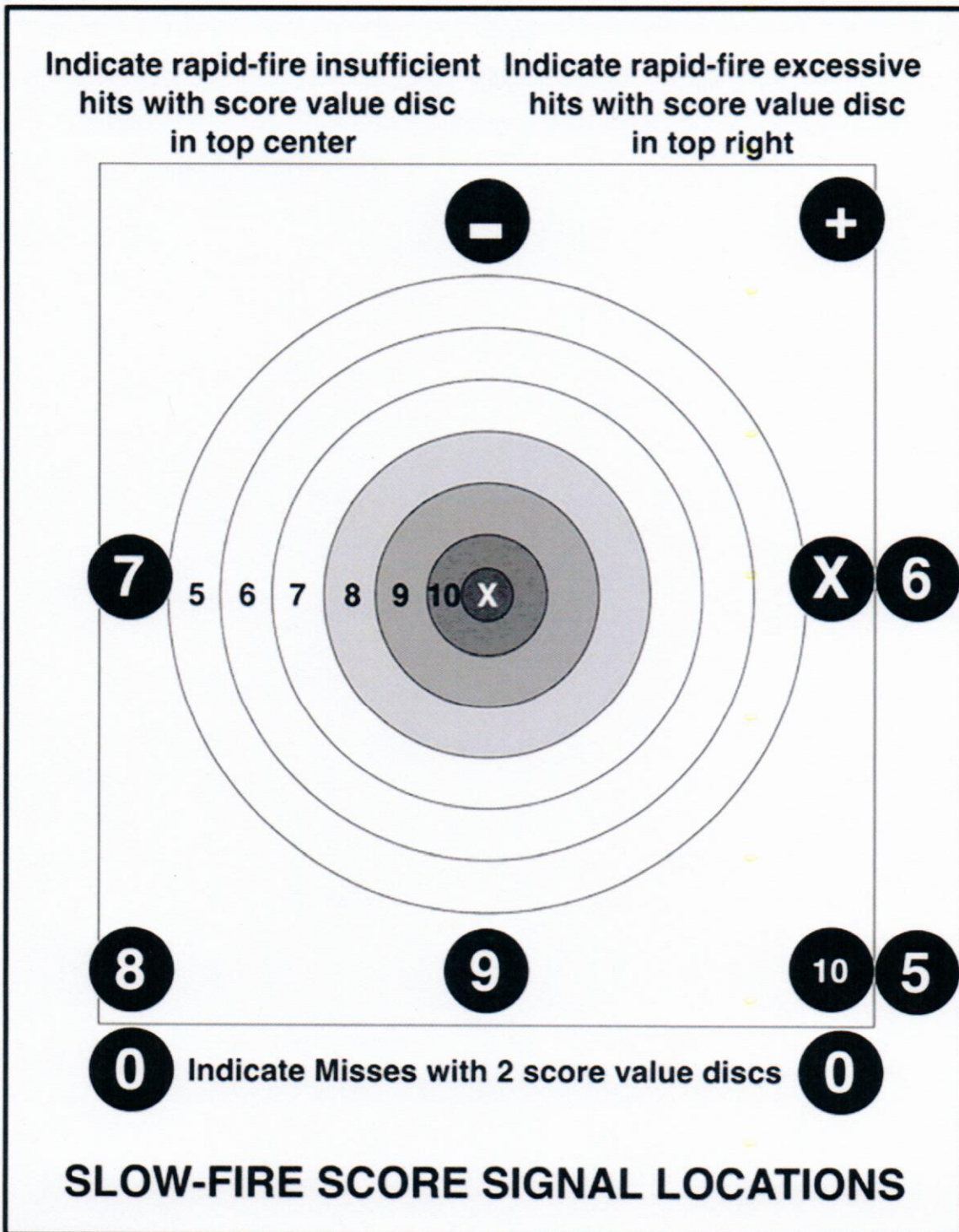


SANTA MARGARITA GUN CLUB

Highpower Rifle - Target and Scoring Information

Diagram 3



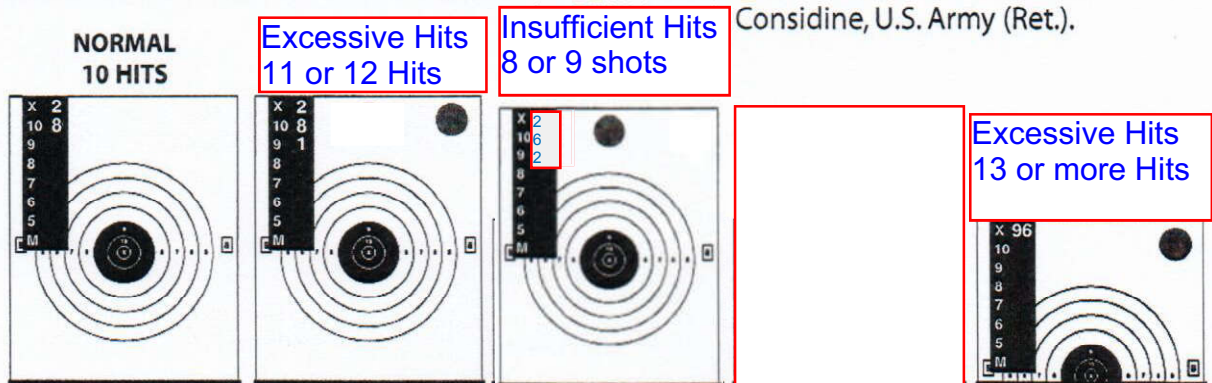
Highpower Rifle - Target and Scoring Information

Diagram 4

Highpower Rifle Rapid Fire Scoring Guide

Considine, U.S. Army (Ret.).

Modifications made to original iaw CMP 25th Edition 1/24/2022 TKJ



TARGET IS:	FULLY EXPOSED	FULLY EXPOSED	FULLY EXPOSED	AT HALF MAST
SCORING DISK IS:	Not Showing.	Showing in Top Right.	Showing in Top Center	Showing in Top Right.
SCORE BOARD READS:	10 Hits are Scored.	All 11 or 12 Hits are scored on the Board.	All Hits Scored on Board	Score of the "Low 10 Hits."
SPOTTERS ARE IN TARGET?	Yes. 10 Spotters are Shown.	Yes. All 11 or 12 Spotters are inserted.	Yes. All Spotters are inserted.	No.* Spotters are NOT Inserted.
IT MEANS:	Normal String.	Competitor has 11 or 12 Hits.	8 or 9 Shots on Target, Competitor given the value of the lowest scored shot for their last shot(s).	Competitor has 13 or more Hits.
SHOOTER'S OPTIONS ARE:	Accept Score or Challenge.	Scorekeeper Records <u>HIGH TEN</u> .	1. Accept. 2. Challenge (No refire allowed.)	1. Accept Low Ten. 2. Refire.
TARGET PULLER:	Count 10 holes before inserting Spotters.	Disregard if different Caliber. Call Official.	Check for crossfire two Targets to the left and right. Call Official.	Disregard if different Caliber. Call Official.
RULE:	3.10.3 thru 3.10.10	3.10.11d)	3.10.11b)	3.10.11d)

* **DO NOT** put spotters into target until told to do so by the Pit Officer.

This guide courtesy of nyhighpower.com B15

NOTE: This is only a guide. In the event of a conflict with NRA Highpower Rifle rules, refer to the publication. Send comments to: hrb222@nyhighpower.com