



BLACK POWDER SECTION

SCORING GUIDE

Tony Bruce
V3 - 22/05/2013

Pistol New Zealand - BLACK POWDER SECTION

Scoring Guide for PNZ Black Powder Events

Introduction:

This document aims to summarise the rules regarding PNZ Black Powder Matches for use by clubs and competition scorers.

This document should be used in conjunction with the appropriate rule book.

In all competitions the integrity and quality of the target scoring and results presented must be of the highest standard.

Scoring Staff Duties:

Range Officer:	Control behaviour of shooters Notify Scorers in writing of any actions or events that affect a target
Target Changers	Mount Targets for event or detail Count Shots on target after shoot Mark targets with notes for scorers prior to removing them . Take Targets off frames and back to Chief Scorer (where required)
Chief Scorer)	Examine and score all targets
Assistant Scorer)	Double check all scoring Post match results
Disputes Committee	A group of 3 people assembled to examine a disputed target. (This group will comprise the Chief Scorer, Assistant Scorer, and the Section Director/ Shoot Organiser or an experienced scorer)

Scoring Area or Room:

The Scoring activities must be done in an area or room away from the shooting area.

Non-Scoring staff (Competitors, managers or spectators) may not enter the scoring area nor interrupt the scorers

Security of Targets:

- a) Targets may not be touched by competitors during the course of the event. b) Targets may not be viewed by competitors during the course of the event, unless the targets are being re-examined.
- b) All Targets for each match must be stored together in match order, in an orderly manner that protects the targets from damage.
- c) Separate piles or containers may be used to keep target groups together during the course of the competition

Release of Targets after Competition Ends:

Unless the targets are required to be kept for archival or confirmation purposes, all targets are to be made available to the competitors one hour after the last events scores are posted, and 30 minutes before the medals are presented.

Targets will be marked in each corner:

Top Left Shooting Bay number **Top Right** Target number of pair (1 or 2)



Bottom Left Event Number

Bottom Right Shooter Number

Physical Targets To Be Used:

Note : Targets used for Island or National competitions are to be made of card, not paper.

<p>Note outer black ring is 7</p>		<p>Note outer black ring is 8</p>
<p>Used at: 25m</p>	<p>Used at: 25m</p>	<p>Used at: 50m</p>
<p>Two Targets showing: Tanzutsu Comminazo Kuchenruter Mariette Modern Single Shot Modern Revolver 13 shot Cartridge match</p> <p>One target showing: The Precision Stage of: 25m ML Aggregate 25m Cartridge Aggregate</p>	<p>One target showing: Turning Targets for: - APSUA 25m Aggregate - 25m Cartridge Aggregate</p>	<p>One target showing: APSUA 50m Precision</p>

See the following sections for the number of shots allowed on each target, and how to score the targets

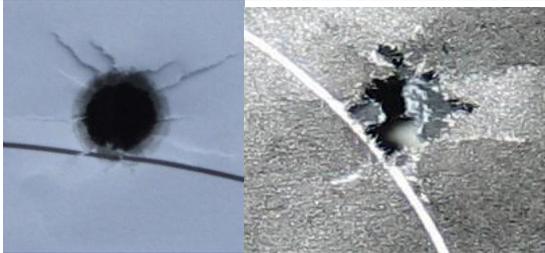
Maximum Number of Scoring Shots per Target:

13 Shot Matches	Aggregate Targets	APSUA 50m Precision Targets
13 shots on a pair of targets. With a maximum of: 7 shots on one target, and 6 shots on the other	Either 5 shots per target (in Nationals events) Or 10 shots per target in Island or Club events (if competitors agree)	10 shots per target. (This is a 40 shot match - 4 details of 10 shots each)
Highest 10 scoring shots count	5 or 10 shots per target count depending on the match	10 shots per target count
Extra Shots: If there are more than 6 shots on one target and 7 shots on the other target; then the highest scoring shots on the target with the extra shots on it get ignored until there are 6 / 7 shots, then the lowest shots are removed until you have 10 counting shots. E.g. if there were 8 and 5 shots on the two targets 10 9 9 8 8 8 7 7 10 9 8 8 8 Then the 10 would be wiped from the 8 shot target. Note also that if there were 13 shots on only one target of the pair, then the highest 6 shots would be wiped.	Extra Shots: If there are more than 5 or 10 shots on a target then the highest shot/s are ignored until a total of 5 or 10 scoring shots is reached.	Extra Shots: If there are more than 10 shots on a target then the highest shot/s are ignored until a total of 10 scoring shots is reached.
Scoring applies to: Tanzutsu Comminazo Kuchenruter Mariette Modern Single Shot Modern ML Revolver 13 shot Cartridge match	Scoring applies to: Precision and Turning Targets for: APSUA 25m Aggregate 25m ML Cartridge Aggregate	Scoring applies to: APSUA 50m Precision

