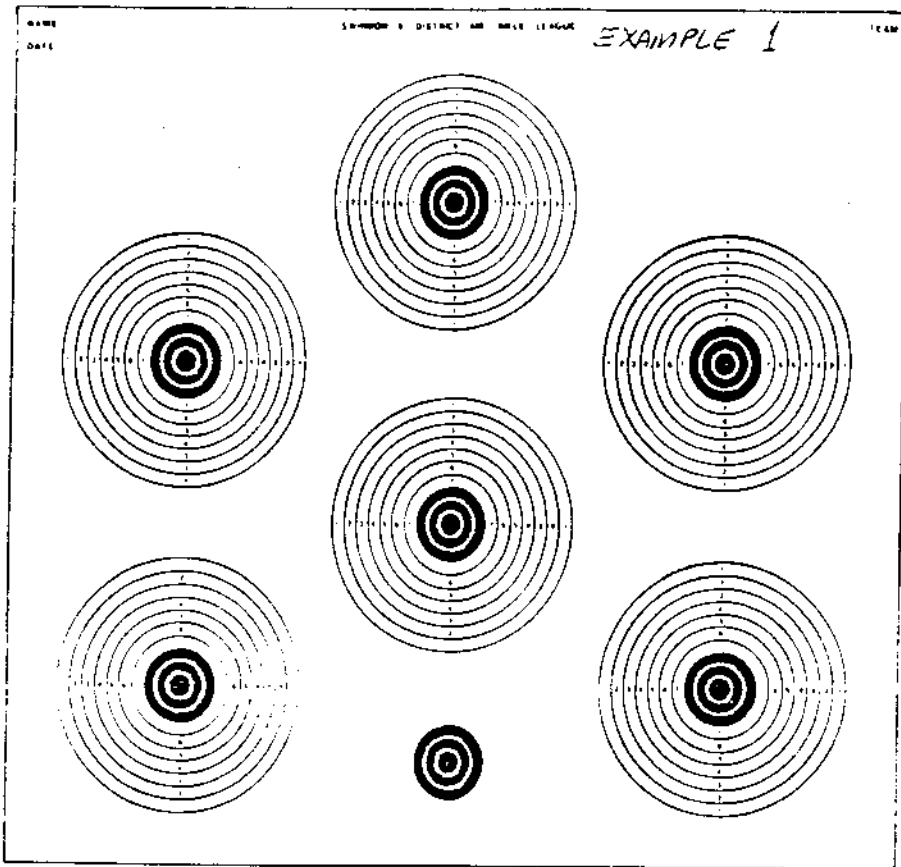




GUIDE TO SCORING ( DEC 1993 )

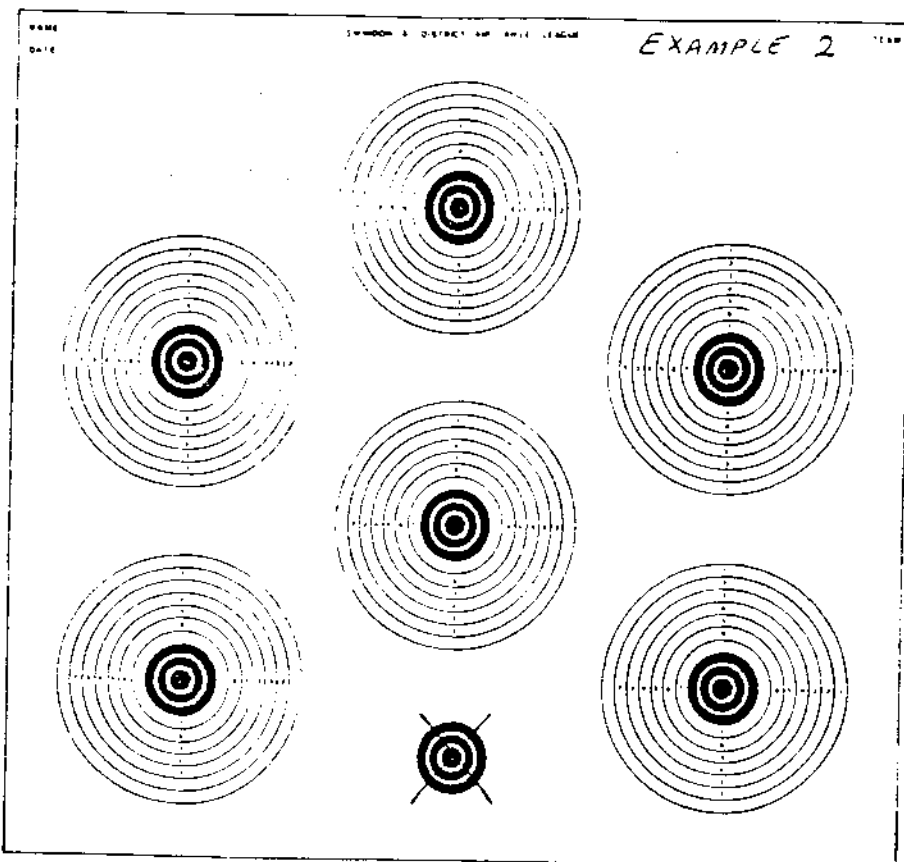
REPRINTED ( MARCH 1996 )

