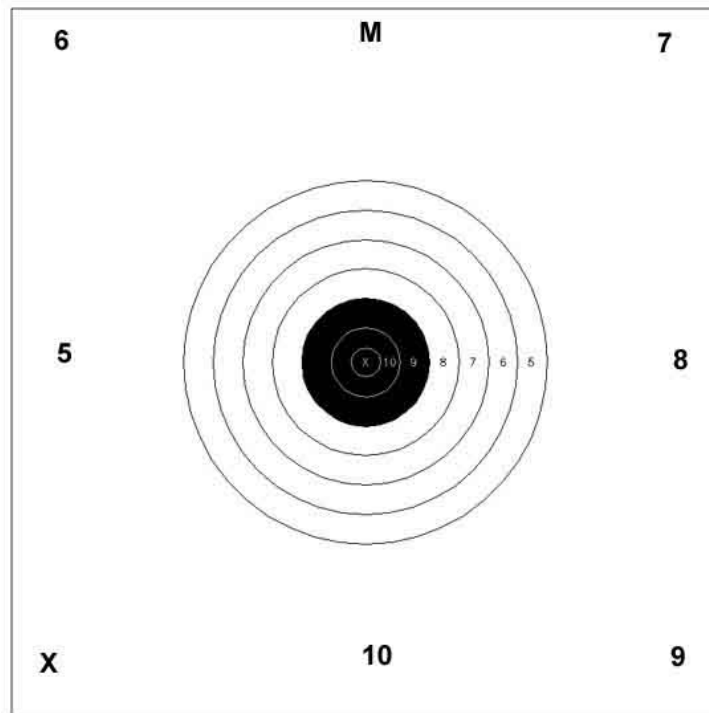


## High Power Scoring

At most matches, targets are mounted on moveable frames behind “berms” of dirt called "pits". Competitors take turns in the pits to pull and score targets for the other competitors on the firing line.

During the slow fire stage targets are marked after each shot. When the bullet goes through the target, the person(s) manning the target pulls the frame down into the pits. If the bullet went through or touched a scoring ring, the competitor gets the point value of that scoring ring. If the bullet went into the X ring the competitor gets ten points and the X count is tracked separately. X's are used for breaking ties.

A scoring disk is placed in a predetermined part of the frame and a spotting disk is placed over the bullet hole. The target is then raised back into the air so that the competitor and their scorer back at the line can see it. The scorer writes down the point value for that shot on the score sheet and the shooter may fire again. This process repeats itself for the entire string.



The above picture shows the position for the scoring disk. For example if the shot was a nine, the scoring disk is placed in the lower right corner of the target frame. Then the target is raised in the air so the scorer on the firing line can see it.

For rapid fire stages the targets are left in the raised position for the entire string. When time has expired, the target frame is pulled into the pits, the shot values noted and marked on a chalkboard. This chalkboard is hung on the target frame and the whole frame is raised up to be viewed by the shooter and scorer. Spotting disks are also placed in the shot holes so the shooter can see where he placed his/her shots.