

- scoring for paper targets
 or signature, witness etc have been followed.

	rules	discipline	shots per target	target type	match	pennant match	gauge	scoring	more shots than match allows	overloads	target description
10m	issf/ tra/ trv	standing air rifle	1	single card	60 shots	30 shots	air rifle inward gauge for gauging for 1 or 2 air rifle outward gauge to gauge for 3 to 10 air pistol outward gauge to gauge for inner 10	for one or two best edge scoring, for 3 to ten worst edge of gauge plus 2 points, for inner ten if the air pistol gauge is within 8 ring shot is "X"	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, one rondel per target card
			1	10 shot strip	60 shots	30 shots	air rifle inward gauge for gauging for 1 or 2 air rifle outward gauge to gauge for 3 to 10 air pistol outward gauge to gauge for inner 10	for one or two best edge scoring, for 3 to ten worst edge of gauge plus 2 points, for inner ten if the air pistol gauge is within 8 ring shot is "X"	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 10 rondels per target card
	issf/ tra/ trv	supported air rifle	1	single card	60 shots	30 shots	air rifle inward gauge for gauging for 1 or 2 air rifle outward gauge to gauge for 3 to 10 air pistol outward gauge to gauge for inner 10	for one or two best edge scoring, for 3 to ten worst edge of gauge plus 2 points, for inner ten if the air pistol gauge is within 8 ring shot is "X"	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, one rondel per target card
			1	10 shot strip	60 shots	30 shots	air rifle inward gauge for gauging for 1 or 2 air rifle outward gauge to gauge for 3 to 10 air pistol outward gauge to gauge for inner 10	for one or two best edge scoring, for 3 to ten worst edge of gauge plus 2 points, for inner ten if the air pistol gauge is within 8 ring shot is "X"	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 10 rondels per target card
20m	tra/trv	prone rifle	1	single card	60 shots	10 shots	.22 gauge	best edge scoring except inner ten must remove dot. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 10 rondels per target card
			1	double card	60 shots		.22 gauge	best edge scoring except inner ten must remove dot. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 20 rondels per target card
	tra/trv	bench rest rifle	1		60 shots	20 shots	.22 gauge	best edge scoring except ten must remove dot, inner ten leaves no white inside nine line. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 20 rondels per target card
	trv	bench rest air rifle	1		60 shots	20 shots	.22 gauge	best edge scoring except ten must remove dot, inner ten leaves no white inside nine line. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 20 rondels per target card
25m	wrabf	bench rest air rifle	1		75 shots		.22 gauge	best edge scoring except inner ten must remove complete 10 circle, shots in target box but not touching rondel scores 4	any target box with no shot scores zero, multiple shots in one target box lowest shot value less one point penalty. Shots between target boxes must be allocated to the box where the highest portion of the shot appears and scored there		each box containing a rondel is a target, 25 targets per target card
	trv	bench rest air rifle	1		75 shots		.22 gauge	best edge scoring except inner ten must remove complete 10 circle	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 25 rondels per target card
50m	issf/ tra/ trv	prone rifle	5		60 shots	20 shots	.22 gauge	best edge scoring. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a shot off later rondel for each overload. First two times in match no penalty, 2 point penalty each time after second time	each rondel is a target, four competition targets to a card
	wrabf	bench rest rifle	1		75 shots		.22 gauge	best edge scoring, shots in target box but not touching rondel scores 4	any target box with no shot scores zero, multiple shots in one target box lowest shot value less one point penalty. Shots between target boxes must be allocated to the box where the highest portion of the shot appears and scored there		each box containing a rondel is a target, 25 targets per target card
	trv	bench rest rifle	1		75 shots	25 shots	.22 gauge	best edge scoring. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 25 rondels per target card
	tra/trv	bench rest rifle	1		60 shots		.22 gauge	best edge scoring. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a blank rondel for each overload. First two times in match no penalty, 2 point penalty each time after 2	each rondel is a target, 20 rondels per target card
90m	tra/trv	prone rifle	10		60 shots		.22 gauge	best edge scoring. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a shot off later rondel for each overload. First two times in match no penalty, 2 point penalty each time after second time	each rondel is a target, one rondel per target card, two target cards per relay
	tra/trv	bench rest rifle	5		60 shots		.22 gauge	best edge scoring. Not touching rondel is zero	additional shots annulled, 2 point penalty per extra shot	recover by leaving a shot off later rondel for each overload. First two times in match no penalty, 2 point penalty each time after second time	each rondel is a target, four competition targets to a card