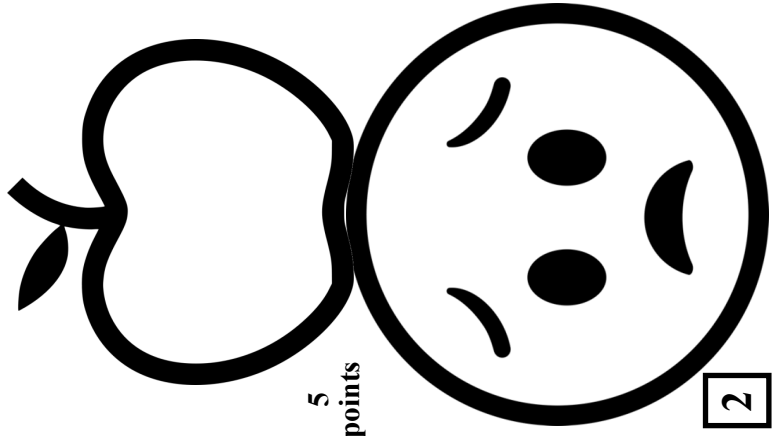


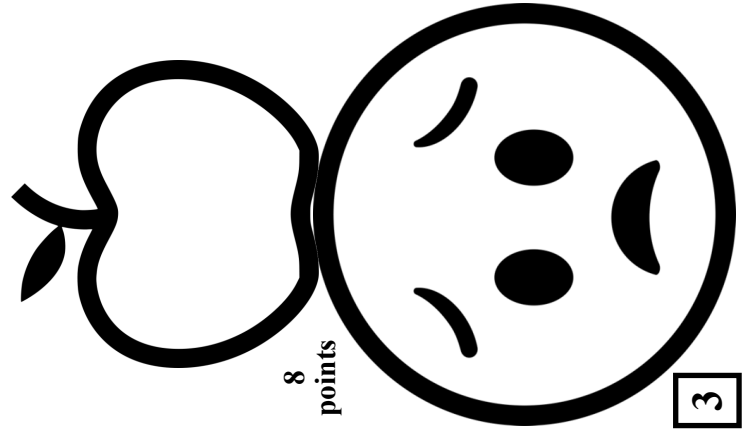
2  
points

1



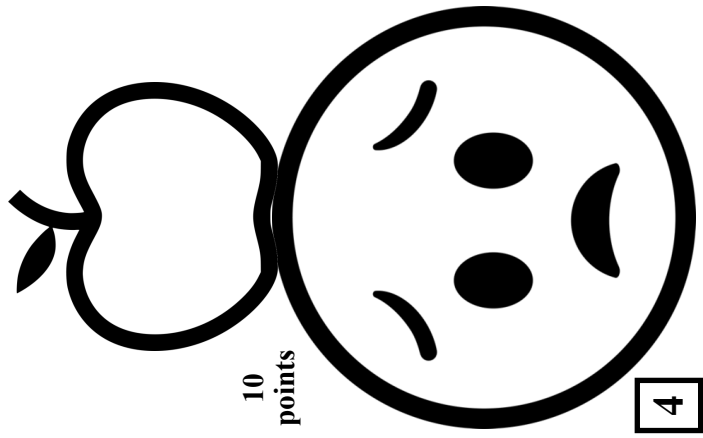
5  
points

2



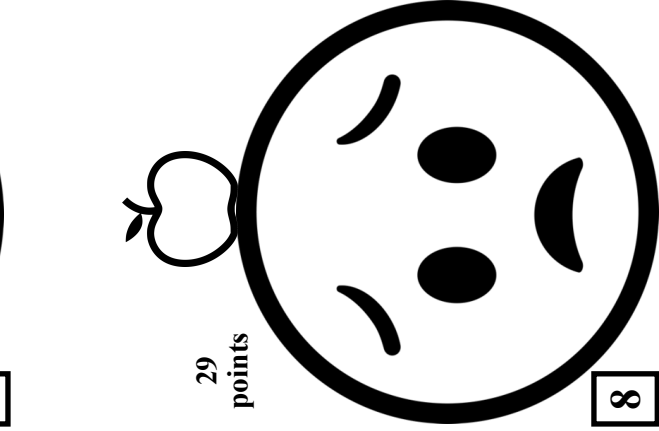
8  
points

3



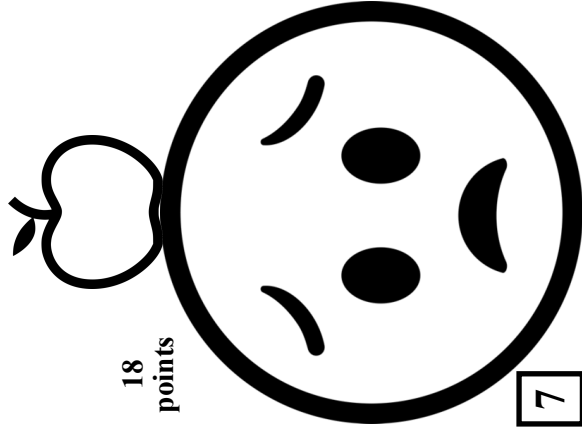
10  
points

4



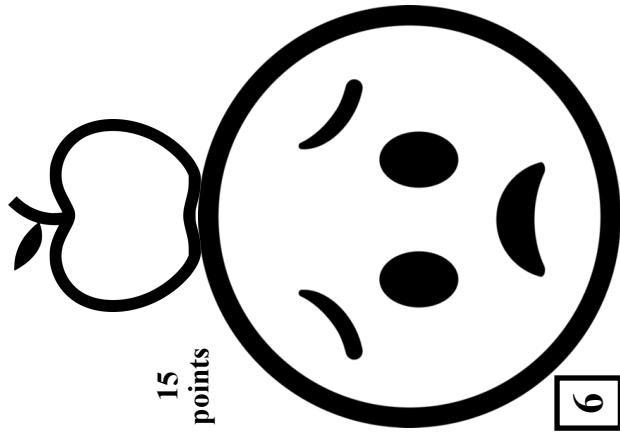
29  
points

8



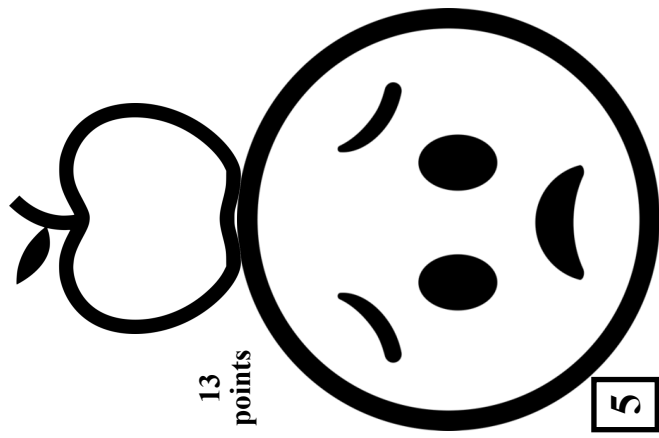
18  
points

7



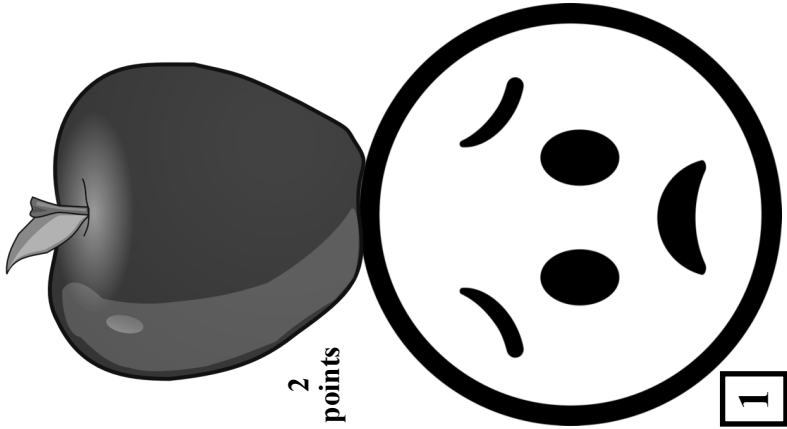
15  
points

6

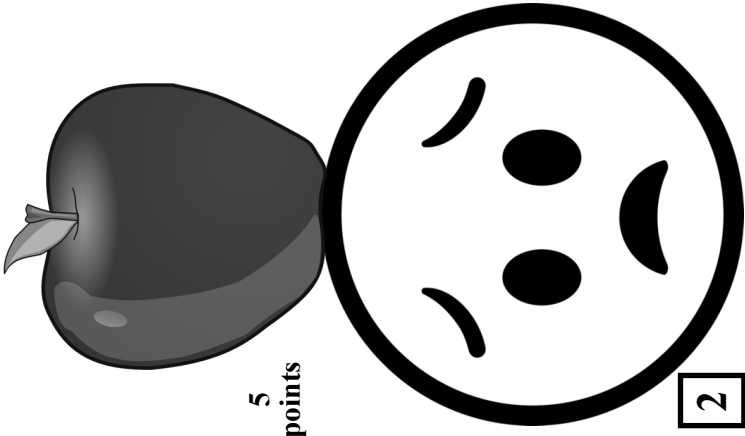


13  
points

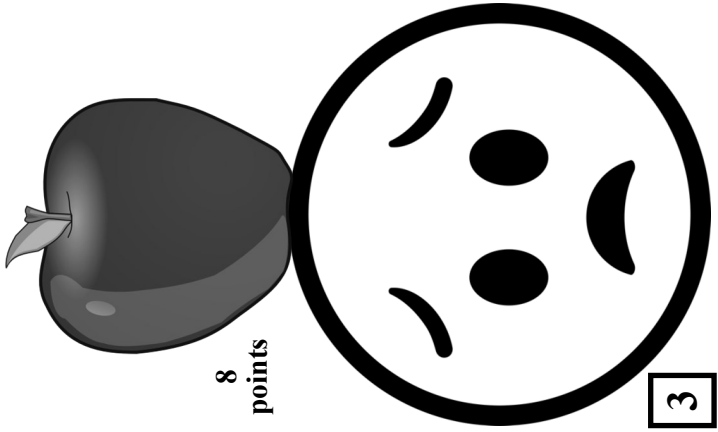
5



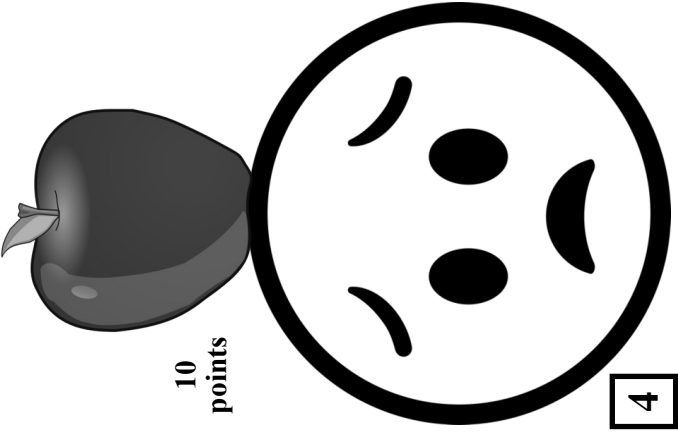
2  
points



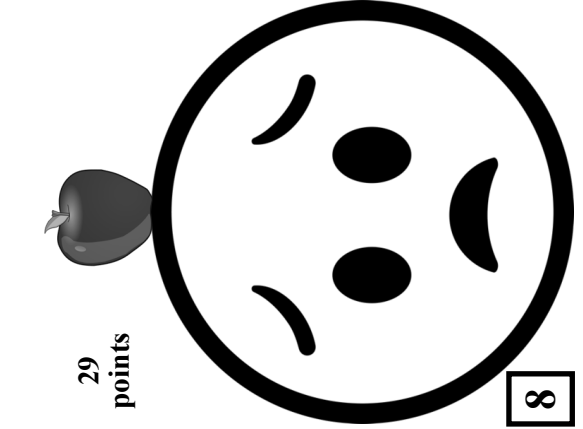
5  
points



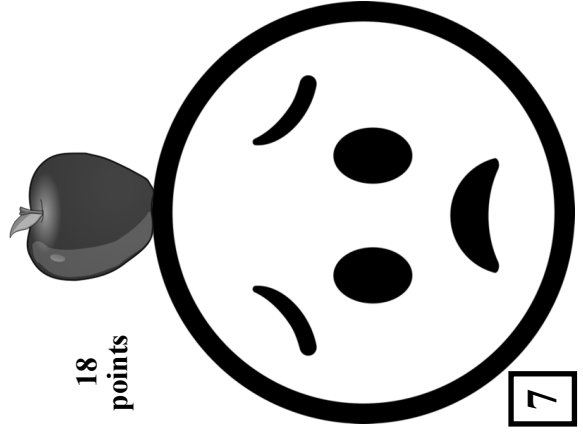
8  
points



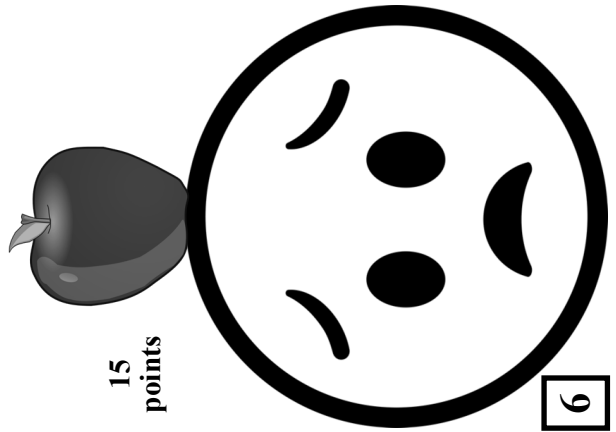
10  
points



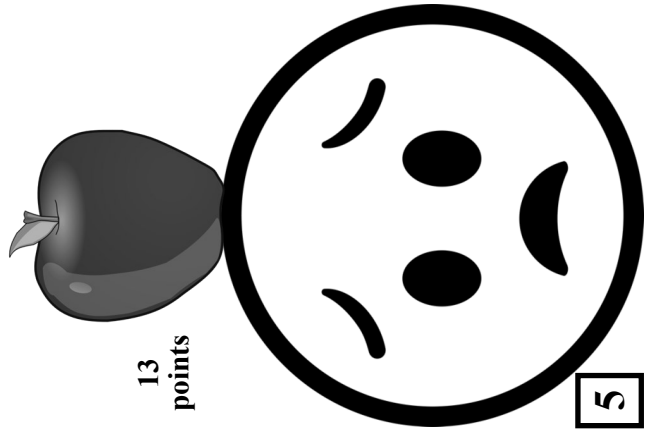
29  
points



18  
points



15  
points



13  
points

