

# PRIMITIVE SHOOT

## Silhouettes:

Name \_\_\_\_\_

Shooter Number \_\_\_\_\_

**Silhouettes** – Shoot 5 shots at each set of the silhouettes. Only shoot 1 set (A, B or C) of silhouettes per relay. Mark an **X** for a hit and **O** for a miss. The silhouette **must fall off the board to be a hit**. A tilt is NOT considered a hit. You are responsible for resetting the silhouettes you knock over at the end of the relay.

### Silhouettes A

### Silhouettes B

### Silhouettes C

1   2   3   4   5

1   2   3   4   5

1   2   3   4   5

## Novelty:

Complete 1 shot at each novelty target. Complete all 5 shots in one relay.

Mark an **X** for a hit and a **O** for a miss. A hit is defined as:

**TIN PLATE** – You must hit at least “nick” the center of the tin plate. The outside edge is a miss.

**APPLE** – Any visible mark on the apple is a hit.

**MINI-CUP** – A crack in the cup or any penetration is a hit. Going through the side is a hit.

**FEATHER** – You must totally split the spine and separate the feather into 2 pieces for a hit.

**CHARCOAL** – Shoot out any part of the charcoal briquet to score a hit.

TIN PLATE

APPLE

MINI-CUP

FEATHER

CHARCOAL

\_\_\_\_\_  
X or O

\_\_\_\_\_  
X or O

\_\_\_\_\_  
X or O

\_\_\_\_\_  
X or O

\_\_\_\_\_  
X or O

**A Hit closest to the center of the Tin Plate is the tie-breaker!**

