

# SKEET



**DEAD TARGET:**  
Indicates a dead, hit, broken, or chipped target hit.



**LOST TARGET:**  
Indicates a completely missed target or lost.



**MISMARKED TARGET:**  
Write "dead" to indicate a dead target incorrectly marked as lost.

EVENT WEEK: \_\_\_\_\_ FIELD #: \_\_\_\_\_

SCOREKEEPER: \_\_\_\_\_

TEAM: \_\_\_\_\_

Athlete	Total	Subtotal	1 SGLS		1 DBLS		2 SGLS		2 DBLS		3 SGLS		4 SGLS		5 SGLS		6 SGLS		6 DBLS		7 SGLS		7 DBLS		8 SGLS		OPT
			H	L	H	L	H	L	H	L	H	L	H	L	H	L	L	H	H	L	L	H	H	L	H	L	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
			ROUND 1																								
			ROUND 2																								
			ROUND 1																								
			ROUND 2																								
			ROUND 1																								
			ROUND 2																								
			ROUND 1																								
			ROUND 2																								
			ROUND 1																								
			ROUND 2																								