## William Tell Know-Your-Limits Target Rules

1. This target is designed for very accurate scoped rimfire rifles or air-rifles at an agreed upon distance, usually 50 yards for rimfire rifles and 25 for the air-rifles.
2. Each competitor gets one shot per apple.
3. A maximum of 16 shots is permitted.
4. The apples are arranged from largest to smallest from the upper left corner proceeding clockwise around the paper.
5. Start shooting at the apple in the upper left corner.
6. The number of points for each apple is to the lower left of the apple.
7. A shot in any part of the apple is worth the number of points indicated for the respective apple.
  - a. Breaking a line on the apple is considered a hit.
  - b. The competitors may agree beforehand on whether a hit on a leaf or stem will count. More experienced shooters may wish to discount hits on the leaf or stem.
8. Starting with the largest apple, a hit on any part allows the shooter another chance to shoot at the next smaller apple.
9. If the shooter hits the apple, he or she may continue shooting at the next smaller apple.
10. If the shooter has not shot at all the apples, they may decide to stop where they are at and keep whatever points accumulated. A person must know their limits.
11. If a shooter misses an apple but does not hit the face, they lose all accumulated points but may start over again if they have rounds left. They shoot at each apple as before. If they miss an apple again, they lose any accumulated points and start over again until their ammunition is exhausted or they decide to stop.
12. If a shooter hits all eight apples on their first round they may start over again for double points on each apple. Or they may choose to stop and keep the points that they have accumulated. If they miss an apple on the second round, they lose all accumulated points for that round and the previous one. They must start over if they have rounds left.
  - a. **EXAMPLE:** A shooter hits all eight apples on the first round and decides to continue. They hit the first three apples in the second round but missed the fourth. That leaves them with 4 rounds left. They may use up that ammunition on a third round starting with the largest apple until they decide to stop or exhaust their ammunition. Any points accumulated are based on first round scoring.
13. If a shooter hits a face, at any time, they lose all accumulated points and forfeit the entire game.
  - a. Breaking a line is considered hitting the face, even if the hit was also in the apple.
14. The competitor with the most points wins.
15. **ONE OR TWO SHOT GRAND SLAM OR SUDDEN DEATH:** One variant of the game is played with a competitor taking one shot at an apple that they announce. They select the smallest target that they are confident of hitting. They must also announce whether they are taking one or two shots. If they announce one shot they must take only one

