

6 GENERAL TECHNICAL RULES

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RULE NUMBERING

All ISSF Rules are numbered according to a rule numbering protocol that limits rule numbers to four (4) levels (i.e. 6.10.3.5). If a fifth level is used, those rules are designated with the letters a), b), c), etc.

Definitions and Abbreviations

The following are definitions of special terms and abbreviations that are used in the ISSF General Technical Rules and the ISSF Rifle, Pistol, Shotgun, Running Target and Target Sprint Rules.

Term	Definition
Athletes	Competitors or participants in a sports competition.
Bib Number/ Start Number	Every athlete entered in Championships is issued a unique Bib or Start Number. These numbers are used to identify and track competitors and must be worn on the athletes' backs during training and competition.
Championship	A single organized shooting competition with a programme of events. A Championship (capital C) is a competition that is authorized and supervised by ISSF rules, Technical Delegates, Juries and anti-doping controls.
Competition	A general reference to a sports contest that may include a series of events (Championship) or may be a contest within a single event.
Course of Fire	A description of the stages of competition within an event that specifies the number of shots in each series and stage, the type of firing and the time limits.
CRO	Chief Range Officer
Discipline	A sub-group of events within a sport that have common characteristics. Shooting has five (5) disciplines: 1) Rifle, 2) Pistol, 3) Shotgun, 4) Running Target and 5) Target Sprint.
EST	Electronic scoring target(s)
Event	A unique shooting contest with a specific course of fire and rules of conduct.
Final	The Final is the last stage of a competition event. In an Individual Final, the best eight athletes in the Qualification have a new (start-from-zero) competition to decide their final ranking and medals.
FOP	Field of Play. In shooting, the FOP includes the area behind the firing line where access is restricted to competing athletes and on duty officials, the firing line or shooting stations and the downrange area that includes the targets and backstops or safety zone.
MATCH Shots	All shots that count in an athlete's score.
MQS	Minimum Qualification Score
Min.	Minute, minutes
Olympic Event	A Shooting sport event accepted by the International Olympic Committee for inclusion in the respective Olympic programme. Shooting has 15 Olympic events. Each Olympic event has a Qualification and a Final.
Open Events	Events in which all athletes can compete with no gender or age limitations.
PET	Pre-Event Training

Term	Definition
Ranking Lists	There are two Ranking Lists based on athlete performance at ISSF Championships. 1. World Ranking, based on athlete's achievements, during the calendar year, at ISSF Championships 2. Qualification Ranking for Olympic Games, based on athlete's achievements at ISSF qualifying competitions, during the Olympic Qualifying period, approved by the IOC.
RTS	Results, Timing and Scoring. The RTS process is a part of competition operations that involves the preparation of start lists, target scoring, resolving scoring issues and the preparation and publication of results lists.
Round	A phase of competition within a shooting event. Shooting events may have Elimination Rounds, Qualification Rounds and Finals. In Shotgun events, a "round" may also refer to a series of 25 targets/doubles.
Sec.	Second, seconds
Series	A sequence of shots fired within a stage or course of fire.
Sighting Shots	Practice or warm-up shots that are fired in a shooting event prior to MATCH shots.
Sport	A distinct grouping of competitive events with common elements and a single governing body. Shooting (capital S) is a "sport" where athletes in different events fire guns at targets that rank competing athletes according to their scores. The IOC recognizes shooting as one of 28 Core Summer Olympic sports.
Sport Presentation	Visual, audio and information enhancements such as announcements, music, colour and educational media that are used in the conduct of Shooting events to make them more interesting and informative for spectator and TV audiences.
Squadding	The assignment of athletes entered in a Shotgun event, to relays and firing points in Rifle-Pistol events or the assignment of athletes to specific squads in Shotgun events. This process enables the production of Start Lists.
Stage	A phase or part of an event. Course of fire. A 3-Position Rifle event has three stages, one for each position. The 25m Pistol Women event has two stages, precision and rapid fire.
Start List	Official documents produced in competitions that list all competitors entered in an event. according to an athlete's relay and firing point or squad and position in the squad.
Start Time	The Start Time in each shooting event is the time when commands for the first MATCH shot begin.
Team Events	The ISSF recognizes team events. These team events establish rankings based on the total scores fired by three athletes. Mixed Team events have one man and one woman, both from the same country.

ISSF RECOGNIZED SHOOTING EVENTS

These tables list ISSF-recognized Shooting events and their status as approved by the International Olympic Committee and/or the ISSF General Assembly (1.6.7.7) together with basic technical details regarding their competition formats and numbers of shots in each competition stage as approved by the ISSF Administrative Council (1.7.2.5).

