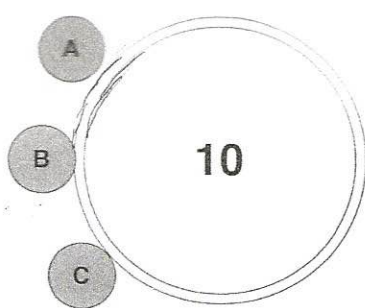


Fig. a



Scoring Doubtful Shots

- A - Shot does not touch outside edge of line. Scores lower value. Score = 9
- B - Shot breaks scoring ring. Scores higher value. Score = 10
- C - Shot just touches scoring ring. Scores higher value. Score = 10

If uncertain call pit block/office to determine shot value

~~Signaling Shot Values~~ Signaling Shot Values (Pit Operated Paper Targets)

When pit operated targets are used with paper targets, score value discs must be placed in the locations shown on the chart that correspond to the scored value of slow fire shots. ~~Score value discs must be placed in the top center to~~

6" spotter

use a 1" or 3" spotter to indicate shot placement

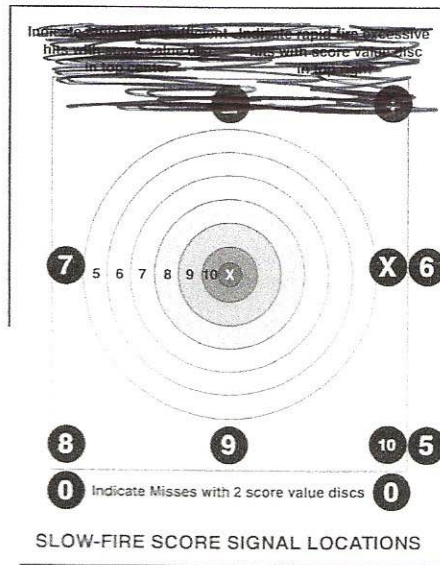


Fig. b

⑩ **Inadvertent Target Pull.** If a Target Marker mistakenly pulls a target down before or when a shot is fired at that target, they must notify the Target Officer who shall confirm the inadvertent pull and prepare a Range Incident Report. The Target Marker must paste the shot hole if a shot hit the target, place score value discs in both the 9 and 3 o'clock positions on the target and run it up. This signal authorizes the competitor to rerefire that shot. The Target Officer must notify the Range Officer.



Inadvertent Pull

Fig. c

- 1) Watch impact berm & listen for shot
 - 2) Pull target down
 - 3) Remove shot placement spotter and cover with appropriately colored paster (black if hole in black; white if shot outside black bull)
 - 4) Locate "new" shot location and insert shot placement spotter with white side out if in black and black side out if in white
 - 5) Move score value disk to appropriate location (see fig. b)
 - 6) Push target back up (raise target so shooter can see it)
- Goal: 16 seconds or less