REPRINTED (SEPT 2000)

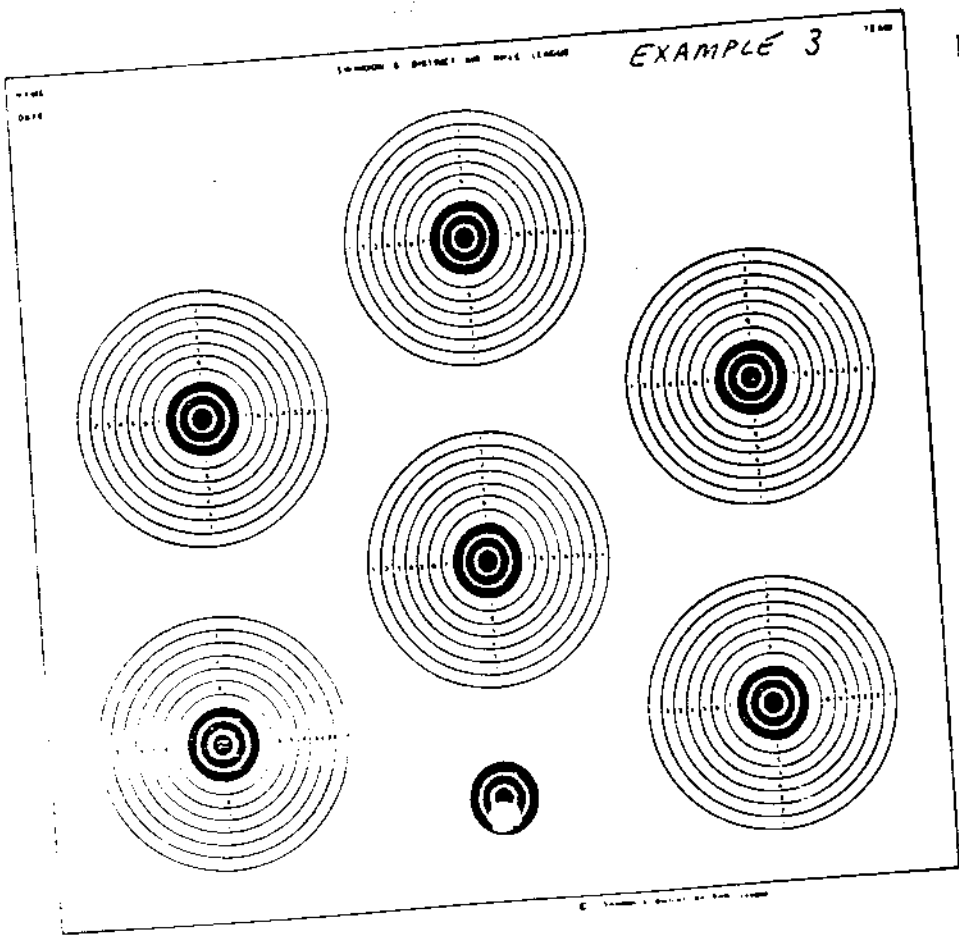


Example 1.

