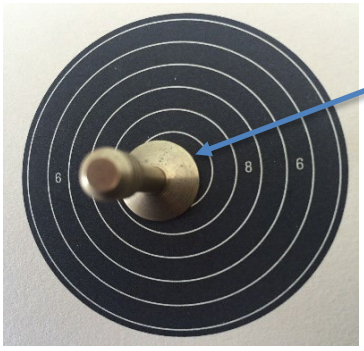
*Note: The smallest ring is ONLY there* so a test gauge can be used. A shot may still test as an inner if this line appears broken by the shot hole.

## Inners can be deceiving – **DON'T GUESS – TEST !!**

- An inner should always be tested when any part of the centre dot is even slightly visible.
- The flange gauge is placed into the shot hole – the wide body lies flat on the target surface.



- Should **ANY PART** of the inner white circle be **visible** on the **inside** edge of the gauge, then the inner has **tested OUT**.
- 'O' is written next to the diagram, and the score is written as **10.0**
  The dot shows the test was for an inner and the 0 shows the inner was NOT given.



- Should **NO PART** of the inner white circle be **visible** on the inside edge of the gauge, then the inner has **tested in**.
- 'I' is written next to the diagram and the score is written as **10.1**
  The dot shows the test was for an inner and the 1 shows the inner WAS given.

**TIP:** A helpful way to remember the inner scoring is:

T**0** =10.**0** and T**I** = 10.**1**

# Testing for shot values 4 or 5

## Testing the most outer ring on a diagram is different from any other test:

1. A TSNZ-approved **PLUG GAUGE** is used instead of a **FLANGE GAUGE.**
2. Both the inner and outer edges of the plug gauge can be used.

## Using the plug gauge

Testing for a value of 5

- The gauge is placed into the shot hole – the body lies flat on the target surface.
- The **outside** edge of the plug gauge is used to determine the score.
- Should **ANY PART** of the white line be **visible** on the **outside** edge of the gauge, then the **HIGHER VALUE** of **5** is given.
- This shot **tests in** for a **5** and 'I' is written next to the diagram.
- Should **NO PART** of the white line be **visible**, then the **LOWER VALUE** of 4 is given - the shot has **tested out** and 'O' is written next to the diagram.

Testing for a value of 4

- If a shot misses the main part of the black diagram and lands in the white, then the **inside** edge of the plug gauge is used to determine the value.
- Should **ANY PART** of the black diagram be touched by the gauge, it **tests in** for a **4** and 'I' is written next to the diagram.
- Should **NO PART** of the black diagram be touched by the gauge the shot has a score value of **ZERO.**

# The scoring decision

Marking is undertaken by two people, working together. One person **marks** the target and the second person **check marks**. (Rule 2.8.1.1)

- The marker **must** make a decision on all shots and include the total score (Rule 2.8.1.4)

> **TIP:** ASK yourself **before** inserting the gauge – "What am I testing for?"

- If test gauges are used, the marker **MUST leave the test gauges in place so the shot values can be confirmed** by the check-marker before they are removed. **ALL** tested shots must be checked, not just those considered by the marker to be "close". (Rule 2.8.1.3)
- Once marked, the entire card is then checked by the check-marker.
- The check-marker must check ALL shots, whether tested or not, ensuring that the values are written correctly and that the card total is correct.
- While the check marker is working on the card, the marker must be careful not to influence their decisions in any way.
- If the check marker agrees with the marker's value, the check-marker adds a 'T' to the 'I' or 'O' that the marker has already written - the 'T' indicates one marker has tested the shot and check marker has confirmed the result. The gauges can now be removed.(Rule 2.8.1.6)
- If the check-marker DOES NOT agree with the marker's value **the gauges MUST NOT be removed** and a second check-marker's opinion must be sought.
- The majority of the 3 markers decides the score – any 2 out of the 3.
    a. The second check-marker either confirms or changes the score then adds a second 'T'. The score is now confirmed with 'TT I' or 'TT O' indicating that three markers have checked the tested shot. (Rule 2.8.1.7)
    b. The second check-marker initials near the diagram. (Rule 2.8.1.7)
    c. The gauge can now be removed.

**The majority decision of the 3 markers is FINAL, and no further opinions should be sought. (Rule 2.8.1.7)**

## DON'T GUESS – TEST !!

# Target marking Process

**Using a standard process to mark targets ensures consistency and accuracy.** ***No marker should be aware of the identity of any competitor whose card he or she is about to mark.***

1. **Look at the target you are about to mark.**
   a. Check for 'Do Not Mark' or 'P' for Practice written on the target or squad card.

