Generic Score Sheet : A generic score sheet eliminates the Match Directors task of generating a stage specific score sheet thereby saving time, money and effort. Of course there is a draw back. A generic score sheet can lead to increased errors. This can however be minimized by understanding how to fill one out and is the subject at hand. When you get your score sheets at morning signups fill in at the bottom your **Name** (first and last), **ICORE#**, circle either **Open** or **Lmtd** (Limited) or **Clsc** (Classic) according to which type you are shooting and fill in a **Stage** name at top on all sheets. After the stage is shot sign your name or initials at top for **Shooter** ditto for the **R.O.**. If you are keeping score be aware that most mistakes are made on round counts or target counts. **Make sure you know how many targets there are and how many hits should be on each.** Use numbers to record hits on paper **TARGETS T1** etc. Don't confuse "**x**" and "**A**" hits. **Steel** targets are either "**A**" (hit) or "**M**" (miss), record totals and you can use the space between to keep track of misses. Use hash marks to keep track of the **PENALTIES** type under **#**. If the stage has a throw away string it is important to associate any **M**isses or **P**enalties with the string. In that case use the columns next to the string **TIME** and record misses using hash marks and penalties using totals (use **PENALTIES** box for scratch work in figuring penalty totals). For totaling stage time sum the **Target**s down and enter in **Hit.** If there is an **x** count enter the value of them (usually –1) in the **Mul**tiplier row. Multiply the **Hit**s by the **Mul**tiplier and enter in the **Tot**al row. Then sum the numbers in the **Tot**al row and enter the in the space below **Tot**al. When the subtotals are complete transfer them to their respective **OVERALL** boxes and **TOT**al down for the stage score.

TARGET				
x	A	B	C	M
T1				
T2				
T3				
T4				
T5				
T6				
T7				
T8				
T9				
T10				
T11				
T12				
T13				
T14				
T15				
T16				
T17				
T18				
T19				
T20				
Steel				
Hit				
Mul	0	1	2	5
Tot				

Stage _____

Shooter _____

R.O. _____

PENALTIES	#	x	Tot
No shoot, Procedure, Fail to engage, Ex shot, Ex hit		5	
Overtime		10	
Fail to hit stop plate		30	
		Tot	

TIME		M	P
1			
2			
3			
4			
5			
Tot			

OVERALL	
TIM	
HIT	
PEN	
TOT	

Open / Lmtd / Clsc

Name: _____ # ____