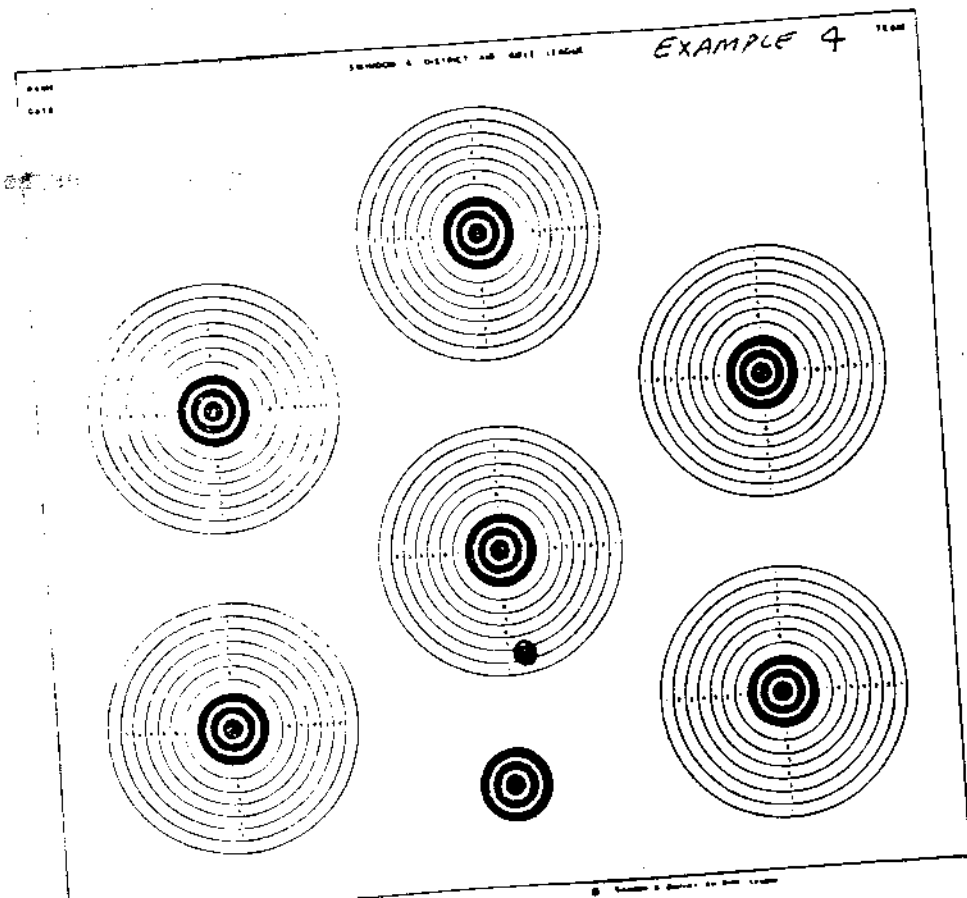
S. & D.A.R.L. Official  
Target.



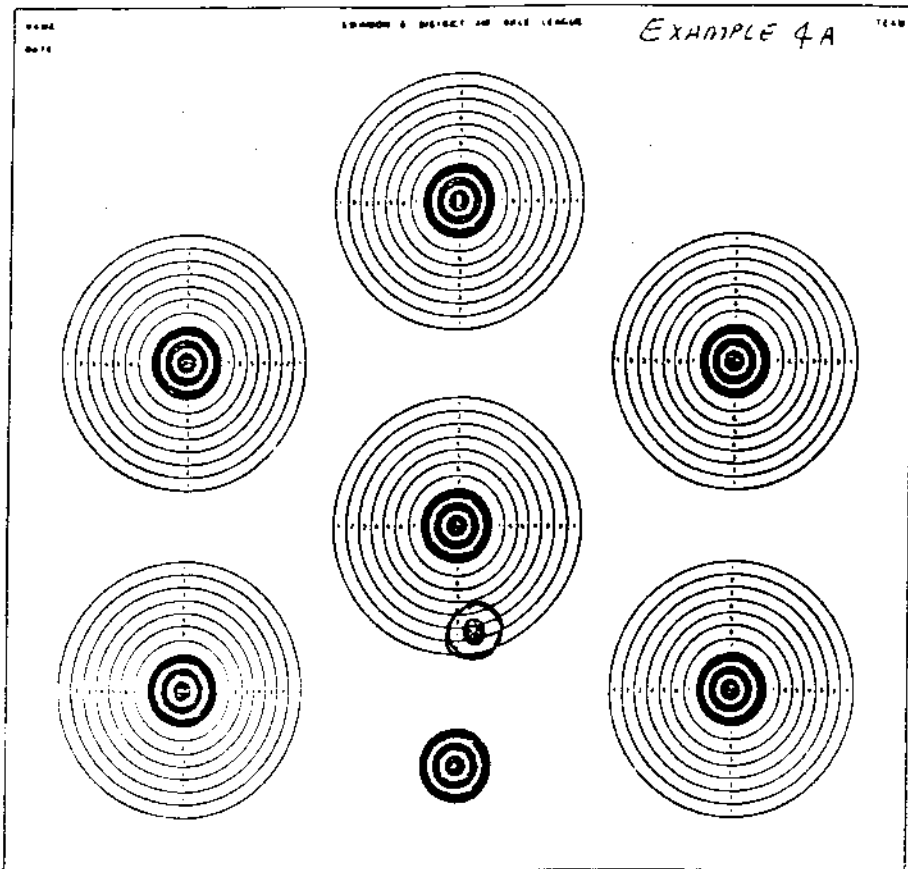
Example 2. - If a Sighter is  
NOT required. The Sighter Bull  
MUST be Crossed Off before  
the Shooter commences to fire.



Example 3. - If a Sighter is required:- It Must Be Fired First.