   *These need not be marked.*

   b. Count the number of shot holes.
      i. 10-shot targets must have a minimum of 12 and a maximum of 13.
      ii. 20-shot targets must have a minimum of 22 and a maximum of 23.
   c. If more than 13 or 23 shot holes, check for any **Range Officer Incident Reports** or notes on the Squad Card – these may be on the reverse.

2. **Decide on a marking route around the target *that suits you*, and stick to it.**

   Use this route for all targets you mark. Keeping to the same route may help eliminate missed points when marking and adding up.

   A common method is to start with the centre left diagram and work your way around the target in a clockwise direction.

3. **Begin marking.**
   a. If the shot hole is clearly within the white lines, the *value* can be determined without further aids.

      If the shot is close to a white line, use a testing gauge. **Don't guess – TEST!!** 'I' or 'O' is written next to the diagram. Don't remove any gauge before the check-marker has checked it.
   b. The marker **must** make a decision and write the *value* for each diagram.
   d. Write the shot value to the right of the diagram.
   e. To avoid confusion, should you make a mistake, cross it out completely and rewrite the value.
   f. When marking is complete, visually check each value again.
   4. **Total the score** in two stages, firstly the whole numbers, then the inners. Write the total score near the sighting/centre diagram on each card.

   5. **The marker must initial the target** near the score.

   6. The target, including any testers, is then passed to a check-marker.

# Check marking Process

To ensure consistency and accuracy, the check marker follows a similar process to that of the marker, with the following exceptions:

1. **Visually check the target.**
    a. Has marking been completed?
    b. Has the target been signed?

2. **Begin check marking using the following process:**
    a. Visually confirm the value given to each diagram, whether tested or not.
    b. Check the total score is correct.
    c. If the check marker:
        i. does not agree on a value given, or
        ii. believes that an untested shot hole should be tested, or
        iii. finds an addition error,

        he/she should refer back to the marker for testing or corrections to be done.

3. When the check marker has finished checking the target, and agrees with the score, he/she then initials the target underneath the marker's initials.

4. **Final stage:** when all marking and check marking has been completed for all targets in the squad, the results should then be entered onto the squad sheet.

# Marking 20-shot targets

1. Each 10-shot target is marked as an individual target, including totalling and initialling.

2. The totals from both cards are then written near the centre sighting diagram of the **first** card (i.e. the one with the sighting shots in it), and added together to give an overall total.

**Note:** To make any subsequent checks easier, the individual 10-shot target scores from a 20-shot match are better written separately onto the squad sheet in the order they were shot, and then the total.

# Totalling the score

You may find the subtraction method the easiest way to total the whole numbers.


Treat each diagram as a possible 10 points and subtract the shot value.

a. Using the target above, a diagram with the shot value of 9 is calculated as 10 – 9 = 1.

b. The marker now only needs to add the subtracted value:

0 + 1+ 0 + 0 + 1 + 1 + 1 + 0 + 0 + 0 = **4**

c. Next subtract the **4** from the possible 100 to give a score of **96**.

d. Double-check and then write this number near the centre sighting diagram.

e. Lastly count the inners, identified by **.1** .

f. Double-check and then write the result next to the whole points.

In this example here are 4 inners. Therefore the total score for the target is 96.4.

Sometimes it is simpler to just add the points up – for example when shots have missed diagrams, or are very near the outer ring of diagrams.

**TAKE YOUR TIME – IT IS NOT A RACE!**

Someone has put a lot of time and effort into each target – so should YOU!

# Irregularities and scoring penalties

The TSNZ Rules outline five irregularity issues that may result in penalties to the score (Rule 2.8.1.9). Some of these Rules are broken up into further parts.

Basically, scoring irregularities happen because of shot holes which are either:

- too many
- too few
- in the wrong place.

If a marking process is followed, one of the first checks is to count the shot holes. This will give you an indication something is wrong. There should be:

- Sighting shots - minimum two; maximum three / Counting shots - 10 on one card.

If the required number of shot holes are not visible, check the Range Officer's report or comments on the Squad Card (these may be on the reverse). This may provide an explanation to help in marking.

If there is NO report or NO comments from the Range Officer, you must mark the card at face value – "What you see is what you mark".

Good practice:

- Write out penalty calculation in full (10 – 2 = 8).
- Use arrows to help a shooter understand the issue (eg showing how an overloaded shot score has been allocated to the empty diagram).
- Know where to find the TSNZ Rules that apply to each situation.
- When a shooter incurs a penalty, quote the Rule number alongside the score.
- Use the Range Committee or Disputes Person if an issue cannot be resolved.