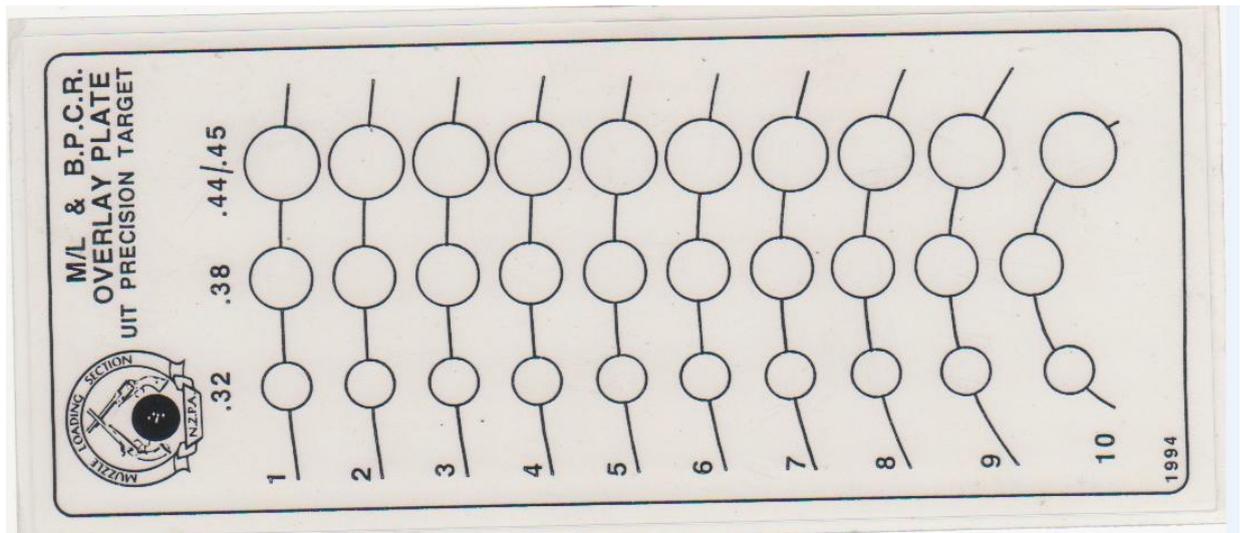
Note: In an extra shot situation, always double check the targets and total shots on either side of the affected shooter. If it can be determined that the extra shot was fired onto this target by mistake by another shooter than there is no penalty imposed

Scoring The Shots:

Note that there are 2 different methods of scoring the higher value in BP shooting.

<p>The centre of the shot hole is on or inside the higher ring. ie 50% or more inside the higher ring.</p>	<p>The edge of the hole touches the line (That is TOUCH the line - NOT CUT the Line !)</p>
 <p>Note: Do not push a plug into the hole. Use a BP Section or MLAIC scoring overlay.</p> <p>Used in these matches: Tanzutsu Comminazo Kuchenruter Mariette Modern Single Shot Modern ML Revolver 13 shot BP Cartridge Match</p>	 <p>Used in these matches: APSUA 50m Precision</p> <p>The precision and turning targets for: APSUA 25m ML Aggregate and 25m Cartridge Aggregate</p>

An example of a scoring overlay (not to scale)



Match Results:

The Chief Scorer will post each match's results as soon as possible after the completion of that match. (Ideally within one hour of the match ending)

Procedural Protests:

- a) A protest may be lodged by any competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organisational matters or methods of conducting the competition.
- b) A procedural protest may be lodged during the conduct of a competition or after the competition has been completed but not later than 30 minutes after the scores for that competition have been announced or posted.
- c) When received, the protest or appeal must be given to the event organiser as soon as possible.

Disputed Scores:

- a) When competitors feel that a match fired by themselves or by another competitor has been improperly evaluated or scored, they may challenge that evaluation or score.
- b) Such a challenge must be made within the challenge period.
It is the challenging competitor's privilege to view the target during recheck.
- c) In the first instance the competitor will be allowed to view their target in the company of the Scorer. Should the competitor still not be satisfied then the Scorer will verbally advise the Chief Scorer.
- d) Where the target of any member of the Scoring staff is in dispute, that member shall be replaced by an experienced scoring person for the purpose of resolving the dispute.
- e) *Claims involving scores must be lodged within one hour of the initial posting of the results.*

Tied Scores:

- a) In the event of ties in individual events, the winner is the one who has the highest number of shots in each scoring ring in descending order (this is called a Countback).

eg: Shooter 1 - 10 10 9 9 9 9 8 8 7 7

Shooter 2 - 10 10 9 9 9 9 9 8 7 6

In this case Shooter 2 will beat Shooter 1 as they have more 9s

- b) If the scores are the same for each ten scoring shots, **then the scoring shot furthest from the centre** will determine the loser. If the tie is still unresolved the next nearest scoring shots are used until the winner is determined.
- c) For 13 shot matches, the three non-scoring shots shall only to be considered if a tie could not be resolved on measuring the 10 counting shots.

Dispute Fee:

- a) Competitors may challenge their own score once per match without charge.
- b) If still dissatisfied and wish the target to be scored again, they must pay a challenge fee as set by the match organiser to get the target re-examined.
- c) The Official Scoring Committee will decide the target, and the majority decision will prevail and be final.
- d) A competitor challenging another competitor's target must pay the challenge fee to have that target re-scored.
- e) In both cases, if the challenge is sustained, the fee will be returned to the challenger.
- f) If the challenge is lost, the fee will be retained in the shoot revenues.
- g) Any challenge requiring a fee must be made on a challenge form, and the fee paid in advance of the re-examining of the target.