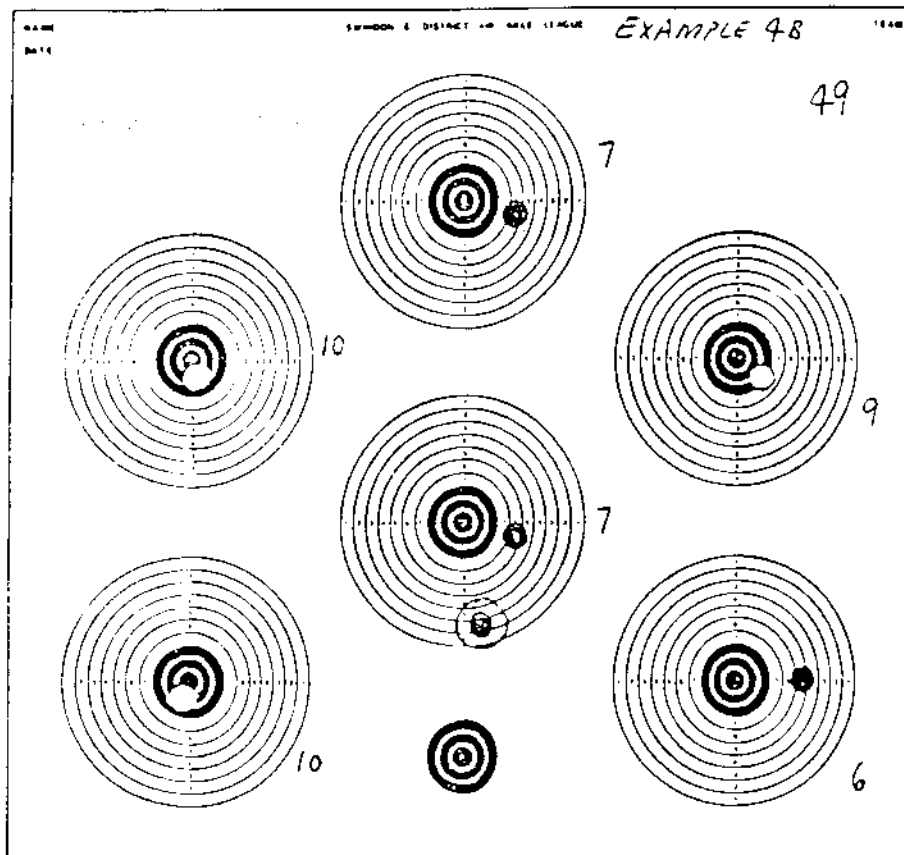


Example 4.  
Sighter Shot on another Scoring Diagram.



Example 4a.

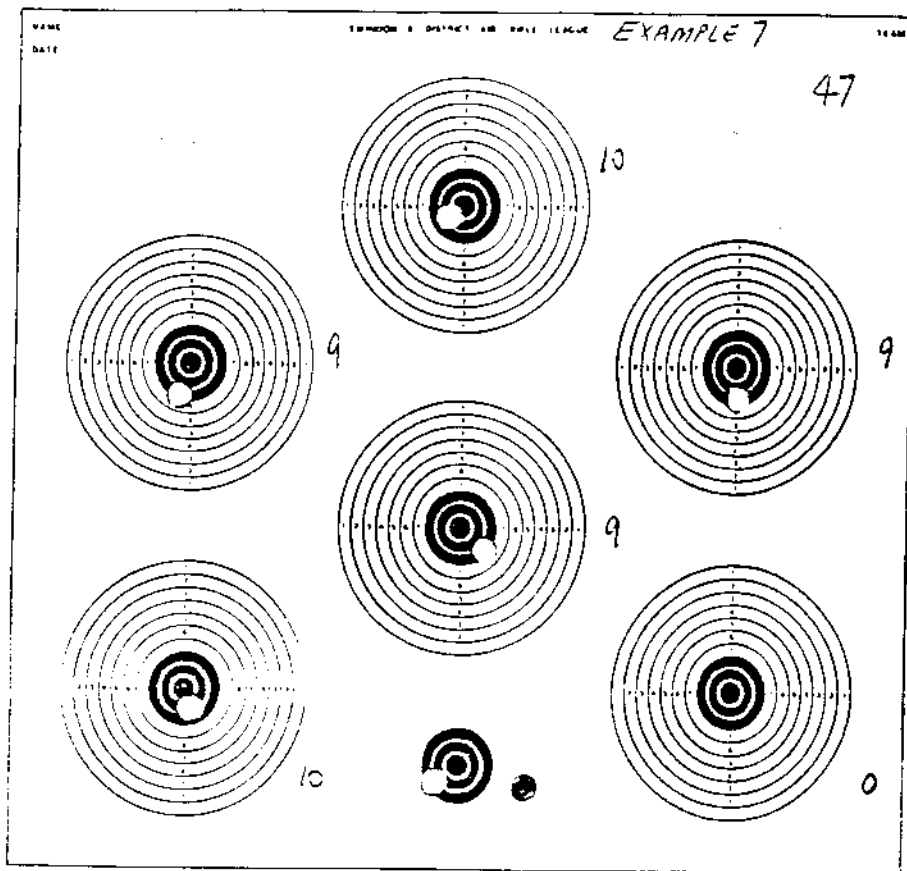
Sighter Shot ringed by both Captains.



