



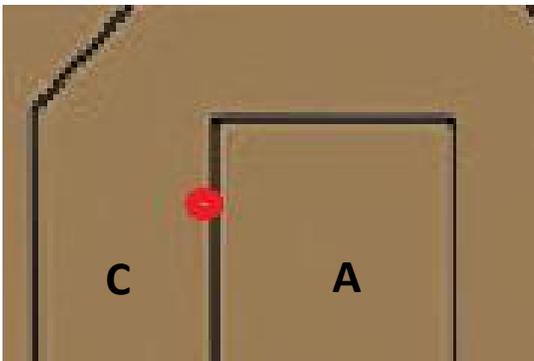
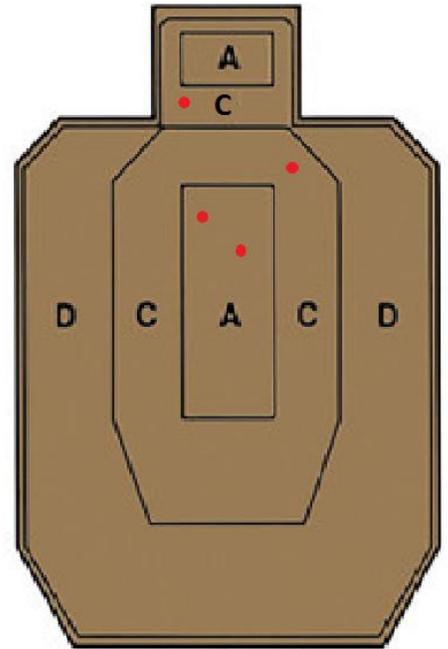
TARGET SCORING

WRAS Targets

WRAS uses a standard target with A (Alpha), C (Charlie), and D (Delta) zones, as shown. The actual targets may or may not have the letters shown on them. Unless otherwise indicated in the stage briefing only the best two hits will score on a paper target. Some variations might include shooting at a target with rifle and pistol or requiring more hits per target.(e.g. T1 – T5 will score best 3 hits per target), meaning shoot at them at least three times. All targets are deemed to “be hard cover”. Any round that passes through them to hit another target does not count for or against the competitor.

This target shown here illustrates the following hits :

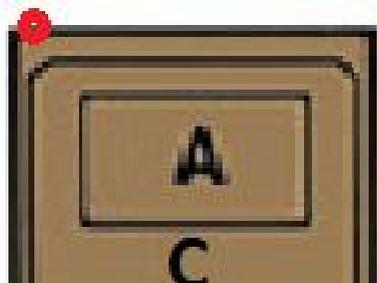
2 – Alpha 2 – Charlie



If the bullet hole crosses the perforated line between scoring zones, the score will be attributed to the higher scoring zone. The bullet hole in the image below, will score as an Alpha, not a Charlie because it broke the line of the Alpha zone.

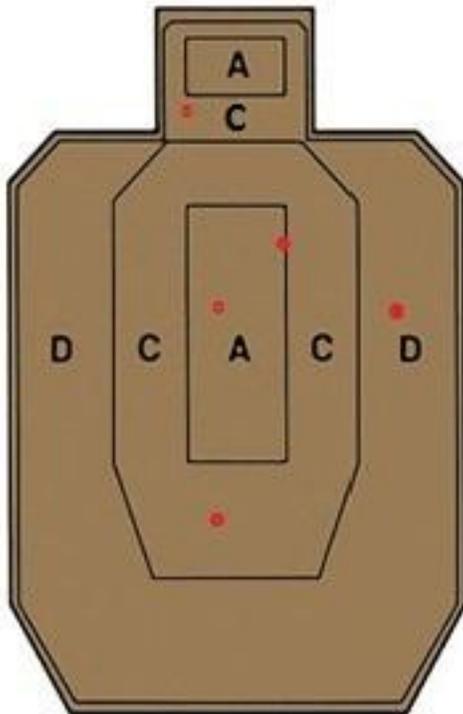
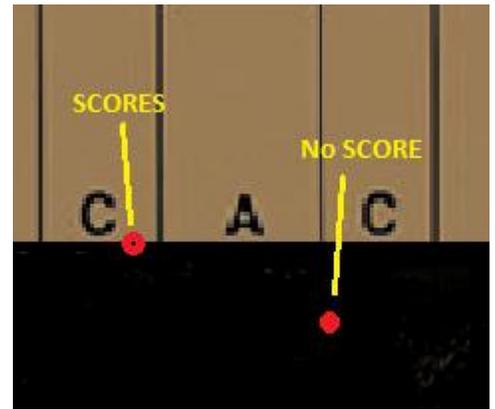
If the bullet hole breaks the dotted perforated line on the edge of the paper it will score. If it does not break the line but only hits the edge of the paper, it does not score.