Don't try to memorise all the possibilities – if in doubt refer to the TSNZ Indoor Rules, or to examples on the wall in the marking room, if your range has them.

The most important thing to remember when faced with an issue is to know where to find the TSNZ Rules and how to interpret them.

**REMEMBER: Take your time, marking is not a race!**

**For reference the relevant TSNZ Indoor Rules are at the end of this booklet.**

# Sighting diagram irregularities and scoring penalties

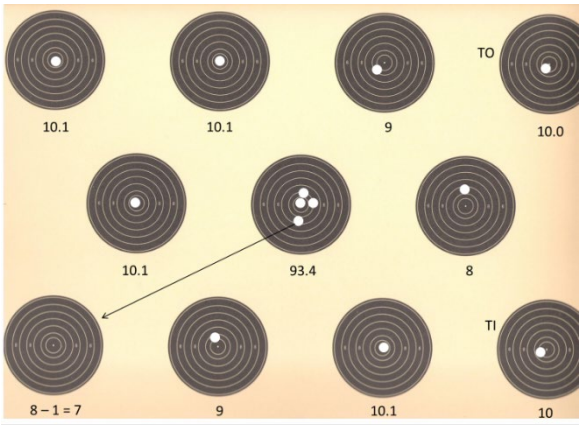
## Rule 2.8.1.9.1 (i) – Too many shots on sighting diagram

If the sighting diagram has **more** than the maximum three permitted shots, **but the total number of shots including sighting shots is NOT MORE than 13 (10-shot target) or 23 (20-shot target).**

**Ruling**
Sighting diagram is centre diagram. (Rule 2.11.9.2).

The three highest value shots on the sighting diagram are discounted (as sighters) and the remainder are treated as counting shots. (Rule 2.8.1.9.1)

**One point penalty is** imposed for each excess shot fired on the sighting diagram.




| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 4 | Counting shots: 9 | Total shots: 13 |
| | **Penalty: - 1** | **Total: 93.4** | |

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## Rule 2.8.1.9.1 (ii) – Too many shots on sighting diagram

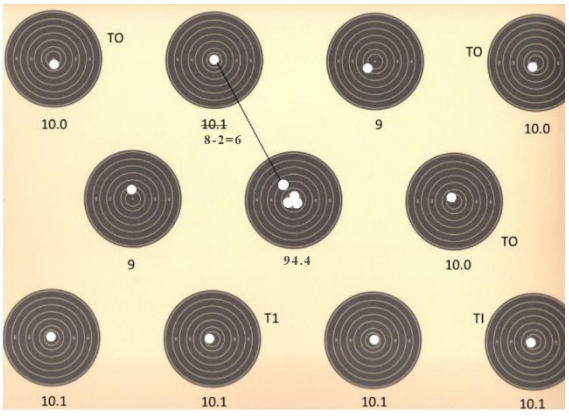
If the sighting diagram has **more** than the maximum three permitted shots, **and the total number of shots including sighting shots is MORE than 13 (10-shot target) or 23 (20-shot target).**

**Example - With no Range Officer report:**

**Ruling**
Sighting diagram is centre diagram. (Rule 2.11.9.2).

The three highest value shots on the sighting diagram are discounted (as sighters) and the remainder are treated as counting shots. (Rule 2.8.1.9.1)

Excess Shot Rule 2.8.1.9.3 shall apply - for each excess shot on the target card, one of the highest scoring counting shots from anywhere on the card shall be discounted.
(In this example a 10.1 is discounted and the 8 from the sighting diagram is added in)




**Two point penalty** is imposed for each excess shot fired on the card.

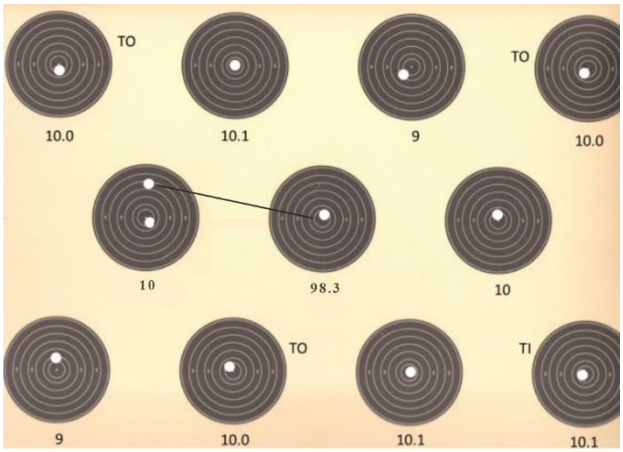
| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 4 | Counting shots: 10 | Total shots: 14 |
| | **Penalty: - 2** | **Total: 94.4** | |

## Rule 2.8.1.9.2 (i) – Sighting shots on counting diagram

If the **FIRST** or **SECOND** sighting shot is placed on a counting diagram there shall be no penalty. The Range Officer shall be **notified** of the error before the next shot is fired.