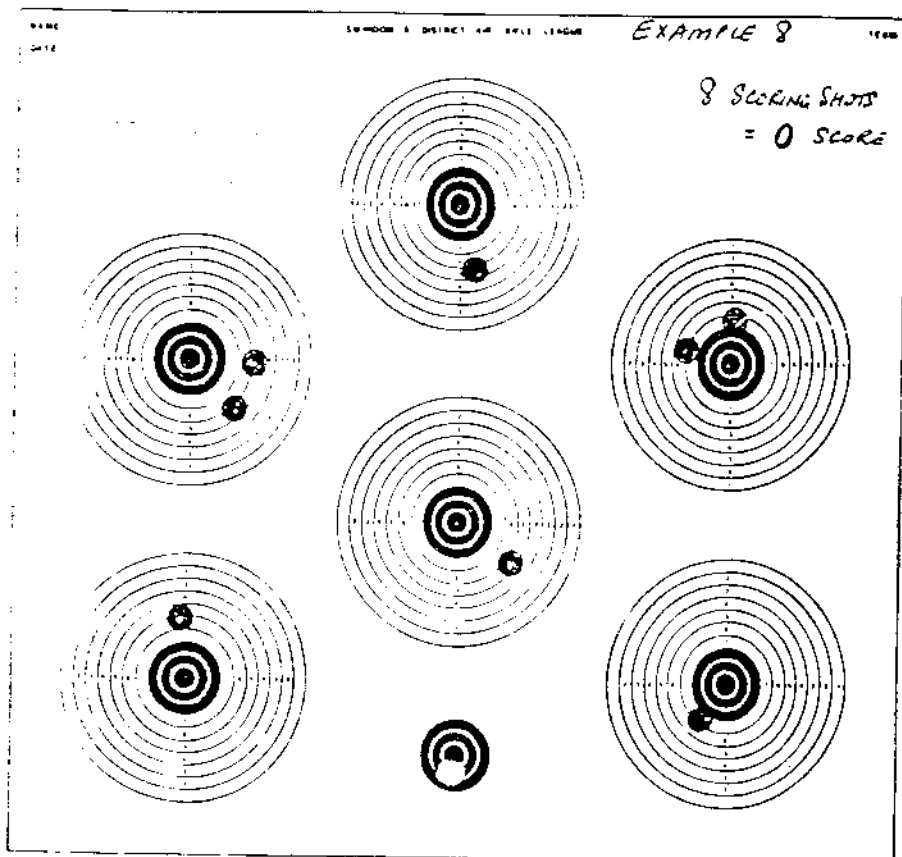
Example 4b.

Card scored normally.  
Sighter ringed - No Penalty.



