

Ultimate Hunter Muzzle Loader Competition Scoresheet

Penalties: Letter of penalty to be entered in Assessed Penalty boxes

- A Previewing Stage 20 Points
- B Touching, moving or altering Target Indicators 20 Points
- C Failure to deploy gear on the clock 20 Points
- D Coaching 20 Points
- E Failing to carry all gear 20 Points
- F Boundary violation 20 Points per shot
- G FTDR 90 points
- H Illegal Gear (zero score)



Stage 1	Target 1	Red	50	<input type="text"/>	25	<input type="text"/>					Total Points	<input type="text"/>
	Target 2	White	100	<input type="text"/>	50	<input type="text"/>	25	<input type="text"/>	-	Penalty Points	<input type="text"/>	
									÷	Final Time	<input type="text"/>	
									X10 =	Stage Hit Factor	<input type="text"/>	
				Assessed Penalties <input type="text"/>								

Stage 2	Target 1	Red	20	<input type="text"/>	10	<input type="text"/>					Total Points	<input type="text"/>
	Target 2	White	100	<input type="text"/>	50	<input type="text"/>	25	<input type="text"/>	-	Penalty Points	<input type="text"/>	
									÷	Final Time	<input type="text"/>	
									X10 =	Stage Hit Factor	<input type="text"/>	
				Assessed Penalties <input type="text"/>								

Stage 3	Target 1	Red	20	<input type="text"/>	10	<input type="text"/>					Total Points	<input type="text"/>
	Target 2	White	100	<input type="text"/>	50	<input type="text"/>	25	<input type="text"/>	-	Penalty Points	<input type="text"/>	
									÷	Final Time	<input type="text"/>	
									X10 =	Stage Hit Factor	<input type="text"/>	
				Assessed Penalties <input type="text"/>								

Stage 4	Target 1	Red	20	<input type="text"/>	10	<input type="text"/>					Total Points	<input type="text"/>
	Target 2	White	100	<input type="text"/>	50	<input type="text"/>	25	<input type="text"/>	-	Penalty Points	<input type="text"/>	
									÷	Final Time	<input type="text"/>	
									X10 =	Stage Hit Factor	<input type="text"/>	
				Assessed Penalties <input type="text"/>								

Stage 5	Target 1	Red	20	<input type="text"/>	10	<input type="text"/>					Total Points	<input type="text"/>
	Target 2	White	100	<input type="text"/>	50	<input type="text"/>	25	<input type="text"/>	-	Penalty Points	<input type="text"/>	
									÷	Final Time	<input type="text"/>	
									X10 =	Stage Hit Factor	<input type="text"/>	
				Assessed Penalties <input type="text"/>								

Name: _____

UHMCA Member # _____

Class: _____

Division (check one) Primitive Classic
 Modern Open

Final Score: _____
 (sum of stage hit factors)