### Example 1 - The Range Officer IS notified

at the time it happens that the shooter has put their first or second sighting shot into a counting diagram. Range Officer checks and notes that this shot scored a 6. The shooter was then instructed to place the second (and third if required) sighter into the sighting diagram.




**Ruling**

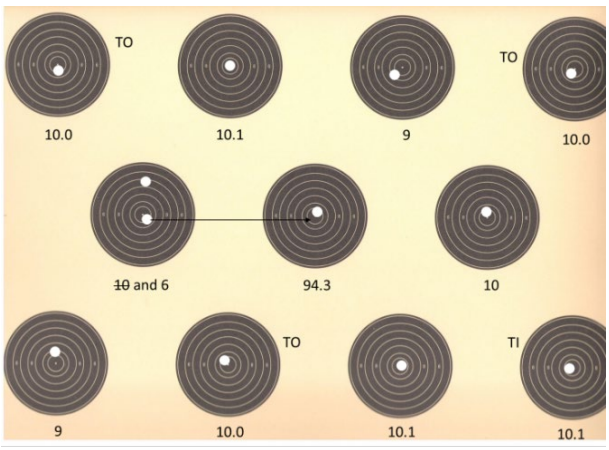
Sighting diagram is centre diagram (Rule 2.11.9.2).
At least two sighting shots are required (Rule 2.11.9.1).

Range Officer noted the (6) as a sighting shot.
No additional penalty applies.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 10 | Total shots: 12 |
| | **Penalty: 0** | **Total: 98.3** | |

### Example 2 - The Range Officer IS NOT notified

the shooter has shot their first or second sighting shot into a counting diagram.




**Ruling**

Sighting diagram is centre diagram (Rule 2.11.9.2).
At least two sighting shots are required (Rule 2.11.9.1).

As the Range Officer has not been notified to be able to identify which shot is actually the sighting shot, the highest counting shot is discarded (10) as a sighting shot.

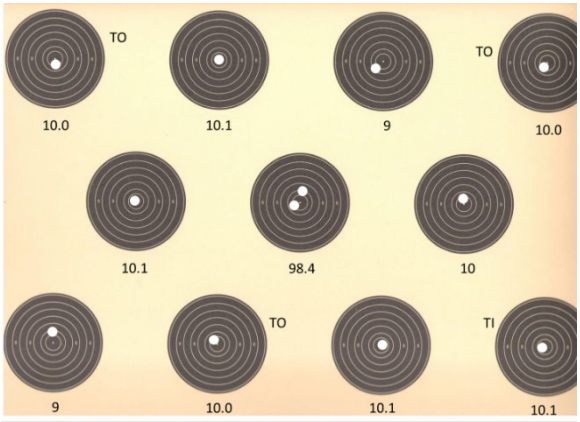
No additional penalty applies.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 10 | Total shots: 12 |
| | **Penalty: 0** | **Total: 94.3** | |

## Rule 2.8.1.9.2 (i) – Sighting shots on counting diagram

If a **THIRD** sighting shot be fired which **scores on a counting diagram**, either on the competitor's own target or as a crossfire onto a target other than their own, then counting shots shall be deemed to have commenced, and the shot treated and scored accordingly.

### Example




The Range Officer **IS NOTIFIED** the shooter shot their third sighter onto a counting diagram.

Range Officer notifies the shooter scoring has begun.

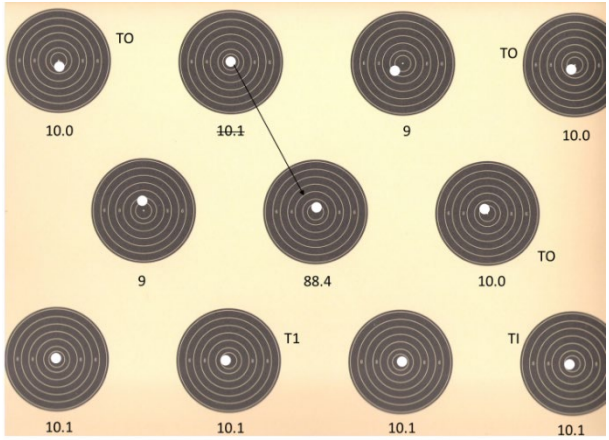
**Ruling**

No irregularity.
Minimum number of sighting shots present.
No penalty applies.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 10 | Total shots: 12 |
| | **Penalty: 0** | **Total: 98.4** | |

## Rule 2.8.1.9.2 (ii) – Sighting shots on counting diagram

Should a completed target have **ONLY ONE SIGHTING SHOT** then the highest counting shot shall be regarded as a sighting shot and discounted.