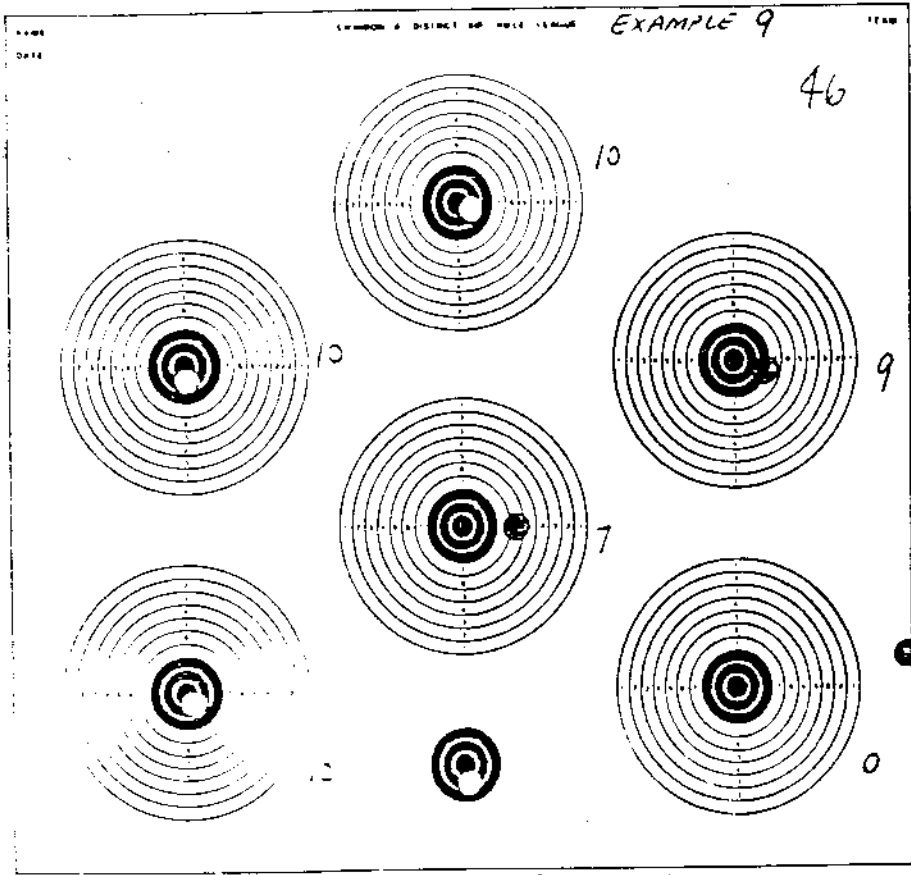


Example 7 - 2 Shots on the Sighter diagram. Score lowest inc 0(zero)



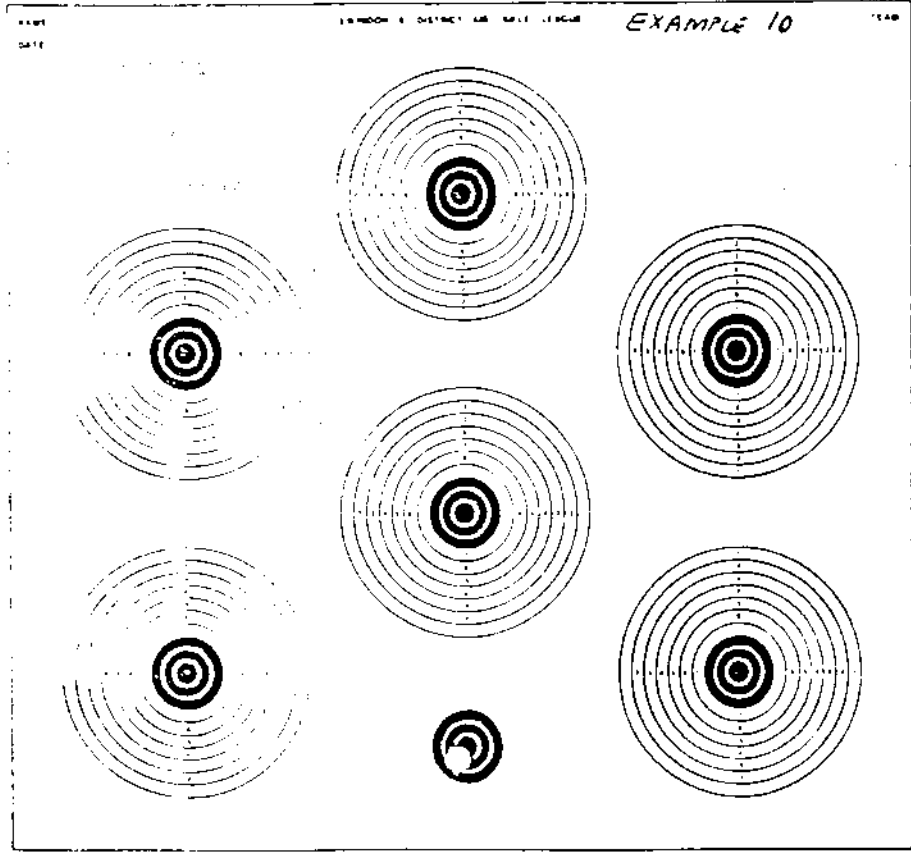
Example 8 - 2shots on two diagrams 8 scoring shots.

PENALTY = ZERO Score  
[In accordance with Rule 42]



