



Match Director's Bulletin

Regarding NRA Black Powder Target Rifle Rule 14.18-Signal System for Scoring Targets

The visual signaling and scoring system described below will be used for the 2012 NRA National Black Powder Target Rifle Mid-Range & Creedmoor Championships. The visual signaling and scoring system below will also be a proposed rule change at the 2012 NRA Black Powder Committee meetings for all NRA-sanctioned Black Powder Target Rifle (BPTR) tournaments in which targets are operated from pits. This rule change will be instituted to further improve current safety conditions as well as reduce any chances of injury. Furthermore, it will provide continuity with other Across-the-Course rifle disciplines as the visual signaling and scoring system will be the same.

14.18 Signal Systems for Scoring Targets-The visual signaling and scoring system described below will be used in all NRA-sanctioned Black Powder Target Rifle (BPTR) tournaments:

- (a) Slow Fire: Value disks are placed, as indicated below, on the target frame. Value disks must be a highly visible color such as fluorescent orange or black. The shooter may request the color best seen. Each target will require two value disks to adequately mark a "Miss" if necessary.
1. Pull the target down **completely**, without waiting for a request from the firing line, after the shot impacts into your target face or the impact zone on the berm.
 2. Place the spotter disk (or paster at 200 yards) in or over the bullet hole (black on white/white on black).
 3. Place the value disk in the correct location on the target face as indicated in the below target diagram.
 4. Paste the previous shot hole (black on white/white on black).
 5. Run the target back up **completely**.

Normally, target-scoring services in the pits should take 15-20 seconds. It is essential that target-scoring services are executed quickly. Targets must be pulled down **completely** after every shot, regardless of whether or not communications have been established with the firing line or regardless of shot value.

- XCenter-right side
- 10.....Bottom-right corner
- 9 Bottom-center
- 8Bottom-left corner
- 7 Center-left side
- 6 Center-right side (same as X)
- 5Bottom-right corner (same as 10)
- Miss Both bottom-left corner & bottom-right corner

