

**Score Sheet #8 - Wild Turkey (Eastern, Osceola (Florida), Merriam's, Etc.)**

**SCORE SHEET DEADLINE: Jan 31st**

Common Name of Animal	<input style="width: 100%;" type="text"/>
Hunters Name	<input style="width: 100%;" type="text"/>
Mailing Address	<input style="width: 100%;" type="text"/>
City/St/Zip	<input style="width: 100%;" type="text"/>
Ph#	<input style="width: 100%;" type="text"/>
Email	<input style="width: 100%;" type="text"/>

<input type="checkbox"/>	Hunter	<input type="checkbox"/>	Youth Hunter
<input type="checkbox"/>	Huntress	<input type="checkbox"/>	Youth Huntress

Date Tropy Collected	<input style="width: 100%;" type="text"/>	
Location of Collected Trophy	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>
	County	State

<b>Ranch or Hunting Area</b>	<input style="width: 100%;" type="text"/>
Address	<input style="width: 100%;" type="text"/>
City/St/Zip	<input style="width: 100%;" type="text"/>
Ph#	<input style="width: 100%;" type="text"/>

<b>Outfitter</b>	<input style="width: 100%;" type="text"/>
Address	<input style="width: 100%;" type="text"/>
City/St/Zip	<input style="width: 100%;" type="text"/>
Ph#	<input style="width: 100%;" type="text"/>

<b>Guide</b>	<input style="width: 100%;" type="text"/>
Address	<input style="width: 100%;" type="text"/>
City/St/Zip	<input style="width: 100%;" type="text"/>
Ph#	<input style="width: 100%;" type="text"/>

	Left	Right
Length of Spur	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
Length of Beard	<input style="width: 60px;" type="text"/>	
<b>Total Typical</b>	<input style="width: 60px;" type="text"/>	
Legnth of Extra	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
Typical Beards	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
Extra Typical Sub-Total	<input style="width: 60px;" type="text"/>	
<b>Extra Typical Total</b>	<input style="width: 60px;" type="text"/>	
<b>Grand Total</b>	<input style="width: 60px;" type="text"/>	
<b>Total Number of Beards</b>	<input style="width: 60px;" type="text"/>	

**Measurements are to be recorded in Centimeters (CM)**



Trophy Game Records  
*of the World*  
302 Washington St  
Kerrville, TX 78028  
[tgrregistration@outlook.com](mailto:tgrregistration@outlook.com)  
[www.trophyrecords.org](http://www.trophyrecords.org)

**Method of Collection**

<input type="checkbox"/>	Archery
<input type="checkbox"/>	Crossbow
<input type="checkbox"/>	Handgun
<input type="checkbox"/>	Modern Arms
<input type="checkbox"/>	In-Line Muzzle Loader
<input type="checkbox"/>	Primitive Arms
<input type="checkbox"/>	Primitive Handgun
<input type="checkbox"/>	Delayed Entry
<input type="checkbox"/>	Incidental Acquisition
<input type="checkbox"/>	Compressed Air Gun

*To the best of my knowledge, the animal that I have registered was taken without violating the wildlife laws or ethical hunting practices of the country, state, or province in which I hunted and was harvested legally.*

\_\_\_\_\_  
Hunter's Signature

\_\_\_\_\_  
Tropaeologist's Name (Printed)

\_\_\_\_\_  
Tropaeologist's Signature

\_\_\_\_\_  
Trop Cert. #
\_\_\_\_\_  
Date Scored

Tropaeologist Phone Number

**Conversion to Inches**

The total score as determined from this formula yields a TGR Composite Score in inches. This composite score **will not** be recorded as the official Net Score in the TGR Record Book.

<input style="width: 90%;" type="text"/>	÷	2.54 In.	=	<input style="width: 90%;" type="text"/>
TGR Net Score + Inside Width (CM)				TGR Composite Score

The Following is **REQUIRED** to Register an Animal:

- Complete **ALL** Info on Score Sheet
- Field Photo(s) Attached and/or Emailed
- Full Body Photo with Harvest Weapon Included
- \$40 Registration Fee

Trophy Game Records *of the World* is not responsible for incorrect information as stated on the above score sheet.

### Method of Collection Definitions

- A. **Archery** - Includes compound bows, re-curve bows & long bows. (Any animal that is hunted with a bow and fatally wounded may be dispatched by means of a modern arm.)
- B. **Crossbow** - Defined as a powerful weapon composed of a bow fixed crosswise on a wooden or synthetic stock with grooves in the stock to direct the projectile & fired by a trigger mechanism. It can be equipped with either fixed or telescopic sights.
- C. **Compressed Air Weapon** - Defined as a weapon using compressed air (rifle or handgun) that utilizes a minimum of 30 caliber ammunition, or an Airbow which meets the minimum requirement of 30 caliber ammunition by using the recommended broadhead and specially designed 26" arrow.
- D. **Delayed Entry** - Includes any trophy harvested in a prior year, but not included in the annual awards competition nor towards major awards consideration.
- E. **Handgun** - Defined by any handheld firearm with a barrel less than 16" in total length. There will be no shoulder/forearm stock attached nor stabilizer.
- F. **Incidental Acquisition** - Includes any trophy acquired through any means other than hunting in any of the other accepted categories. For example: found in a field, purchased at a garage sale, won in a poker game, etc. This method does not compete in the annual awards competition nor towards hunting slams.
- G. **Modern Arms** - Defined as all metallic cartridge firing rifles (bolt-action, lever action, etc.). These rifles utilize a self-contained metallic cartridge as a means of loading a round of ammunition.
- H. **Primitive Arms** - Defined as a firearm that does not use or shoot a center-fire cartridge, any bladed or non-projectile weapon.
- I. **Primitive Handgun** - Defined as a firearm with a barrel 16" or less and is loaded from the muzzle or front cylinder with black powder or a black powder equivalent as a propellant, uses round ball, conical lead bullet, or sabotted bullet as a projectile. There will be no shoulder stock attached.

**COMMITTEE APPROVAL**

\_\_\_\_\_  
\_\_\_\_\_

**For Office Use ONLY**

**Paid**

\_\_\_\_\_

**Received**

\_\_\_\_\_