


Highpower Rifle Rapid Fire Scoring Guide

| Normal | Excessive | | Insufficient | |
|---|---|---|--|--|
| 10 Hits  | 11 Hits  | 12 Hits or more <p>Note: If Scorer verifies that Shooter fired more than 10 rounds, Shooter receives 0 for the string. —Rule 14.10(c)(6).</p>  | ALL Hits in 9 or 10 Ring  | NOT ALL Hits in 9 or 10 Ring  |

| Target Is: | Fully Exposed | | At Half Mast | | |
|-----------------------------|--|--|-----------------------------------|--|--|
| Scoring Disk is: | Not Showing | Showing Top Center & Top Right | Upper Right Corner | Top Center | Top Center |
| Score Board Reads: | 10 Hits are scored. | All 11 Hits are Scored on Board. | Score of the Low 10 Hits | Total Number of Hits on Top "YES" in the 9 position | Total Number of Hits on Top "NO" in the 9 position |
| Spotters in Target?: | Yes. 10 Spotters are shown. | Yes. 11 Spotters are shown. | No.* Spotters are NOT inserted. | No.* Spotters are NOT inserted. | No.* Spotters are NOT inserted. |
| It Means: | Normal String | Shooter has 11 Hits. | Shooter has 12 or more Hits. | Less than 10 Hits. All are in 9 or 10 Ring. | Less than 10 Hits. NOT all are in 9 or 10 Ring. |
| Shooter Options: | Accept Score or Challenge | Scorekeeper Records HIGH Ten. | 1. Accept the LOW 10 2. Refire | 1. Accept 2. Challenge 3. Refire** | 1. Accept 2. Challenge (No refire allowed) |
| Target Puller: | Count 10 holes before inserting Spotters | Disregard if different Caliber. Call Official. | | Check for crossfires 2 Targets to the left and right. Call Official. | |
| Rule: | 14.1 thru 14.9 | 14.10(c)(3) and 14.13(3) | 14.10(c)(4) and 14.13(2) | 14.11 and 14.13(1) | 14.11.2 and 14.13(2) |

NOTE: This is only a guide.

In the event of a conflict with NRA Highpower Rifle rules, refer to that publication.

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

** Refire allowed only if there are exactly 9 hits. Shooter may refire without challenging.