## **1920 INTERNATIONAL (ACTION MATCH)** DATE GRADE COMPETITOR : **MOVING TARGET** NUMBER OF Х 10 5 Course of Fire (4 Targets) PENALTIES 10 Yd - 2 x 6 shots on TARGET 1 in 6 Sec PRACTICAL 15 Yd - 2 x 6 shots on TARGET 2 in 6 Sec Course of Fire (2 Targets) NUMBER OF 20 Yd - 4 x 3 shots on TARGET 3 in 6 Sec 10 Yard Χ 10 8 5 PENALTIES 25 Yd - 4 x 3 shots on TARGET 4 in 6 Sec 12 Shots (Standing) TARGET 1 TOTAL HITS 1 shot on each Target in 3 Sec TARGET 2 MULTIPLY BY 10 10 8 5 2 shots on each Target in 4 Sec SUB-TOTALS: SUBTOTALS WEAK HAND ONLY: TOTAL 3 shots on each Target in 8 Sec 15 Yard TARGET 1 **BARRICADES** 12 Shots (Standing) TARGET 2 NUMBER OF SUB-TOTALS: 1 shot on each Target in 4 Sec Course of Fire: 6 shots per Target **PENALTIES** 2 shots on each Target in 5 Sec **TOTAL HITS** 10 yd: 5 secs each Target 3 shots on each Target in 6 Sec **MULTIPLY BY** 10 10 8 5 15 yd: 6 secs each Target SUBTOTALS 25 yd: 7 secs each Target SUBTOTAL 35 yd: 8 secs each Target **TOTAL HITS MULTIPLY BY** 10 8 5 NUMBER OF SUBTOTALS Χ 10 8 5 PENALTIES 25 Yard TOTAL 12 Shots (Usually Prone) TARGET 1 1 shot on each Target in 5 Sec TARGET 2

		F	ALLING	PLAT	ES				
	HITS			CONTINUATION OF X-COUNT					
	STRING 1	STRING 2	PENALTIES	STRING 3	STRING 4	STRING 5	STRING 6	STRING 7	STRING 8
10 yd - 6 shots in 6 Sec									
15 yd - 6 shots in 7 Sec									
20 yd - 6 shots in 8 Sec									
25 yd - 6 shots in 9 Sec									
	TOTAL X's								
		MULTIPLY BY TOTAL SCORE		10					

NUMBER OF ADDITIONAL X's

GRAND TOTAL X-COUNT