This is a Delta because it broke the outer perimeter line for the Delta zone. It must touch the line to score.



This does not score because it did not break the outer perimeter line for the Charlie zone, and only hit the edge of the paper.

Some targets will have a black section on them known as “hard cover”. There is no penalty for hitting the hard cover, but it does not score. If the bullet breaks the line to the brown area, the shot will score as per the above.



The Stage Description will inform competitors how many shots to take at each paper target, as a MINIMUM. Two hits per paper target is common, but this can vary, so competitors must carefully listen to the stage briefing that is given by the ROs prior to shooting each stage.

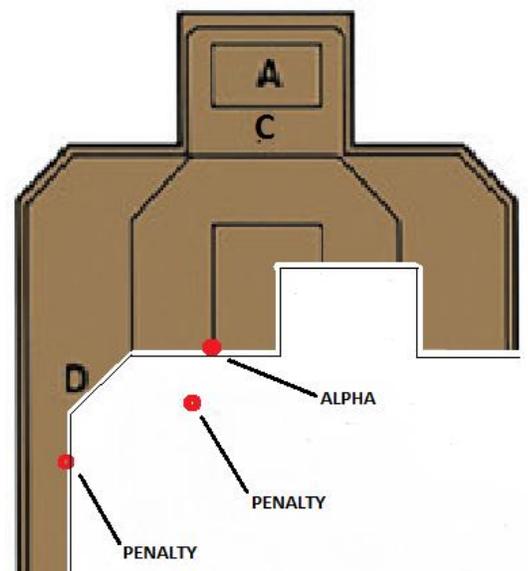
This same number reflects the number of hits per target that are scored, with the highest value hits being counted. Ex. : if the stage description states “two hits per paper target” then only the highest scoring 2 hits are counted. The target to the left will only score as two Alphas even though the shooter hit the target with five rounds.

PENALTY Targets (NO SHOOT Targets)

When a white paper target is hit, the shooter is penalized for hitting a Penalty target. These targets may be stapled directly over a Scoring target or they may be on their own target stand, and may be placed to make shots at a Scoring target more difficult. Scoring of penalty targets is as follows :

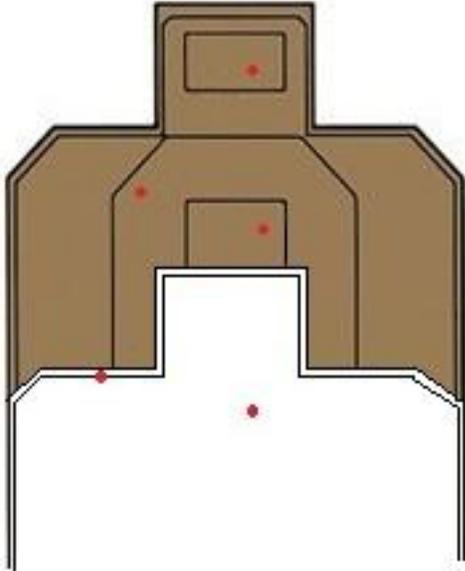
The targets to the right show a Penalty target placed directly over a Scoring target, with 3 hits indicated. This target pair will score as: 1 Alpha, 1 Delta, 2 No Shoots.

