THAA THAA		Scoresheet			6-runs of R2-3-3 (double, angled triple, triple); on a 90m track				
		Raid 2-3-	3 90m		The 6 runs should be run, in this order, in a single session				
		Use			Use HA scoring for competitions, postal matches & HA grades				
					scoring (ie. no timing required) for children & S grades				
		Applicant's Name:			Club:				
						Location Of Event:			
Witness:		Print Name				Signature	<u> </u>		
(1 required for postal)		Time Name				0.8			
2 <sup>nd</sup> witness:		Print Name				Signature			
(2 required if grading)						•			
								-	
Doub	ole shot – 9	0m				[allotted time = 14s for	HA / just	canter for S]	
Run Time		Points	Point	S	Target Bonus <sup>f</sup>	Time Bonus /	Total score		
		[target 1]	* [target	2]	_	Penalty			
1									
2									
Total a	rrow points + b	onuses		•					
(S score)  * if touch arrow before start, mark "D/Q" in score of first target attempted  Final HA score									
	* if touch arrow before start, mark "D/Q" in score of first target attempted								
" 2 pts	s for hitting bot	th targets							
<b>Angled triple-90m</b> [allotted time = 14s for HA / just canter for S]									
Run	Time	Points*	Doints	Points		Time Bonus (if hit 2			
Kuli	Tille	[T 1]			Target Bonus #	targets) / Penalty	Total score		
3		[1 1]	[12]	[T 3]	Bollas	, , , , , , , , , , , , , , , , , , ,			
4									
Total arrow points + bonuses									
(S score)									
			un with an arrow nocked			Final HA score			
# 3 pt	s for hitting all	3 targets							
T!1	a abat 00	)				5 N 1 4.4.6	*** / /	6 01	
	le shot - 90					allotted time = 14s for HA / just			
Run	Time	Points*	Points	Points		Time Bonus (if hit 2 targets) / Penalty	То	tal score	
		[T 1]	[T 2]	[T 3]	Bonus #	targets// Perialty			
5									
6									
Total a	rrow points I h	nonusos l							
Total arrow points + bonuses (S score)									
* riders may start the run with an arrow nocked						Final HA score			
	s for hitting all								
				_					
Total R 2-3-3 STUDENT score:			Grade		Total R 2-	3-3 HORSEARCHER score: Grade			
			(S1-6):			(HA1-10):		(HA1-10):	
= Arrow points + triple shot target bonuses					= Arrow points + triple shot target bonuses +/- time bonus/penalty				
Applicant's Signature: Date:									