



AMERICAN AIRSOFT PRACTICAL SHOOTING

Version: 2009-1.0b

7. Scoring and Timing

7.1 General Principles

7.1.1 Approaching and Touching Targets – When the Range Officer has issued the “Range Clear” command, the competitor and Range Officer walk the stage to score the targets. During the scoring process, competitors must not touch a target in any way or interfere with the scoring process being conducted by the Range Officer. The Range Officer may impose a procedural penalty for each violation. The Range Officer calls out hits and misses and records these on the score card. After each target is scored, the competitor should verify what has been recorded on the score card. If a competitor fails to verify a score, all rights to appeal the score are waived.

7.1.2 Setting Targets – New paper targets are put up and all resettable targets (poppers, swingers, droppers, etc.) are reset prior to each competitor commencing a stage. During the scoring process, if the Range Officer determines that a paper target was not replaced (or it was damaged), or a target was not reset, or equipment failure kept a target from operating properly, then the competitor must reshoot the stage subject to the limitations of section 7.1.9.

7.1.3 Impenetrable Targets – Targets, including no-shoots, are considered impenetrable. If a BB travels through a target or no-shoot and proceeds to strike the scoring area of another target, this shot is not scored. If a BB travels through a target or no-shoot and knocks down a resettable target, then the competitor must reshoot the stage subject to the limitations of section 7.1.9. **It is the competitor’s responsibility to select lines of fire that do not cause BBs to strike more than one target per shot.**

7.1.4 Hard Cover – Hard cover includes all barriers, props, target stands, targets areas labeled as hard cover, and other areas designated as hard cover in the stage design. A BB that travels through a hard cover area and proceeds to strike the scoring area of a target is not considered for scoring. If a BB travels through hard cover and knocks down a resettable target, the competitor must reshoot the stage subject to the limitations of section 7.1.9.

7.1.5 Timers – All timing at AAPS events is performed using electronic timers attached to stop plates. Timers must be accurate to 0.01 seconds and produce a clearly audible sound to signal the start of timing. If the timer does not have an audible signal to indicate when the stop plate has been hit, then the stop plate must have an electronic detector that illuminates when the stop plate is hit. The stop plate must be capable of being activated when shot from a distance of 15’ with a gun having the minimum acceptable muzzle energy.

7.1.6 Score Cards – The Range Officer is responsible for completing the score card. All scores (whole numbers only), the stage time (two decimal places), and any penalties must be clearly entered along with other required information (including a description of any warnings issued and the nature of any penalties assessed). If corrections are made, they must be initialed by both the Range Officer and competitor. Once the score card is complete, it must be signed by both the Range Officer and the competitor and submitted to

the Statistician by the Range Officer. By signing the score card, the competitor is asserting that all information recorded on the score card is correct.

7.1.6.1 If the Statistician later finds that there are too few entries on the score card, those that have been recorded will be considered complete and conclusive. If there are too many entries or the time is not recorded, the competitor will receive a score of 0 for the stage.

7.1.6.2 Changes to Score Card – The only changes allowed to a score card after it has been signed by the Range Officer and competitor are for arithmetical errors and/or additional procedural penalties incurred by the competitor.

7.1.7 Challenging Scores – If a competitor does not agree with a score assigned by the Range Officer, the score can be appealed according to the rules in Section 9. During a scoring challenge, the target in question must not be removed, altered, or reset until the challenge has been settled.

7.1.8 Refusal to Sign Score Card – If a competitor refuses to initial corrections or to sign the score card, the card will be examined by the Range Master or Match Director if there is no Range Master. If the Range Master or Match Director determines that everything has been correctly entered on the score card, the score card will be submitted to the Statistician for computing match results. If errors are found on the score card, the Range Master (or Match Director in the absence of a Range Master), the scoring Range Officer, and the competitor will meet as soon as possible to discuss the problem. If the problem cannot be resolved to the satisfaction of all parties, the competitor will be allowed to reshoot the stage subject to the limitations of section 7.1.9.