One bullet clearly hit the white Penalty target and did not touch the brown Scoring target. A penalty is assessed for this hit.



The bullet that hit the Delta zone as well as the Penalty target is deemed a Delta and a Penalty, because it broke the outside perimeter line on the Penalty target, and hit the brown Scoring target as well. A penalty is assessed for this hit, as well as a Delta hit.

The Alpha bullet hole scores an Alpha since it did not break the outside perimeter line on the Penalty target, and only scores as a hit.



All hits on a no shoot are scored, up to a maximum of two hits per no shoot target.

The target to the left shows 5 hits on paper targets. The edge hit would be a Penalty as it breaks the line on the no shoot target. Since only the best two hits score in this case the target would score as:

2 – Alphas, 2 – Penalties

If a Penalty target is placed on a separate target stand in front of a brown Scoring target the same rules apply but with an additional consideration. The brown Scoring target may have three holes in it, but one hole may also exist in the Penalty target in front of the scoring target. In the case where one of the hits on the Scoring target passed through a Penalty target first, the hit on the Scoring target is not counted, since Penalty targets are considered to be “hard cover”. The RO will determine bullet angle and placement, based on the location of the shooter.

Match Directors and ROs perform a walkthrough of the stages in an attempt to eliminate “shoot through” issues, such as multiple separate Scoring targets in a row, Penalty targets behind Scoring targets, etc.

WRAS counts all targets as hits or misses on a stage. Targets that are not hit, even if they disappear at rest or fall outside of a shooting area (clays) will be scored as misses and may also incur failure to engage penalties.

The above is intended as a general description of target scoring. Every attempt is made to be fair to all competitors. Any scoring disputes will be settled by the match director and their say is final.

SCORE CARDS and HOW to COMPLETE THEM

Prior to the start of the competition, Competitors are to complete the areas of the score card marked "Stage Number" with one score card assigned per stage, "Competitor Number" available from the match registrar, and their "Competitor Name" including first and last name. It is very important to PRINT and to do so LEGIBLY.

	Stage Number		Competitor Number		Time of Day		
	Competitor Name						
Target	A	C	D	M	N/S	Penalties / Comments	
STEEL							
CLAYS							
T1							
T2							
T3							
T4							
T5							
T6							
T7							
T8							
T9							
T10							
T11							
T12							
T13							
T14							
T15							
T16							
T17							
T18							
T19							
T20							
T21							
T22							
TOTAL	A	C	D	M	No Shoots	Min. Rounds A+C+D+M	Procedurals
000.00 Total Time		RO Initials			Competitor Initials		

Columns are defined as running vertically, and **Rows** run horizontally.

The total Hits / Misses on Steel for the stage are shown as A or M on the Steel row.

The total Hits / Misses on Clays for the stage are shown as A or M on the Clay row.

The total Hits / Misses for each paper target are shown as A/C/D/M for each of targets T1 to T22.

For clarity, the RO will use the terms Alpha / Charlie / Delta / Mike when scoring the paper targets, to indicate hits in the A / C / D areas of the targets, or Misses.

Hits on Penalty (No Shoot) targets are shown in the N / S column, associated with a scoring target when applicable.

Each column A / C / D / M / N/S **must be summed** by the scoring RO upon completion of the scoring and before the scorecard is signed by the competitor. This serves as a check of the scoring, as well as helping to expedite data entry of match scores by Stats.

The sum of columns A+C+D+M is then calculated horizontally to obtain the Minimum Rounds value, which must match the Minimum Rounds value stated for the stage during the stage briefing.

The Penalties / Comment column should be used to detail any Procedural or other penalties assessed by the RO, and the sum for the stage penalties shown in the Procedurals box next to Min. Rounds.

