



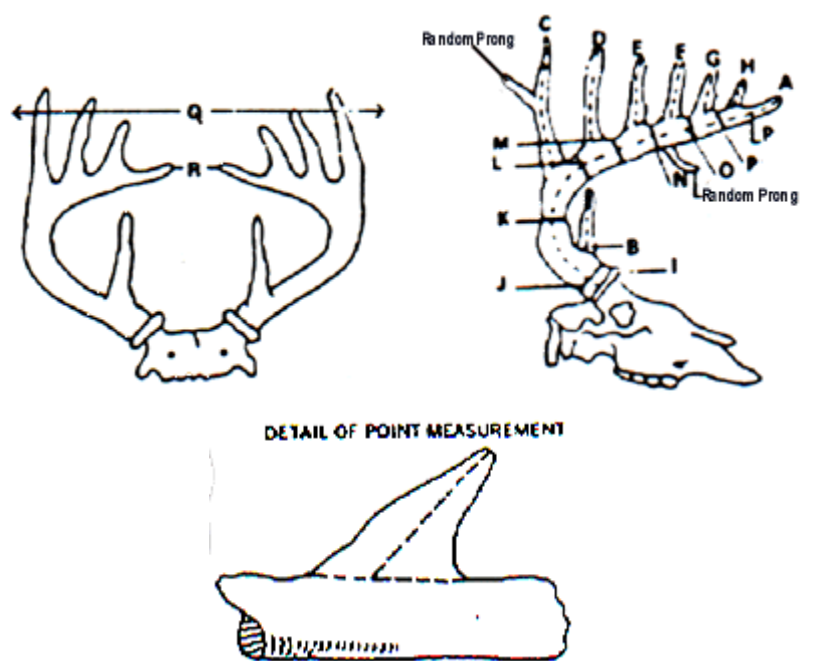
Scoring Whitetail Deer Antlers

1. All measurements are to be in inches to the nearest eighth.
2. No protuberance to be counted as a point or as a random prong unless it is at least one inch in length from tip of point to outside of main beam. If the main beam is irregular at that spot, the outside of the main beam is considered to be the projected line of the principal curve of the beam, see Detail "A." Protuberances less than an inch in length are to be ignored.
3. Length of points to be measured on their outside centerline from tip of point to outside centerline from tip of point to outside edge of main beam, see Detail "A", and measurements "B", "C", "D", "E", "F", "G", and "H". Points are those protuberances an inch or more in length which spring regularly and in sequence from the main beam in the typical whitetail deer antler pattern.
4. Any protuberance which meets the requirements of Note 2 for length but which does not meet the Note 3 requirement of being a main pattern point shall be classed as a random prong. If there is any doubt in the mind of the scorer as to whether or not a protuberance is a main pattern point, it shall be scored as a random prong. The length of random prongs is measured in the same manner as for points, see Note 3.
5. Circumference of beam to be taken at smallest section between points, see measurements "K", "L", "M", "N", "O", and "P". No circumference measurements to be taken between last point and tip of main beam. In taking measurements "I", and "J", all projecting prongs and protuberances on burr and main beams shall be ignored so far as practicable.
6. Measurement "Q" covers outside spread of main beams and projecting points should be ignored. However, since the antler tips are considered as part of the main beam, measurement "R" on a wide flaring type of antler may be the same for tip to tip and for outside spread of beam.
7. The right antler is the antler on the right side of the deer.



8. Measurement "R", tip to tip spread, is not a scoring measurement. It is used to determine the bonus awarded to heads whose beams curve inward in the typical whitetail pattern, the reason being to protect them against competition from freakish heads whose beams flare straight out. This score is a bonus score only, and no score is entered if "R" exceeds "Q."
9. Penalties are charged for non-symmetry, random prongs, and excess spread. Since random prongs are obviously less important than main pattern points of corresponding length, the random prong penalty results in such prongs being given only half-credit for their length. The excess spread penalty is a further protection against freak heads, in addition to the bonus mentioned in #8, and there will be not penalty assessed in this column except in the rare cases where spread exceeds the average length of the main beams.
10. In counting the total number of points and random prongs, each beam tip counts as a point.

