

Eccentric and Animal Fun Shoot 2026

Scoring Guidance



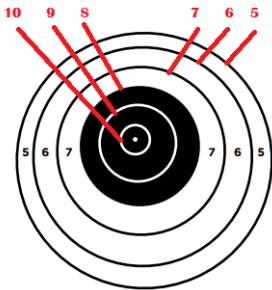
The fun shoot will be locally scored using our own rules, therefore **not all** NSRA rules will apply in this competition.

Targets will be scored with **Inward Gauging** using a standard .22 inch plug gauge for all cards shot with .22 rim fire or air pellets and with a .22A gauge for any shot with .177 air pellets. When the shot hole touches the outside edge of the scoring ring, the higher value is awarded. (NSRA Rule 5.1.6)

Oversize gauges are not compatible with the fun shoot targets and must not be used.

Most clubs will be used to local scoring with outward gauging on short range targets and these are notes to assist in determining the scores in our fun shoot.

Basic Principles of our Fun Shoot Scoring:-



The Eccentric target is as shown and using the principle of inward gauging, if the shot hole touches the outside edge of the outer ring, 5 points will be awarded and increasing through 6, 7, 8, 9 & 10. The dot is used to determine X value for the purpose of tie-breaks. This will be explained further down.



The animal target is as shown. Any shot in or touching the black of an animal outside of the scoring rings is awarded 5 points. If the shot hole touches the outside edge of the outer ring, 6 points will be awarded increasing through 7, 8, 9 & 10. The dot will be explained further down. A shot in the white but within the scoring rings is awarded the appropriate value.



10-1X: The dot is to assist in determining tie breaks, especially in benchrest, and should be entered in Rifle Leagues as an X. To score a 10-1X, with the gauge, there should be no part of the dot visible as per the Rat to the left. NSRA Rule 5.1.9 does not apply. The following do not count as a 10-1X.



- 10 Shots per card, each card being a Round in Round 1-4
- Rounds may be shot in any order and on any day before Last Day for Shooting
- Card must be witnessed and dated, the competitor does not need to sign
- NSRA Rule 5.2.1 applies if more than one shot on a diagram
- NSRA Rule 5.2.3 applies if more than 10 shots per card
- Gauging Annotations:

G+ : In : Higher Value Awarded
G- : Out : Lower Value Awarded

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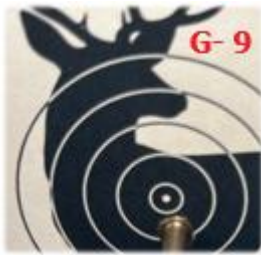


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NSRA Rule Excerpt:

- R 5.2.1** In any competition, individual or team, where a shooter places more than the specified number of shots on any target on his own card or cards, but not more than the number specified in the competition, full credit shall be given for every shot which can distinctly be seen, subject to a penalty of one point for each shot in excess on any particular target.
- R 5.2.3** Subject to Rule 5.2.1, where a card has on it more than the required number of shots, the scorer shall score the appropriate number of shots with the lowest value. A penalty of one point will be deducted for each excess shot. Where, however, the procedure in Rule 5.2.2 is followed, the shot credited to the other shooter shall be ignored.

Examples:



Gauge does not touch/break the scoring ring of the higher value.



Shot is in the white but within the scoring rings and breaks the ring for **7** points.



Shot is on Animal, outside of the scoring rings but in the black for **5** points.



Shot has missed. **0** points.

Thanks and Enjoy!