Total Time is the time it took to complete the stage including all shots, taken from the electronic timer.

POINTS

Hits and penalties score as follows :

- A (Alpha) zone : + 5 points
- C (Charlie) zone : + 4 points
- D (Delta) zone : + 2 points
- Miss (Mike) : minus 10 points
- Penalty / No Shoot : minus 10 points
- Procedural penalty : minus 10 points

Only hits, misses and penalties are recorded on the score cards, whereas their point values are assigned by the scoring software used by "Stats" personnel to tabulate scores.

EXAMPLE COMPLETION OF SCORE CARD

Stage 1 of the competition has seven paper targets, each with a two round minimum. There are also two steel targets and 4 clay targets, each of which has a one round minimum. The minimum round count for the stage is therefore 20. The shooter, Speedy Blaster, is competitor number 16. The stage was completed by the competitor at 2:43 PM.

The scoring RO calls out the total number of steel and clays successfully hit, which is entered as shown by the Recording RO, along with any Penalty target hits, Procedural penalties, and the total stage time shown on the electronic shot timer.

Hits on the paper targets are called out by target, and entered in the corresponding row. Hits on the paper targets for this example would be called out as "two Alpha", "Alpha Charlie No/Shoot", "Alpha Charlie", etc.

It is important to legibly print numbers, rather than using slashes as counters, to avoid confusion. Two slashes may look like "11", but the number 2 is definitive.

It is important for the scoring RO to score targets in the same order each time, so that any missing information can more easily be related to a given target.

Once all targets are scored, the columns are totaled and the sum of column A + C + D + M totals is calculated to check the Total Minimum Rounds, which should match the stage briefing. In this case, 14+3+1+2 = 20. If this total does not match the stage briefing, a scoring or addition error should be suspected.

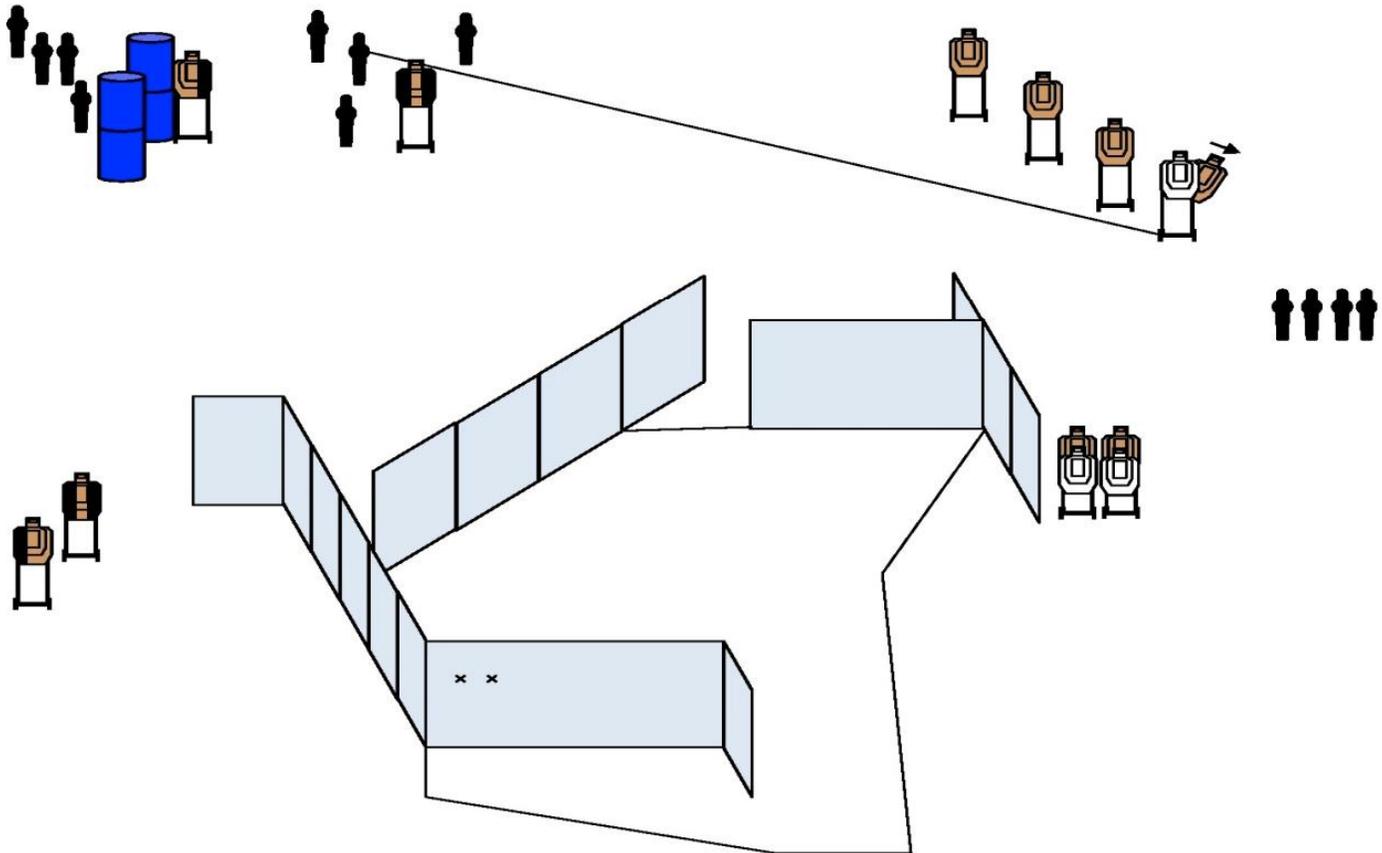
After the scoring is checked and appears correct, both the recording RO and Competitor should initial the score sheet. If a two part score sheet is used, the bottom copy is given to the Competitor and the top original copy is given to "Stats".

