



NRC INFORMATION SHEET #6 CALLING & RECORDING, including ISSF Inner-10s



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As from 1 Jan 2009 the first step in resolving ties by count-back is the number of inner-10s.

Note that **shoot-offs** still apply to:

- Ties for 1-3rd place for any 25m events without a Final
- Ties for the last position going into a Final
- Ties at the completion of the regular number of shots in a Final

All ties not decided by a shoot-off (as above) are resolved by:

- The greatest number of inner-10s
- If still tied, counting backwards by 10-shot subtotals,
- If still tied, by the greatest number of 10s (9s, 8s, etc.)

Calling, and recording shot values on the Register/s

Shot Value	Called As	Recorded As
Inner-10*	X ("ecks")	X
Outer-10	TEN	10
9	NINE	9
8	EIGHT	8
7	SEVEN	7
6	SIX	6
5	FIVE	5
4	FOUR	4
3	THREE	3
2	TWO	2
1	ONE	1
Zero*	ZERO	0

For 25m events, both these are indicated by the red side of the wand

*Note: at **no time** is '!' or '—' to be used to record **ANY** value.

Zero is called (and for 25m events, indicated) for:

- Any shot outside the shooter's scoring rings,
- 25m skid shots more than the allowed measurement,
- Shot/s after time.

For 25m events:

- Both inner-10s and outer-10s are indicated by the red side of the wand
- All other values are indicated by the white side of the wand
- Zeros on the shooter's target are indicated for position
- It is usual to indicate a skid by a horizontal motion of the wand over the location of the shot