## William Tell Know-Your-Limits Target Rules

shot. If they announce two shots they must take two shots and cannot change their mind later.

- a. FIRST SHOT: If they hit the apple, they accumulate three times all the points for that apple and the larger ones that they would have hit.
    - i. Total all the points and multiply that result by three.
    - ii. Example: The shooter selects the target #6 in the bottom row and hits the apple. The shooter is awarded  $53 \times 3 = 159$  points.
    - iii. If they have previously announced one shot, then that's all they get. If they announced two shots, they must continue.
  - b. SECOND SHOT: If the shooter has previously announced that they will take two shots they MUST take the second shot but must do so at any target smaller than the first one they hit.
    - i. If they hit the apple, they accumulate all the points for that apple and the larger ones that they would have hit.
    - ii. Total all the points and multiply that result by six.
    - iii. Example: The shooter previously selected the target #6 for the first shot but doesn't want to press their luck too much, so they pick apple #7 and hit it. The shooter is awarded  $71 \times 6 = 426$  points.
    - iv. EXCEPTION: If the shooter has elected to take a shot at the smallest apple #8 on the first shot and hits it, they may elect to shoot any apple on their second shot. This only applies if they have selected and hit #8. All other rules still apply.
  - c. If they have elected to take two shots and hit the apple(s) then add the points for the grand slam total. In this example it is  $159 + 426 = 585$  points.
  - d. If they miss the apple on the first shot, they may not take a second shot and lose the game.
  - e. If they hit an apple on the first shot but miss on the second shot, they lose any points accumulated and lose the game.
  - f. If the shooter hits the face at any time, they lose all accumulated points and forfeit the entire game.
16. A score sheet is provided with points for each target. Here are some suggestions for scoring.
- a. Place an X in the left side of the box for a hit on that numbered apple.
  - b. Let's say the shooter hits the first five apples but misses the sixth. Draw a continuous vertical line through all the Xs in those boxes. Start over with #1 and put an X next to the one that has the vertical line running through it.
  - c. If they miss an apple again, draw a continuous vertical line through the second set of Xs and start over.
  - d. If the shooter hits a face at any time, draw a big X across the entire score sheet signifying that they have forfeited the game.
17. If you really want to introduce stress into the game put money on it and set a time limit!

# Know Your Limits

# William Tell

# Score Sheet

Target Number	Points for First Round Hit	Place an X in the box for a hit on the apple.	Points for Second Round Hit	Place an X in the box for a hit on the apple.	Total Points
1	2		4		
2	5		10		
3	8		16		
4	10		20		
5	13		26		
6	15		30		
7	18		36		
8	29		58		

Grand Total:

## ONE OR TWO SHOT GRAND SLAM OR SUDDENT DEATH

Target Number	Points for First Shot Hit	Place an X in the box for a hit on the apple.	Points for Second Shot Hit	Place an X in the box for a hit on the apple.	Grand Total
1	6		12		
2	21		42		
3	45		90		
4	75		150		
5	114		228		
6	159		318		
7	213		426		
8	300		600		

Grand Total for Grand Slam: