

	A	B	C	D	M	(M)	req'd
	<b>ALL STEEL</b>						
T 1							
T 2							
T 3							
T 4							
T 5							
T 6							
T 7							
T 8							
T 9							
T 10							
T 11							
T 12							
T 13							
T 14							
T 15							
T 16							
T 17							
T 18							
<b>TOTAL</b>							
	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>M</b>	<b>(M)</b>	<b>req'd</b>

req'd means required hits  
 (M) = disappearing target  
 N-S = no shoot penalty  
 PROC = procedural penalty

**SHOOTER INITIAL:**

SCORE KEEPER: FULL NAME \_\_\_\_\_

TIME OF DAY: . AM  
 . PM

DASHED BOX is for Virginia Count & Fixed Time multiple string stages ONLY!

STRING 1 TIME

STRING 2 TIME

STRING 3 TIME

STRING 4 TIME

**DON'T ADD UP TIMES**

**VIRG COUNT PENALTIES:**

EXTRA SHOTS

EXTRA HITS

OVERTIME SHOTS

**TIME**

Fill in your COMP # and STAGE # or your score won't be entered! NAME \_\_\_\_\_

	A	B	C	D	M	(M)	req'd
	<b>ALL STEEL</b>						
T 1							
T 2							
T 3							
T 4							
T 5							
T 6							
T 7							
T 8							
T 9							
T 10							
T 11							
T 12							
T 13							
T 14							
T 15							
T 16							
T 17							
T 18							
<b>TOTAL</b>							
	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>M</b>	<b>(M)</b>	<b>req'd</b>

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