

Scorekeeper Tasks

To ensure their place in Heaven

The scorekeeper keeps the squad running by making sure the shooters know when their turn to shoot is near.

When the scorekeeper is in the hole, pass the clipboard to someone else.

At the start of the stage the first scorekeeper makes sure the correct stage number is in the upper left corner of the score sheet.

If **you** cannot read the shooters name then call the shooter and make it clear so the stats person will be able to read it.

Write the times and target scores clearly. It does not matter which target is target 1; just write the scores as you hear them and make sure you have a score for each target. For example; for 6 targets, you should have 6 scores. If you don't have enough scores tell the SO right away, so it can be fixed. Just write the missing score at the end of the list. Always put a put a zero instead of leaving the score blank.

The scorekeeper must speak loudly and clearly so the shooters can hear with their hearing protection on.

Here is the cycle of a scorekeeper's life. These points are done for each shooter.

1. Call out the 'Shooter' by saying their name from the score sheet and 'is the shooter'; for example; Bill H. is the shooter
2. Call out the 'On deck' shooter by saying their name and 'is on deck'; for example; Bob J. is on Deck
3. Call out the 'In the hole' shooter by saying their name and 'In the hole'; for example; Mary K. is in the hole.
4. See that the shooter has come to the start position with their cover, if required.
5. Stand behind the SO; so that when the shooter is finished you can see the time and write down the time immediately.
6. Follow the SO and write down the scores as they are called out by the SO.
7. As soon as the scores are recorded and you are walking back up-range, start over again at #1 so there is less waiting time.

When all shooters have finished the stage send the completed score sheet to the sign-in table so the scores can be entered into the computer.