### Example

The Range Officer **IS NOT** notified, there is no Range Officer report.

**Ruling**

Sighting diagram is centre diagram (Rule 2.11.9.2).

At least two sighting shots are required (Rule 2.11.9.1).

As only one shot shows in the sighting diagram, one of the highest counting shots from anywhere on the card is discarded as a sighting shot (10.1 in this example).

No penalty applies.

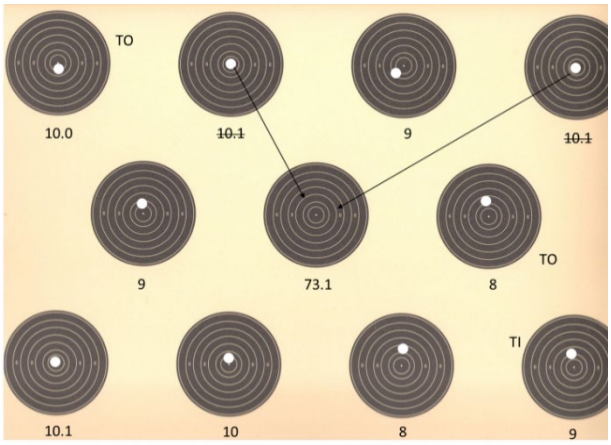
| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 9 | Total shots: 11 |
| | **Penalty: 0** | **Total: 88.4** | |

## Rule 2.8.1.9.2 (iii) – Sighting shots on counting diagram

Should a completed target have **NO SIGHTING SHOTS**, then the two highest counting shots shall be regarded as sighting shots and discounted.

### Example

No shots were fired in the sighting diagram.
No report from the Range Officer.




**Ruling**

Sighting diagram is centre diagram (Rule 2.11.9.2).

At least two sighting shots are required (Rule 2.11.9.1).

Two highest counting shots are discarded as sighting shots (In this example 10.1 + 10.1).

No penalty applies.

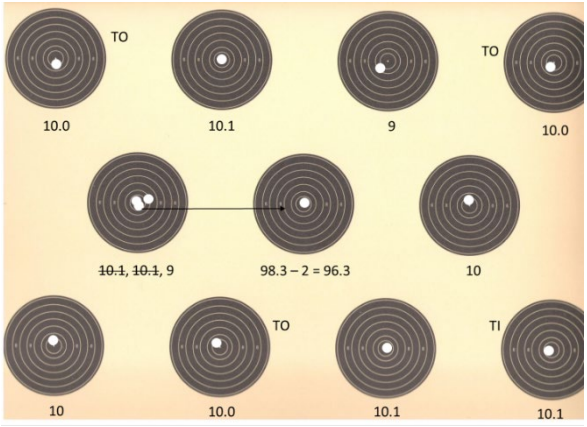
| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 8 | Total shots: 10 |
| | **Penalty: 0** | **Total: 73.1** | |

## Rule 2.8.1.9.2 (iv) – Sighting shots on counting diagram

Failure to notify the Range Officer before commencing counting shots will deem the shooter to have fired the number of sighting shots that appear on the sighting diagram.

### Example

The Range Officer is **NOT** notified the shooter shot their three sighters onto a counting diagram.




**Ruling**

Sighting diagram is centre diagram (Rule 2.11.9.2).

At least two sighting shots are required (Rule 2.11.9.1).

One of the highest counting shots is discarded as the second sighting shot. (In this example 10.1)

Excess counting shots – the highest scoring shot on the target shall be discarded (one shot is excess as only 2 sighting shots are actually required).

