

inform the RO who will ascertain the value of the shot). He must then call out the result clearly, giving the target number, (or the competitors name), followed by the shot number, the colloquial name (if any) for the scoring zone, and the points value eg “Mr Smith, third to count, bull five”. If the competitor decides to convert one or both sighting shots, the value/s must be struck through with a diagonal line and transferred to the boxes for the first, or first and second, counting shot(s) as the case may be. Any scoring spaces left blank, crossed through or written “C” will count zero: only the shots entered in the scoring boxes will be accepted in Stats.

eg None Converted

4 3
4 5 4 V 5 4 V 5 4 5 46.2

eg One Converted

4 ~~3~~
V 5 4 5 V V 4 5 5 5 48.3

eg Both Converted.

~~3~~ 5
V 5 5 4 V V V 5 V 5 49.5

The competitor must pay attention to the scores called out by the register keeper and immediately bring any error to the attention of the register keeper. On completion of the shoot, the register keeper is to record in ink and call out the total score including V bulls. The register keeper must complete the safety

The procedure for converting sighters is described in the Range Operating Procedures shown above. These procedures are taken from the Bisley Bible 2015 and are used at international competitions such as the Commonwealth Games, national competitions within the UK and at clubs where this type of shooting takes place. The process of cherry picking the sighter as shown in the bottom table below is not permissible

Option 1 (Permissible) - No sighters converted - total number of rounds fired = 12

S	S	1	2	3	4	5	6	7	8	9	10	Tot
4	3											
		5	5	4	V	5	4	V	5	4	5	47.2

Option 2 (Permissible) - Second sighter converted - total number of rounds fire = 11

S	S	1	2	3	4	5	6	7	8	9	10	Tot
4	V											
		V	5	4	5	V	V	4	5	5	5	48.3

Option 3 (Permissible) - Both sighters converted - total number of rounds fire = 10

S	S	1	2	3	4	5	6	7	8	9	10	Tot
V	5											
		V	5	5	4	V	V	V	5	V	5	49.5

Not -Permissible - Fire 2 sighters after both fired go back and cheery pick the first sighter - then fire 9 more giving 11 fired in total

S	S	1	2	3	4	5	6	7	8	9	10	Tot
V	4											
		V	3	4	5	V	V	4	5	5	5	46.3