

	Postal Match Scoresheet - Skirmish 90 4 runs Skirmish 90 on a 90m track. Should be run in a single session			
	Applicant's Name: Child (13 or younger) <input type="checkbox"/> / Junior (14-17) <input type="checkbox"/> Disabled <input type="checkbox"/>	Club: Location Of Event:		
Witness: (1 required for postal)	<table border="1" style="width: 100%;"> <tr> <td style="width: 50%;">Print Name</td> <td style="width: 50%;">Signature</td> </tr> </table>		Print Name	Signature
Print Name	Signature			
2nd witness: (2 required if grading)	<table border="1" style="width: 100%;"> <tr> <td style="width: 50%;">Print Name</td> <td style="width: 50%;">Signature</td> </tr> </table>		Print Name	Signature
Print Name	Signature			

Skirmish 90

[par time = 14s]

Run	Time	Points [T 1 – back]	Points [T 2 - forward]	Points [T 3 - ground]	Points [T 4 - back]	Points [T 5 - offside]	Target Bonus *	Time Bonus / Penalty**	Total score
1									
2									
3									
4									
# Riders may start the run with an arrow nocked. * 4 pts for hitting all 5 targets , 3 pts for hitting any 4 targets ** If the rider hits 2 targets, and rides faster than the par time, he gains 1.5pts/sec ** For riding slower than the par time the rider loses speed points at 1.5pts/sec ** Riders cannot register a negative score for a run <div style="text-align: right;">Final Skirmish Score</div>									

FINAL SCORE	Applicant's Signature:	Date:
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