Two points penalty imposed for each excess shot fired.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 2 | Counting shots: 11 | Total shots: 13 |
| | **Penalty: -2** | **Total: 96.3** | |

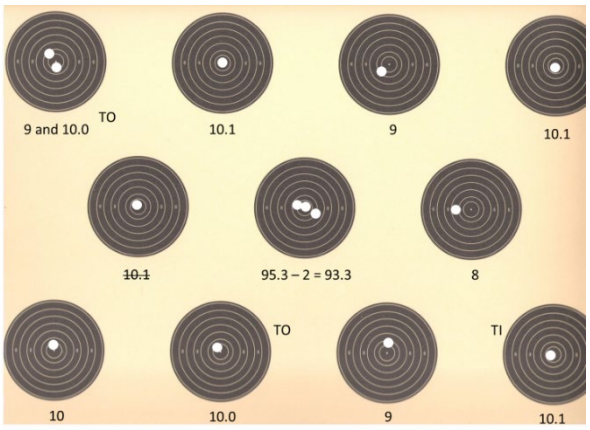
# Excess shots, overloads and crossfire irregularities

## Rule 2.8.1.9.3 – Excess shots on targets

| | |
|---|---|
| **Irregularity:** | A target has more than the number of counting shots required for the competition. |
| **Ruling:** | For each excess shot, one of the highest scoring shots shall be discounted. |
| **Penalty:** | A penalty of **2 points** for each excess shot fired will be imposed. |
| **Note:** | If it can be verified that the excess shot(s) were fired by another competitor, the provisions of Rule 2.8.1.9.5 (crossfires) shall apply. |

### Example

The Range Officer **is not** notified, and it **cannot** be verified that the excess shot was fired by another competitor.




### Ruling

Excess counting shots on **target** (1 extra)

Highest scoring shot is discarded.

**Two points penalty** imposed for each excess shot fired.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 3 | Counting shots: 11 | Total shots: 14 |
| | **Penalty: -2** | **Total: 93.3** | |

### Shooters note:

Check your target.

Report target irregularities to the range officer as they happen or as soon as possible.

### Markers note:

If there is no Range Officer's report, you mark the target as you see it.

Don't guess what happened, and don't ask the shooter for an explanation

**If the shooter does not agree with the score they receive**
**then they can request the card be re-checked or**
**for it to be referred to the Range Committee / Disputes person.**

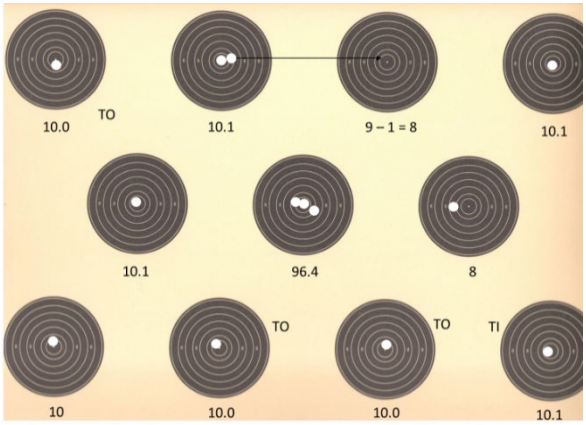
**HOWEVER, a shot that has been tested with a flange or plug gauge**
**CANNOT have a gauge re-inserted**
**as part of any checking or protest process.**

# Rule 2.8.1.9.4 – Overloads on own target

Where a competitor places more than one shot on any counting diagram, but fires not more that the total number of counting shots specified for the competition, full credit shall be given for each shot that can be distinctly seen. A penalty of one point for each excess shot on any particular diagram shall be imposed. An inner bull overloaded shall be scored as 9.1.

## Example

The Range Officer is notified.




### Ruling

Overloaded counting shots on target – more than one shot on any one counting diagram.

Overloaded shot receives full value.

**One point penalty** imposed for each overloaded shot.

| | | | |
|---|---|---|---|
| **Scoring -** | Sighting shots: 3 | Counting shots: 10 | Total shots: 13 |
| | **Penalty: -1** | **Total: 96.4** | |

## Rule 2.8.1.9.5 – Crossfires

**Irregularity 1:** Competitor fires on any target other than their allocated target

**Penalty:** A penalty deduction of **2 points** per crossfire shall be imposed.

**Irregularity 2:** A competitor receives an extra shot from a crossfire.

**Ruling:**

(a) Where the actual firers of the scoring shots **cannot** be determined on a target which has been crossfired on, the competitor receiving the shot shall be credited with the higher value shot.

(b) If the actual firers of the shots on the overloaded diagram **can** be determined, then each competitor shall be credited with the value of the shots fired.