7.1.9 Reshoots – If it is found to be appropriate for a competitor to reshoot a string or stage, the reshoot must take place as soon as all targets are replaced and/or reset. A competitor will only be allowed one reshoot per string or stage. If, during a reshoot, conditions arise that would require another reshoot, the competitor is given a score based on all targets shot, including any penalties, up to the point that would have initiated another reshoot with the time being the maximum time for the stage.

7.2 Scoring and Penalty Values

7.2.1 Comstock Scoring – Comstock scoring is used for all stages in a practical shooting match unless specified otherwise in the stage instructions. Comstock scoring allows an unlimited number of shots on each target, but only the two highest scoring shots are used for scoring paper targets.

7.2.2 Scoring Areas – Paper targets have three scoring areas designated A (Alpha), C (Charlie), and D (Delta), and a non-scoring area around the outer edge. If a paper target has a hard cover area printed on it, this area is also considered a non-scoring area. Hits in the A area count 5 points each, hits in the C area count 3 points each, and hits in the D area count 1 point each. Hits in the non-scoring areas are not assigned a score and are not counted as misses. Knock-down targets count 5 points each when they fall.



Paper Target

7.2.3 Scoring Hits – A hit is scored based on the location where the BB entered the target and does not include tears radiating out from the point of impact. If the BB diameter of a hit touches the line between two or more scoring areas or between a non-scoring and scoring area, the higher value will be scored. If the BB diameter of a hit touches the line between both a scoring area and a no-shoot area, the score and the penalty will both be recorded. The Range Officer may use a BB to help determine the point of impact on the target. Hits on a target or no-shoot that were shot through the back of the target or no-shoot do not receive a score or penalty. The advantage goes to the shooter for any hits on a target that are judged too close to call.

7.2.4 Misses

7.2.4.1 Misses in a Practical Shooting Match - A competitor is considered to have missed a paper target if there are fewer than two hits (including hits in non-scoring areas) on the target. A knock-down target is considered missed if it is left standing. Each miss on a paper or knock-down target is scored -10. When calling out hits and misses, a miss is referred to as a Mike.

7.2.4.2 A moving target that does not present at least a portion of the highest scoring area when at rest will not incur a failure to shoot or miss penalties.

7.2.4.3 Misses in a Steel Plate Match - A steel plate is considered missed if the Range Officer does not audibly detect a hit on the plate or if the electronic detector does not illuminate. Each miss is assessed a 3 second penalty.

7.2.5 Failure to Engage or Improperly Engaging a Target

7.2.5.1 Failure to Engage Paper Targets - A competitor who fails to fire at least one shot at a paper target will be assessed one procedural penalty (-10) and two misses (-20).

7.2.5.2 Failure to Engage a Knock-Down Target - Failure to engage a knock-down target is assessed one procedural penalty (-10) and one miss (-10).

7.2.5.3 Failure to Engage a Steel Plate Target – Failure to engage a steel plate target is assessed one procedural penalty (3 seconds) and one miss (3 seconds).

7.2.5.4 Improperly Engaging a Target with an Activator - Failure to activate the mechanism that starts a hidden or moving target prior to shooting the target incurs both a failure to engage penalty (-10) as well as the maximum miss penalties for the target (-10 if it is a knockdown target and -20 if it is a paper target).

7.2.5.5 Engaging Targets Out of Order – If the written instructions for a stage require that targets be engaged in a certain order, then any target shot out of order is considered a “failure to engage” error and is assessed the appropriate penalty and misses under Rules 7.2.5.1 through 7.2.5.3. Any target shot at out of order, whether struck or not, cannot be re-engaged for score. A competitor who realizes that he or she has engaged targets out of order may correct themselves and shoot the remaining targets in the correct order.

