

PROCEDURE FOR OFFICIAL RECOGNITION OF A SCORE WORLD RECORD

Revised September 21, 2015

1. All targets must be signed by Two MATCH OFFICIALS (including REFEREES AND THE RANGE OFFICER).
2. Targets, and a copy of the registration card must be sent to the Regional Director by the Host Club. The targets must not leave the Club grounds except in the possession of a Match Official, someone who did not shoot the record.
3. The Regional Director measures the targets, and if the score and X count appears to exceed the current record, sends the targets, registration card, and a NBRSA Score World Record Submission Form properly filled out, to the Chairman of the Score Shooting Committee.
4. The Chairman checks the targets, makes sure all targets are signed by two Match Officials, checks the information on the card. And if everything is okay, covers up the range scores, measures the targets, records the scores, assigns a number to each target, and then sends the target or targets, with the proper forms, to the first Member of the Score Committee.
5. The targets will be measured by all Members of the Committee.
6. The Committee Member measures the targets, records the scores in his own records, and on the form, sends a copy of the form back to the Chairman, and sends the targets and form to the next Committee Member. When the last Committee Member has measured the targets, he sends the targets and form back to the Chairman.
7. The Chairman records all of the information in his records, determines if it is a World Record. If it is a World Record, he sends the proper forms to the President, to the Business Manager, and to the Editor of our magazine. He then returns the targets, with the measuring information to the Competitor. If it is NOT a World Record, he returns the targets and the measuring information to the Competitor.
8. The Business Manager sends the Competitor a World Record Certificate, and the Editor puts the record and all the information in the magazine.

Rich Carpenter
Chairman, Score Shooting Committee