	1	16	14:43				
	<i>Speedy Blaster</i>						
Target	A	C	D	M	N/S	Penalties / Comments	
STEEL	2						
CLAYS	4						
T1	2						
T2	1	1			1		
T3	1	1					
T4		1	1				
T5	1			1	1		
T6	1			1			
T7	2						
T8							
T9							
T10							
T11							
T12							
T13							
T14							
T15							
T16							
T17							
T18							
T19							
T20							
T21							
T22							
TOTAL	14	3	1	2	2	20	0
<i>45:30</i>				<i>RRW</i>		<i>SB</i>	

STAGE EXAMPLE :

The example shown is a handgun stage from USPSA, but serves to illustrate several points.

START POSITION: Standing in the shooting area facing down range with hands touching the X's. Handgun is loaded and holstered	
STAGE PROCEDURE On signal engage all targets from within the shooting area. PP 7 will activate Drop out T3. T3 will be visible at rest.	SCORING SCORING: Comstock, 32 rounds, 160 points TARGETS: 10 Metric, 12 Pepper Poppers SCORED HITS: 2 Best per paper, steel down = 1A START-STOP: Audible - Last shot PENALTIES: USPSA Handgun Competition Rules, current edition



Shown are 10 paper targets. Four are partially obscured by “hardcover” (black areas), and two are partially obscured by Penalty targets. One paper target drops out from behind a Penalty target when activated by a steel “popper” target, and remains visible at rest. Steel targets can also be used to activate swinging, disappearing, running, turning or other forms of moving targets.

The shooting area may be defined by lines which are painted, taped or otherwise laid out to restrict shooter movement. A Procedural penalty will be called if a Competitor steps out of the assigned area when shooting, or as a means to reduce travel time (shortcutting).

It may be stipulated in the stage briefing that certain targets must be shot from a given area, or there may be no such stipulation.

Be sure to ask a match official or RO if there are any aspects of the stage briefing that are not clear.

Remember **SAFETY FIRST** and have fun!