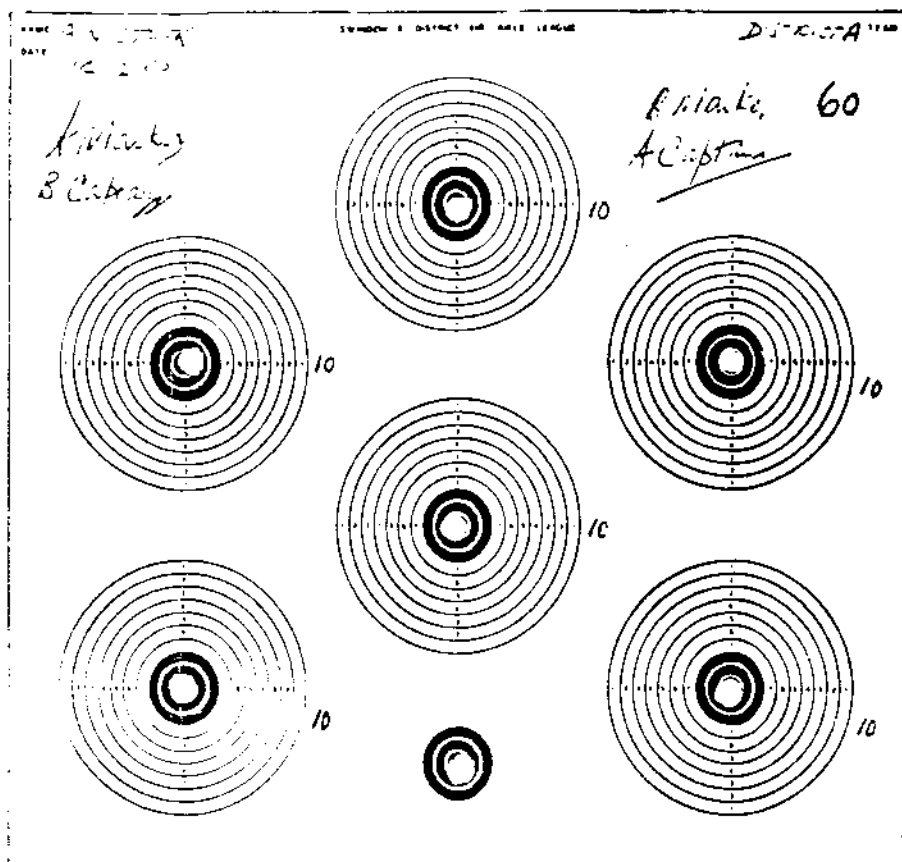
Example 9 -

Shot Inside Black Square  
not on a diagram = 0 (zero)



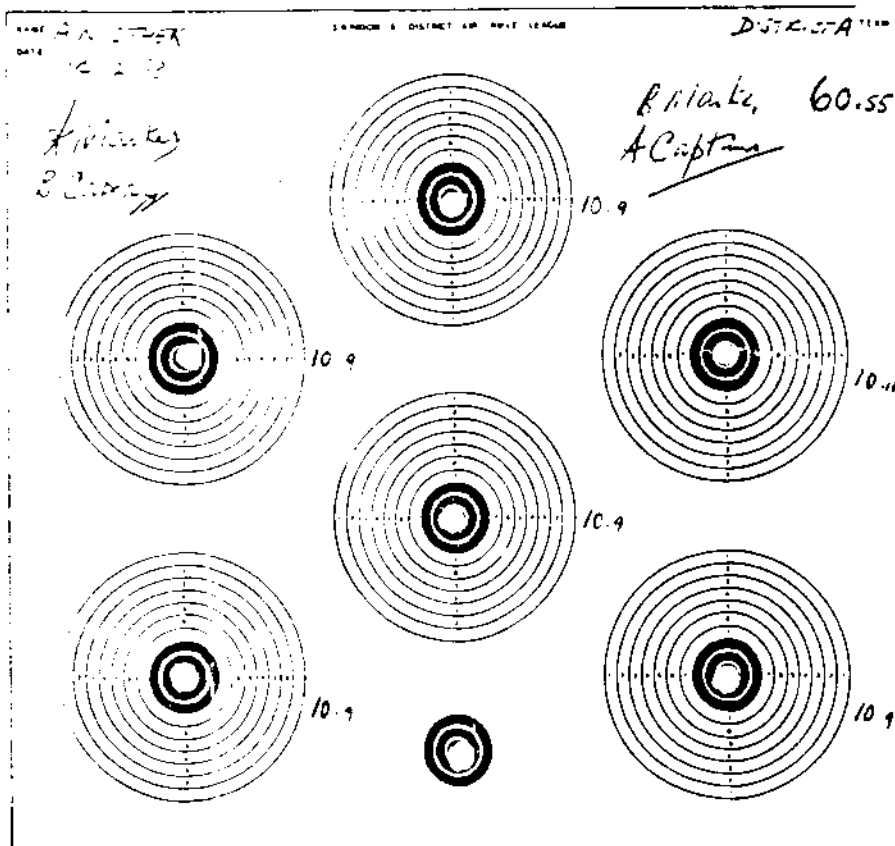
Example 10 -

Shot outside Black Square  
- Shot to be taken again.