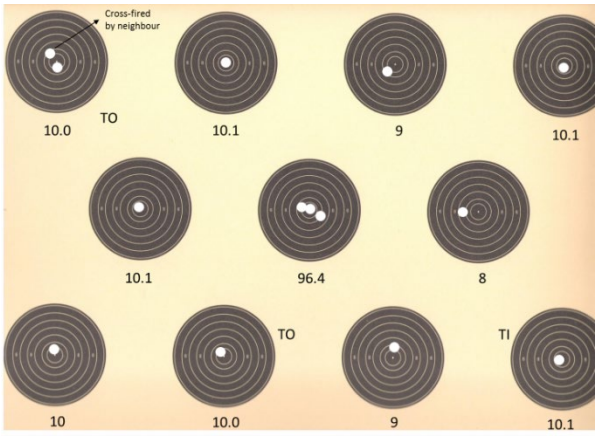
**Penalty:** The competitor who crossfires is penalised **2 points** for each shot crossfired.

Any competitor who fires onto the target of another competitor, or fires a shot which for any reason does not register on any target, and then fires the full number of shots allowed for the competition, shall be disqualified and reported to the Range Committee for further disciplinary action.

*Disqualification would only happen if it could be **proven** that the competitor actually fired the extra shot.*

## Crossfire - Example 1 – Receiver of cross-fired shot

Range Officer **IS NOTIFIED** of a crossfire, but it **CANNOT** be determined who fired which shot.




### Ruling

If the Range Officer is notified a crossfire has occurred, but it cannot be determined who fired which shot, the target crossfired ONTO receives the HIGHEST score of the two shots.

**No penalty** for the receiving shooter's target as he/she had fired the correct number of shots.

The value of the shot received is ignored by the receiver.

### Score for shooter receiving the crossfire:

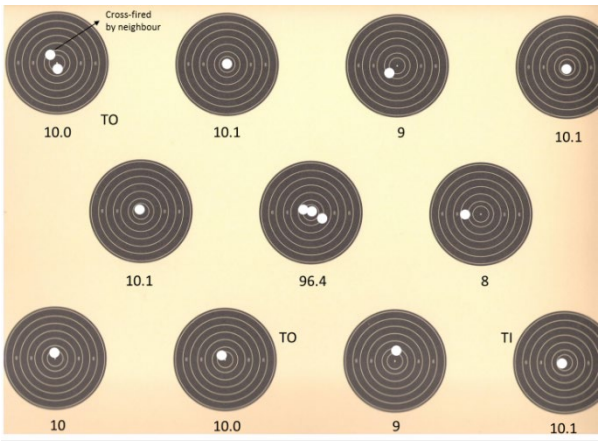
**Scoring -** Sighting shots: 3 Counting shots: 10 (The 9 on the top left diagram is ignored as it has been cross-fired onto this target by someone else)

**Penalty: 0** **Total: 96.4**

**Note:** If the Range Officer **is not notified**, and **it cannot be verified** that the excess shot was actually fired by another competitor then Refer to Rule 2.8.1.9.3 – Excess shots on targets.

## Crossfire - Example 2 – Receiver of cross-fired shot

Range Officer **IS NOTIFIED** of crossfire, and it **CAN BE** determined who fired which shot.




### Ruling

If it **can be** determined who fired which shot, each competitor receives the value of the shot they fired.

**No penalty** for the receiving shooter's target as he/she had fired the correct number of shots.

The value of the shot received is ignored by the receiver.

**Score for shooter receiving the crossfire:**

| | | | |
|---|---|---|---|
| **Score -** | Sighting shots: 3 | Counting shots: 10 | (The 9 on the top left diagram is ignored as it has been cross-fired onto this target by someone else) |
| | **Penalty: 0** | **Total: 96.4** | |

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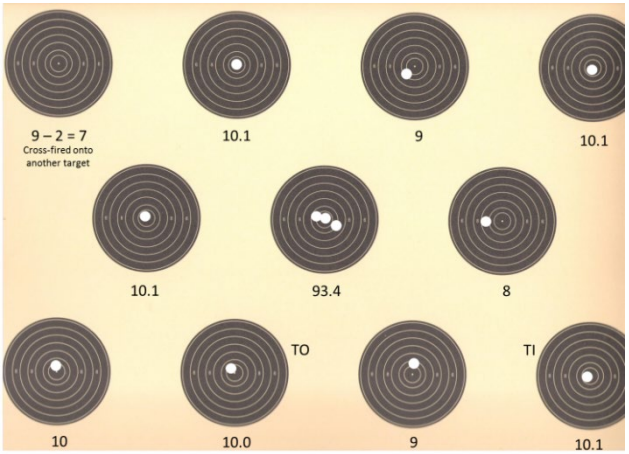
## Crossfire - Example 3 – Firer of cross-fired shot

Competitor crossfired onto another competitor's target.




### Ruling

If it cannot be determined who fired which shot, the competitor who crossfired receives the LOWEST score of the two shots, less a two point deduction for each crossfired shot.

