

FSC LRD TACTICAL MARKSMAN COURSE SCORECARD

MARK BOXES WITH AN "X" FOR A HIT, ADD UP SCORES, DETACH, TURN IN

FOR BARRICADES: ST=STAND / KN= KNEEL / SI=SIT / UP= UNSUPPORTED PRONE. 1 shot (shooter's choice) must be from support side.

Only 1 shot per position from the barricade, second chance rule does not apply to barricaded stage.

First shot on racks from the sitting position

200M / 220Y

RACK 5 ROUNDS MIN, 10 ROUNDS MAX

SITTING 1ST SHOT 12" ☐ 10 PNTS _____ POINTS

TARGET SIZE

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| 12 | 8 | 6 | 4 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | |
|---|----|----|----|
| 5 | 10 | 15 | 20 |
|---|----|----|----|

 _____ POINTS

BARRICADE (IF APPLICABLE) USE 8" TARGET, 4 ROUNDS.

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| ST | KN | SI | UP |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

10 POINTS A HIT

+2 POINTS SUPPORT SIDE HIT ☐ _____ POINTS

ZOMBIE SILHOUETTE (IF APPLICABLE) 2 ROUNDS MIN, 4 ROUNDS MAX

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| HEAD | | TORSO | |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | |
|----|----|---|---|
| 10 | 10 | 5 | 5 |
|----|----|---|---|

 _____ POINTS

UNUSED ROUNDS _____ X 5 POINTS = _____ POINTS

200M / 220Y STAGE TOTAL _____ POINTS

300M / 330Y

RACK 6 ROUNDS MIN, 12 ROUNDS MAX

SITTING 1ST SHOT 18" ☐ 15 PNTS _____ POINTS

TARGET SIZE

| | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 18 | 12 | 8 | 6 | 3 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | | |
|---|----|----|----|----|
| 5 | 10 | 15 | 20 | 25 |
|---|----|----|----|----|

 _____ POINTS

BARRICADE (IF APPLICABLE) USE 12" TARGET, 4 ROUNDS.

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| ST | KN | SI | UP |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

10 POINTS A HIT

+2 POINTS SUPPORT SIDE HIT ☐ _____ POINTS

ZOMBIE SILHOUETTE (IF APPLICABLE) 2 ROUNDS MIN, 4 ROUNDS MAX

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| HEAD | | TORSO | |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | |
|----|----|---|---|
| 15 | 15 | 5 | 5 |
|----|----|---|---|

 _____ POINTS

UNUSED ROUNDS _____ X 5 POINTS = _____ POINTS

300M / 330Y STAGE TOTAL _____ POINTS

385M / 420Y

RACK 5 ROUNDS MIN, 10 ROUNDS MAX

SITTING 1ST SHOT 18" ☐ 20 PNTS _____ POINTS

TARGET SIZE

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| 18 | 12 | 8 | 6 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | |
|----|----|----|----|
| 10 | 15 | 20 | 25 |
|----|----|----|----|

 _____ POINTS

BARRICADE (IF APPLICABLE) USE 18" TARGET, 4 ROUNDS.

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| ST | KN | SI | UP |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

10 POINTS A HIT

+2 POINTS SUPPORT SIDE HIT ☐ _____ POINTS

ZOMBIE SILHOUETTE (IF APPLICABLE) 2 ROUNDS MIN, 4 ROUNDS MAX

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| HEAD | | TORSO | |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

POINTS PER HIT

| | | | |
|----|----|----|----|
| 20 | 20 | 10 | 10 |
|----|----|----|----|

 _____ POINTS

UNUSED ROUNDS _____ X 5 POINTS = _____ POINTS

385M / 420Y STAGE TOTAL _____ POINTS

FINAL SCORING

Mark the score for each distance below.

Remember to count up unused rounds in case of having to decide a tie score.

220M / 220Y STAGE TOTAL _____ POINTS

300M / 330Y STAGE TOTAL _____ POINTS

385M / 420Y STAGE TOTAL _____ POINTS

UNUSED ROUNDS _____

| |
|--|
| |
|--|

 TOTAL

NAME: _____

EMAIL / PHONE: _____

FOR TRL STANDINGS:

BULLET WEIGHT: _____ Open Div. _____ BCVF over 1500
Limited Div. _____ BCVF under 1490
KNOWN VELOCITY: _____ Mil Spc Div. _____ Active LE & Mil
Serv. Rifle Div. _____ Open Sight
KNOWN BC: _____ Gas Gun Division (reg & nat. matches)
BCVF = Velocity X B.C.

Number of shooters for the entire match: 1pts per shooter
Total Estimated Round Count = 1pts per round

CALIBER: _____

BOLT _____ SEMI _____ OTHER _____

CENTERFIRE _____ RIMFIRE _____

BARREL: HEAVY _____ SPORTER _____