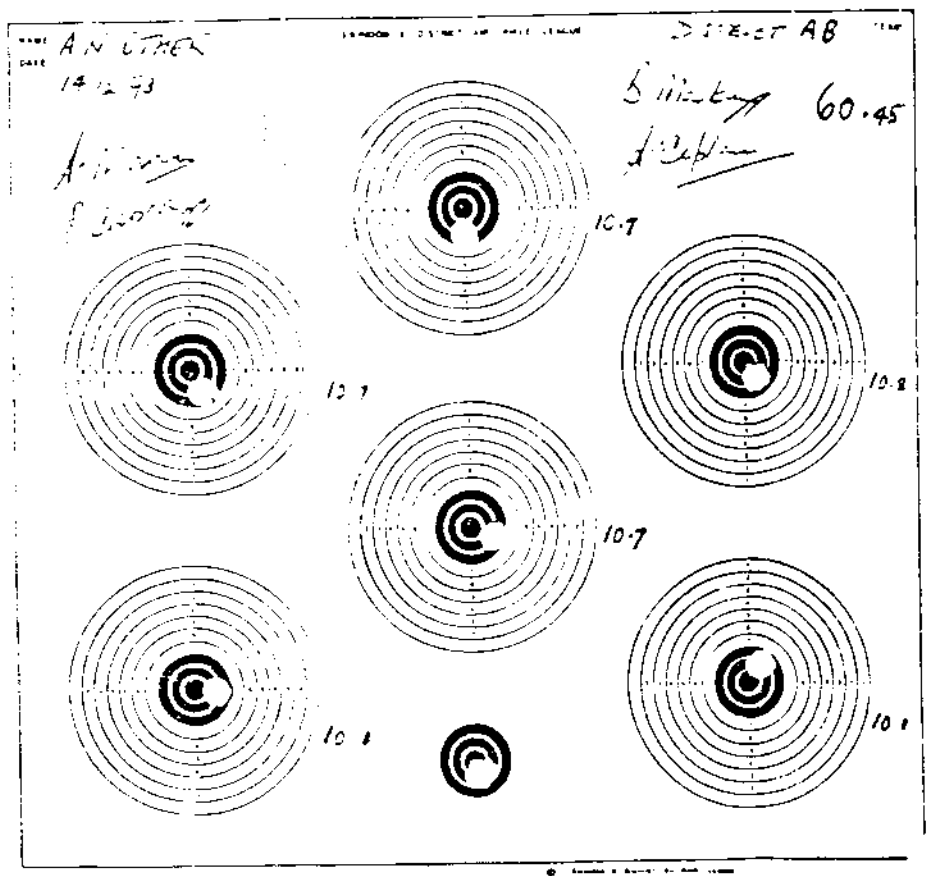
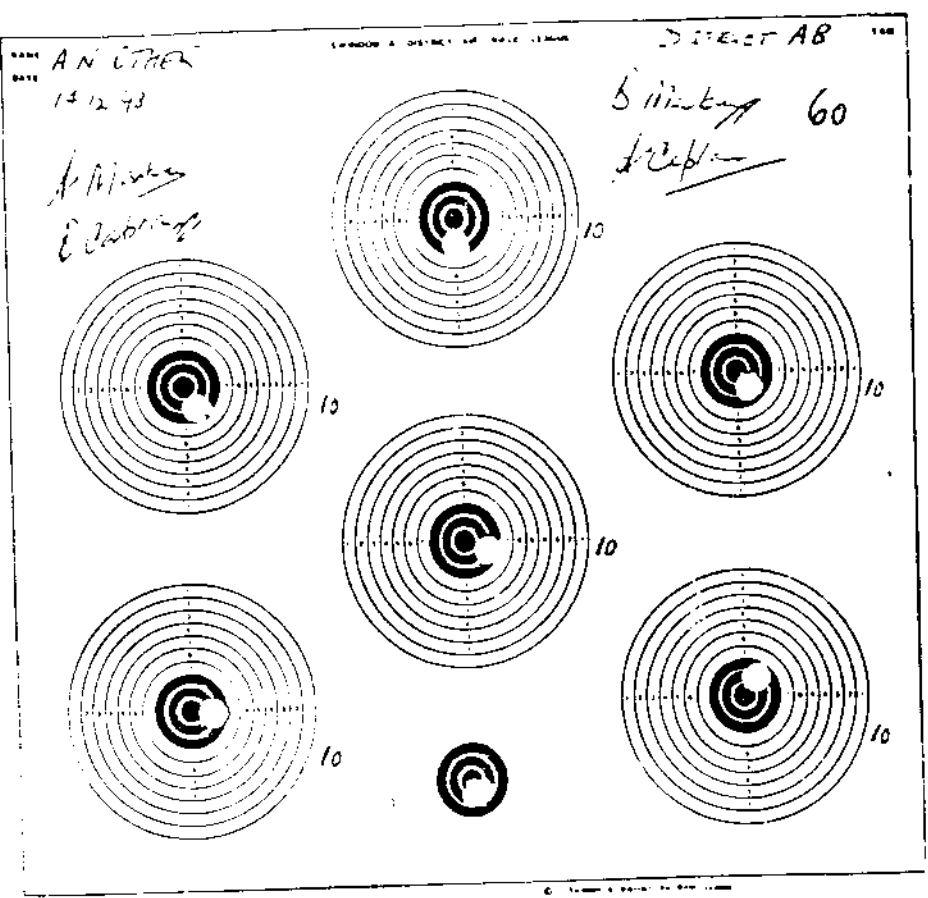


POSSIBLE TARGET

Note:- Signed by Both Markers  
and both Captains.



EXAMPLE 'AB'



OUTWARD SCORING

Note:- Example Team 'A' 60.55  
Example Team 'AB' 60.45