



SR Target

Walk down range target

Notice there are 10 bullet holes. Notice there are 2 "X"s scored. One shot barely broke the X ring and therefore scored as an "X". Also notice there is one shot outside the scoring rings which is scored as a Zero or miss.

The scorer would start in the middle and mark on the score two "10"s (an "X" counts as 10 points) and fill in the "X" circle. Then continue marking one ten, two "9"s, one "8", three "7"s and one miss (equals zero and fill in the "M" circle for a miss).

Add up the score (tip, it may be easier to count the lost points (10 minus point score 10-7=3) for each shot. In our example that would give you a 0,0,0,1,1,2,3,3,3,10 for a total of 23 missed points. Subtract that from 100 giving you 77) then add up the number of "x" circles filled in, in our example that would be 2. In case of a tie, the score with the most x's wins.

1	2	3	4	5	6	7	8	9	10	Score	"X"
10	10	10	9	9	8	7	7	7	0	77	2
● X OM	● X OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX OM	OX ● M		

Note: On **CMP score cards** an "X" is scored as 10 points and the circle next to the "X" is filled in (● X) to indicate shot was in the X ring. A Miss is scored as zero (0) points with the circle next to the "M" (● M) filled in to indicate the shot was a Miss.