

Score Sheet #6 - Boss Horn (Wildebeest, Cape Buffalo), Pronghorn, Non-Adorned (Bobcat, Bear, etc.), Alligator, Elephant

Common Name of Animal

Hunters Name

Mailing Address

City/St/Zip

Ph#

Email

Hunter Youth Hunter

Huntress Youth Huntress

Date Tropy Collected

Location of Collected Trophy

County State

Ranch or Hunting Area

Address

City/St/Zip

Ph#

Outfitter

Address

City/St/Zip

Ph#

Guide

Address

City/St/Zip

Ph#

- 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 responsible for incorrect information as stated on the above score sheet.

Measurements are to be recorded in Centimeters (CM)

	Left	Right
Boss Horn		
Length of Horn	<input type="text"/>	<input type="text"/>
Width of Boss	<input type="text"/>	<input type="text"/>
C-2	<input type="text"/>	<input type="text"/>
C-3	<input type="text"/>	<input type="text"/>
C-4	<input type="text"/>	<input type="text"/>
Sub-Totals	<input type="text"/>	<input type="text"/>
Total	<input type="text"/>	
Maximum Width (CM)	<input type="text"/>	
Inside Width (CM)	<input type="text"/>	
Pronghorn		
Length of Horn	<input type="text"/>	<input type="text"/>
Basal Circumference	<input type="text"/>	<input type="text"/>
C-2	<input type="text"/>	<input type="text"/>
C-3	<input type="text"/>	<input type="text"/>
C-4	<input type="text"/>	<input type="text"/>
Length of Prong	<input type="text"/>	<input type="text"/>
Sub-Totals	<input type="text"/>	<input type="text"/>
Total	<input type="text"/>	
Maximum Width	<input type="text"/>	
Inside Width (CM)	<input type="text"/>	
Non-Adorned		
Length of Skull	<input type="text"/>	<input type="text"/>
Width of Skull	<input type="text"/>	<input type="text"/>
Total	<input type="text"/>	
Alligator		
Length of Skull	<input type="text"/>	<input type="text"/>
Width of Skull	<input type="text"/>	<input type="text"/>
(at widest point)		
Width of Skull	<input type="text"/>	<input type="text"/>
(at narrowest point)		
Total	<input type="text"/>	
Overall Body Length	<input type="text"/>	
Weighted Two Tusk		
Weight of Tusk (Kilos)	<input type="text"/>	<input type="text"/>
Total	<input type="text"/>	
Length of Both Tusks	<input type="text"/>	<input type="text"/>
TGR Grand Total	<input type="text"/>	



Trophy Game Records
of the World
302 Washington St
Kerrville, TX 78028
tgrregistration@outlook.com
www.trophyrecords.org

Method of Collection

Archery

Crossbow

Handgun

Modern Arms

In-Line Muzzle Loader

Primitive Arms

Primitive Handgun

Delayed Entry

Incidental Acquisition

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.

÷ =

TGR Net Score (CM) TGR Composite Score

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
