FOR USE IN HIGH POWER
MATCHES ONLY

Procedure for scoring in a refire string: Display the target, with the spotters inserted
The target will be scored in a normal manner. Record the value of the shots fired in the
incompleted string on the front of the scorecard. Record on the back of the scorecard
the value of the shots in the refire string. Transfer to the front of the scorecard the hits
of the lowest value from the refire string which are required to complete the score.

FOR REFIRE USE ONLY
RAPID FIRE
Refire String (Complete)

200 YD   300 YD

	X	
	10	
	9	
	8	
	7	
	6	
	5	
	0	

Refire allowed (R.O. Initials) _____   Refire allowed (R.O. Initials) _____

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