Below are diagrams and a score sheet that can be used to score your deer.



Virginia's Game Scoring System



ENTRY NUMBER		COL 1	COL 2	COL 3
		RIGHT	LEFT	
A	LENGTH OF BEAM ON OUTSIDE CURVE			
B	LENGTH OF BROW POINT (SEE NOTES 2 & 3)			
C	LENGTH OF SECOND POINT (SEE NOTES 2 & 3)			
D	LENGTH OF THIRD POINT (SEE NOTES 2 & 3)			
E	LENGTH OF FOURTH POINT (SEE NOTES 2 & 3)			
F	LENGTH OF FIFTH POINT (SEE NOTES 2 & 3)			
G	LENGTH OF SIXTH POINT (SEE NOTES 2 & 3)			
H	LENGTH OF SEVENTH POINT (SEE NOTES 2 & 3)			
I	CIRCUMFERENCE OF BURR (SEE NOTES)			
J	CIR. BETWEEN BURR & BROW POINT (SEE NOTES)			
K	CIR. BETWEEN BROW & SECOND POINT (SEE NOTES)			
L	CIR. BETWEEN SECOND & THIRD POINT (SEE NOTES)			
M	CIR. BETWEEN THIRD & FOURTH POINT (SEE NOTES)			
N	CIR. BETWEEN FOURTH & FIFTH POINT (SEE NOTES)			
O	CIR. BETWEEN FIFTH & SIXTH POINT (SEE NOTES)			
P	CIR. BETWEEN SIXTH & SEVENTH POINT (SEE NOTES)			
Q	OUTSIDE SPREAD OF MAIN BEAMS (SEE NOTE 6)			
R	TIP TO TIP SPREAD (SEE NOTE 8)			
BONUS FOR BASKET RACK: PATTERN = Q-R (SEE NOTE 2)				
LENGTH OF FIRST RANDOM PRONG (SEE NOTE)				
LENGTH OF SECOND RANDOM PRONG (SEE NOTE)				
LENGTH OF THIRD RANDOM PRONG (SEE NOTE)				
LENGTH OF FOURTH RANDOM PRONG (SEE NOTE)				
LENGTH OF FIFTH RANDOM PRONG (SEE NOTE)				
LENGTH OF SIXTH RANDOM PRONG (SEE NOTE)				
LENGTH OF SEVENTH RANDOM PRONG (SEE NOTE)				
TOTAL NUMBER OF POINTS & RANDOM PRONGS				
TOTALS:				

TOTAL SCORE: =(COL 1 + COL 2 + COL 3)				
PENALTY: NON-SYMMETRY (SEE NOTES 4 & 8)				
(ONE-HALF THE DIFFERENCE OF COL 1 & COL 2)				
PENALTY: RANDOM PRONGS (SEE NOTES 4 & 9)				
(ONE-HALF THE TOTAL LENGTH OF ALL RANDOM PRONGS)				
PENALTY: SPREAD (SEE NOTES 4 & 6)				
[EXCESS OF OUTSIDE (Q) OVER AVERAGE BEAM LENGTH(A)]				
TOTAL PENALTIES:				
FINAL SCORE: =(TOTAL SCORE - TOTAL PENALTIES)				

Virginia's Game Scoring System



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The below information describes the basics used for scoring Deer, Bear & Turkey in Virginia. Scoring your own trophy is encouraged. Compare your trophy and see how you rank.

Scoring Deer: The Virginia Big Game Contest uses the Virginia Scoring System which was developed by George Johnson in 1945. To the best of our knowledge the Virginia Scoring System predates the Boone & Crockett Scoring System used by many other states. Both Systems have many similarities in scoring. Primary differences are the tip to tip measurement, use of outside beam measured and the way non-symmetry is calculated.

Scoring Bear: Bear are scored using the Bear System, again developed by George Johnson.