If it can be determined who fired which shot, each competitor receives the value of the shot fired, and the crossfiring competitor is penalised two points for each crossfired shot.

| | | | |
|---|---|---|---|
| **Score -** | Sighting shots: 3 | Counting shots: 9 | (The top left diagram was determined a shot value of 9 from cross-fired shot on the receiver's card) |
| | **Penalty: - 2** | **Total: 93.4** | |

**2.8.1.9** **SCORING PENALITES:** The following scoring penalties and irregularities shall apply in all competition:

**2.8.1.9.1** **TOO MANY SHOTS ON SIGHTING DIAGRAM** - If the sighting diagram has more than the maximum of three permitted shots and:

(i) The total number of shots, including sighting shots, is not more than 13 (100 possible) or 23 (200 possible), then the three highest valued shots on the sighting diagram shall be discounted and the remainder shall be treated as counting shots. A penalty deduction of one point for each excess shot fired on the sighting diagram shall be imposed.

(ii) The total number of shots, including sighting shots, exceeds 13 (100 possible) or 23 (200 possible), then the three highest valued shots on the sighting diagram shall be discounted and the remainder shall be treated as counting shots and Rule 2.8.1.9.3 shall apply.

**2.8.1.9.2** **SIGHTING SHOTS PLACED ON COUNTING DIAGRAM**

(i) If the first or second sighting shot is placed on a counting diagram there shall be no penalty. The Range Officer shall be notified of the error before the next shot is fired. Should a third sighting shot be fired which scores on a counting diagram, either on the competitor's own target or as a cross-fire onto a target other than their own, then counting shots shall be deemed to have commenced, and the shot treated and scored accordingly.

(ii) Should a completed target have only one sighting shot then the highest counting shot shall be regarded as a sighting shot and discounted.

(iii) Should a completed target have no sighting shots, then the two highest counting shots shall be regarded as sighting shots and discounted.

(iv) Failure to notify the Range Officer before commencing counting shots will deem the shooter to have fired the number of sighting shots that appear on the sighting diagram.

**2.8.1.9.3** **EXCESS SHOTS ON TARGETS**

If a target has more than the number of counting shots required for the competition then, for each excess shot, one of the highest scoring shots shall be discounted and a penalty of two points for each excess shot fired will be imposed. If it can be verified that the excess shot(s) were fired by another competitor, the provisions of Rule 2.8.1.9.5 shall apply.

**2.8.1.9.4** **OVERLOADS ON OWN TARGET**

Where a competitor places more than one shot on any counting diagram, but fires not more than the total number of counting shots specified for the competition, full credit shall be given for each shot that can be distinctly seen. A penalty of one point for each excess shot on any particular diagram shall be imposed. An inner bull overloaded shall be scored as 9.1.

**2.8.1.9.5 CROSSFIRES**

Any competitor who fires on a target other than their allocated target shall be penalised two points per crossfire. Where the actual firers of the scoring shots cannot be determined on a target which has been cross fired on, the competitor receiving the shot shall be credited with the higher value shot. If the actual firers of the shots on the overloaded diagram can be determined, then each competitor shall be credited with the value of the shots fired. The competitor who crossfires shall be penalised two points for each shot crossfired. Any competitor who fires on to the target of another competitor or fires a shot which for any reason does not register on any target, and then fires the full number of shots allowed for the competition, shall be disqualified and reported to the Range Committee for further disciplinary action.

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**2.8.1.10 PROTEST PROCEDURES**

**2.8.1.10.1** A competitor shall have the right to have any target re-checked in order to have obvious errors corrected or doubtful shots tested. Shots that have already been tested shall not be re-tested.

**2.8.1.10.2** Competitors are responsible for ensuring their scores are correctly recorded by the statistical office and may challenge an incorrectly recorded score.

**2.8.1.10.3** No protests for incorrectly marked, recorded, or missing scores shall be entertained more than 10 minutes after the posting of final match scores.

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**2.11.9 SIGHTING SHOTS**

**2.11.9.1** Two compulsory shots and one additional optional sighting shot shall be permitted on the designated sighting diagram, prior to the commencement of counting shots (see Rules 2.8.1.9.2, 2.8.2.4.1, 2.8.2.4.2).

**2.11.9.2** For PAPER TARGETS:

(i) The sighting diagram shall be the centre diagram on an eleven-diagram target.

(ii) Where multiple targets are used, all but one of the sighting diagrams shall be defaced in a manner that can be seen by the naked eye from the firing point.

(iii) In twenty-two shot matches the two targets shall be placed adjacent, horizontally, on the target frames.

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