7.2.5.6 Excess Shots – If the written instructions for a stage specify that only a certain number of shots may be taken at a target, then every shot taken at a target beyond the number specified is assessed a procedural penalty and any hits by these shots do not count for score.

7.2.6 Penalties and No-Shoots

7.2.6.1 Practical Shooting Penalties - For a practical shooting match, each procedural penalty assessed by the Range Officer and each hit on a no-shoot area is scored -10.

7.2.6.2 Steel Plate Shooting Penalties - For a steel plate shooting match, each procedural penalty is 3 seconds.

7.2.7 Timing – Time commences when the Range Officer gives the start signal and stops when the stop plate is hit. Time is recorded to 0.01 s. If a competitor fails to activate the stop plate, a score of zero is assigned for the stage. If, through no fault of the competitor's, a time is not recorded for a string or stage, the competitor will be allowed to reshoot the string or stage subject to the limitations of 7.1.9.

7.2.8 Hit Factor – A competitor's hit factor is calculated by dividing total scoring points, minus penalties, by the time. The hit factor should be reported to two decimal places.

7.2.8.1 The minimum hit factor a competitor can receive for a stage is 0.

7.2.9 Stage Results

7.2.9.1 Practical Shooting Stage Results – Stage results are determined by assigning the maximum number of points for a stage to the competitor with the highest hit factor. The remaining competitors are given scores relative to their hit factors for the stage. For example, assume that the maximum points for a stage are 95 and that the top three competitors had hit factors of 12.34, 11.99, and 11.15. The top shooter is assigned a stage score of 95.00, the next best shooter is assigned a score of 92.31 ($95 * 11.99/12.34$), and the third shooter is assigned a score of 85.84. Stage results are reported to two decimal places and in descending order.

7.2.9.2 Steel Plate Shooting Stage Results – Each stage in a steel plate shooting match consists of five strings. The score for each string is the total time plus any penalties for the string. The stage score is the sum of the four best strings.

7.2.10 Match Results – Match results are determined by adding up the stage results for each competitor. Match results are reported to two decimal places and in descending order.

7.2.11 Breaking Ties – In the unlikely event that two or more competitors have the same match results, the tie may be broken by using one of the following methods. The Match Director decides which tiebreaking method to use.

7.2.11.1 For a practical shooting match, the tie can be broken by counting up the total number of "A" hits for the match for each competitor. The competitor with the largest number of "A" hits wins the tiebreaker. If the competitors are still tied, then the winner of the tiebreaker is the competitor with the fewest number of "D" hits.

7.2.11.2 For a practical shooting match, the tie can be broken by having the affected competitors shoot one or more stages selected by the Match Director until the tie is broken. The results of tiebreaker stage(s) will only be used to break the tie and do not affect points earned by the competitors during the match.

7.2.11.3 For a steel plate shooting match, the tie can be broken by using the scores from the second stage in the match.

7.2.12 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place by the Statistician for the purpose of verification by competitors.

7.2.13 If a competitor detects an error in the provisional results at the end of the match, he or she must file an appeal with the Statistician not later than 15 minutes after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.

7.3 Official Time

7.3.1 Only the timing device operated by the Range Officer must be used to record the official elapsed time for a stage. If a timing device is found to be faulty during or after a stage attempt, the competitor will be required to reshoot the stage subject to Rule 7.1.9.

7.3.1 Time for a stage attempt stops when the stop plate is shot by the competitor. The mechanism used by the stop plate for stopping the timer can be mechanical or electrical. The stop plate must be round with a diameter between 5.5 inches and 6.0 inches and held upright by a suitable support resting on the ground. The stop plate must be positioned at least seven feet from the position where it will be shot.

7.3.3 A competitor who reacts to a start signal but, for any reason, does not continue their attempt at the stage and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero score for the stage.

7.4 Scoring Programs

7.4.1 Computer-based scoring programs may be used by match officials for calculating stage and match results. The AAPS Scoring spreadsheet is suitable for matches with up to six stages.