Scoring Turkey: Scoring System is similar to one used by National Wild Turkey Federation.



Scoring Black Bears

1. Trophy must have been legally harvested in the hunting season.
2. Fisheries game tag must be presented with trophy.
3. Trophies must be entered in the regional contest for which they are eligible.

Note: Bear trophies are judged solely on the basis of skull measurements

The following scoring system will be used for bear citations and state champion.

1. Length of skull Measurement.

- A) The skull should be in tack with its lower jaw engaged into its pivoting sockets.
- B) Using a flat surface, put the total skull with jaw bone frame as foundation on the flat surface (i.e. -table), and prepare measurements statistics for length.
- C) Using 2 machinist square heads and scales (12 in.) preferred, engage scales in square heads and stand the scale heads on the flat surface and bring each scale (one at the back of the skull, neck bone joint) and one at the nose end of the skull, (between the K-9 teeth) and measure the distance between the two vertical scales. This measurement is the length of the skull.

2. Width of skull measurement.

- A) Using both machinists square heads and scales, engage them and stand the square heads on the flat surface and bring each one to each side of the greatest protrusion of the jaw side of the skull and measure the distance between vertical scales.

3. Height of skull measurement.



A) Having the jawbone frame as foundation and on a flat surface, (i.e. table) bring each square head and scale to each side of the jaw bone and measure the highest point of contact when third scale is parallel to the table and each side of the vertical scale heads.

4. Tip to Tip (K-9) teeth measurement.

A) Remove lower jaw bone and invert skull so it lays on its top side to a flat surface.

B) Using machinist dividers locate each (K-9) tooth center at the end of the tooth and open dividers to encompass the spread of center of one tooth to center of adjacent tooth or simply use tape to measure between center point of K-9 teeth as shown below.

C) Compile all dimensions to the nearest sixteenth of an inch for a total score, and this becomes the quantitative total of the bear skull.

The below score sheet and diagrams can be used to score your bear.

All dimensions are in inches.

A) Length of Skull: Length of skull from front to back: _____

B) Width: Width of skull from side to side: _____

C) Height of Skull: Height of skull bottom to top: _____

D) K-9 Teeth: Distance from center to center of K-9 teeth: _____

E) Total: Add all measurements together for the total: _____



SCORING WILD TURKEY'S

1. Bearded Birds Only.
2. Trophy must have been legally harvested during the hunting season.
3. VDGIF game tag must be presented with trophy along with weight certification.
4. Trophies must be entered in the regional contest for which they are eligible.
5. Weight must be verified at a Game Checking Station and certified to be the true weight.

The following scoring system will be used for Turkey citations and State Champion:

WEIGHT: 1 pound equals 1 point. 1 ounce equals 1/16 point

BEARD: The beard must be measured from the point of protrusion of the first visible bristle from the skin to the opposite end of the longest bristle. In the event multiple beards exist, the measurement of the longest beard will be used for scoring (measure the longest beard). The length of the longest beard will be multiplied by 2 for the total score of the beard.

SPURS: Each spur must be measured to determine its longest straight or curved length from a point where the hard spur protrudes from the scaled leg skin to the tip of the spur. In the event multiple spurs exist, the measurement of the longest spur only on each leg will be used for scoring. The total length of the spur on the right leg will be multiplied by 10 to give you the score for the right spur. The same thing will be done with the left spur.

TOTAL SCORE: Add the weight score plus the beard score plus the spur score to determine the total score.

The following score sheet and diagrams below can be used to score your turkey:

WEIGHT: lbs. _____ oz. _____ = _____

Virginia's Game Scoring System



BEARD: _____ X 2 = _____

RIGHT SPUR: _____ X 10 = _____

LEFT SPUR: _____ X 10 = _____

TOTAL SCORE: _____

And, how old is my Gobbler?

<u>Age</u>	<u>Beard</u>	<u>Spurs</u>
1 year	3 – 5"	½" or less
2 years	6 – 9"	½" to 7/8"
3 years	10"+	7/8" to 1"
4 years	1-"+	1" +