



## QPPC SCORE SHEET

<b>ACTION – FALLING PLATE MATCH</b>										
<b>DATE:</b>	<b>HITS</b>			<b>CONTINUATION OF 'X' COUNT</b>						
	STRING 1	STRING 2	PENALTIES	STRING 3	STRING 4	STRING 5	STRING 6	STRING 7	STRING 8	STRING 9
<b>10 YDS – 6 SHOTS IN 6 SEC</b>										
<b>15 YDS – 6 SHOTS IN 7 SEC</b>										
<b>20 YDS – 6 SHOTS IN 8 SEC</b>										
<b>25 YDS – 6 SHOTS IN 9 SEC</b>										
<b>COMPETITOR NAME:</b>	<b>TOTAL X</b>									
	<b>MULTIPLY X</b>			<b>10</b>			<b>NUMBER OF ADDITIONAL X'S</b>			
	<b>TOTAL SCORE</b>						<b>GRAND TOTAL X COUNT</b>			

## Falling Plate Scoring

The plate must be knocked down to score as a hit; each hit is scored 10 points and 1 X.

Only plates hit within the authorized time limits are scored. Penalties will be assessed for procedural errors or for each round fired over the designated number.

### Procedural Penalties

10 Point 1 x Penalty for late shot.

10 Point 1 x Penalty for extra shot.

Examples-Seven shots fired, 6 plates hit within the time limit, the resulting score would be:  $60-6x$  minus 10 points -1 x penalty =  $50-5x$ ; six shots fired, the sixth shot is late, all 6 plates hit, the score is:  $60-6x$  minus 10-1x penalty =  $50-5x$ ; six shots fired, the sixth shot is late. The last plate is missed; the score is  $50-5x$  (no additional penalty assessed).

**Breaking Ties in Falling Plate Event** - When the event is completed with a score of 480-48X, the competitor shall repeat the complete event, starting at the 10-yard line, at time limits reduced by one (1) second per string per stage, until one plate is missed. The time limits shall be reduced by one (1) additional second each time the complete event is repeated. The number of plates knocked down until a plate is missed shall determine the "X" count and winner of the match.