In ISSF Championships, events for Men, Men Junior, Women and Women Junior may have individual competition only or individual and team (3 persons) and Mixed Team competitions as stated in these Regulations and the Competition Programme (3.7).

Status indicates the recognition status for each event:

- a) M = the event is recognized as a men's event.
- b) W = the event is recognized as a women's event.
- c) MJ = the event is recognized as a men junior event.
- d) WJ = the event is recognized as a women junior event.
- e) Olympic = the event is recognized by the IOC for inclusion in the Olympic Programme.
- f) WCH = the event is a mandatory World Championship event.
- g) WCHS = the event is a separable World Championship event that can be organized in a separate WCH if it cannot be included in a regular WCH (see 3.3.6.3 and 3.3.6.4).
- h) Olympic events have a Qualification and Final. Non-Olympic events have only a "full programme" with an optional Final.
- i) Technical Rules for all ISSF events are found in the General Technical Rules and in the Rifle, Pistol, Shotgun, Running Target and Target Sprint Rules (7.0, 8.0, 9.0, 10.0 and 11.0)
- j) Technical Rules for Rifle and Pistol Finals are found in 6.17; Rules for Shotgun Finals are found in 6.19; Rules for Running Target Medal Matches are found in 10.8.
- k) Technical Rules for the Mixed Team events are found in 6.18 & 6.20

EVENTS FOR MEN AND MEN JUNIOR				
Event Name	Abbrev.	Status	Qualification or Full Programme	Final
10m Air Rifle (standing)	AR60	M, MJ, Olympic, WCH	60 Shots	24shots
50m Rifle 3-Positions (kneeling, prone, standing)	FR3X20	M, MJ, Olympic, WCH	3 x 20 shots	45 shots
50m Rifle Prone	FR60PR	M, MJ, WCH	60 shots	
300m Rifle 3-Positions (knee-ling, prone, standing)	300FR3X20	M, WCHS	3 x 20 shots	
300m Standard Rifle 3-Positions (kneeling, prone, standing)	300STR3X20	M, WCHS	3 x 20 shots	
300m Rifle Prone	300FR60PR	M, WCHS	60 shots	
10m Air Pistol	AP60	M, MJ, Olympic, WCH	60 shots	24 shots
25m Rapid Fire Pistol (8, 6 and 4 second series)	RFP	M, MJ, Olympic WCH	30 + 30 shots	40 shots
25m Standard Pistol (150, 20 and 10sec. series)	STP	M, MJ, WCH	20 + 20 + 20 shots	
25m Centre Fire Pistol (precision and rapid-fire series)	CFP	M only, WCH	30 + 30 shots	
25m Pistol (precision and rapid- fire series)	SPM	MJ only, WCH	30 + 30 shots	
50m Pistol	FP	M, MJ, WCH	60 shots	
Trap	TR125	M, MJ, Olympic, WCH	125 targets	50 targets max.
Skeet	SK125	M, MJ, Olympic, WCH	125 targets	60 targets max.
Double Trap	DT150	M, MJ, WCH	150 targets	
10m Running Target (slow and fast runs)	10RT	M, MJ, WCHS	30 + 30 shots Medal Match (see 10.8)	
10m Running Target Mixed (slow and fast runs)	10RTMIX	M, MJ, WCHS	40 shots mixed	
50m Running Target (slow and fast runs)	50RT	M, MJ, WCHS	30 + 30 shots	
50m Running Target Mixed (slow and fast runs)	50RTMIX	M, MJ, WCHS	40 shots mixed	

EVENTS FOR WOMEN AND WOMEN JUNIOR				
Event Name	Abbrev.	Status	Qualification or Full Program	Final
10m Air Rifle (standing)	AR60W	W, WJ, Olympic, WCH	60 Shots	24 shots
50m Rifle 3-Positions (kneeling, prone and standing)	R3X20	W, WJ, Olympic, WCH	3 x 20 shots	45 shots
50m Rifle Prone	R60PR	W, WJ, WCH	60 shots	
300m Rifle 3-Positions (kneeling, prone and standing)	300R3X20	W, WCHS	3 x 20 shots	
300m Rifle Prone	300R60PR	W, WCHS	60 shots	
10m Air Pistol	AP60W	W, WJ, Olympic, WCH	60 shots	24 shots
25m Pistol (precision and rapid-fire series)	SP	W, WJ, Olympic, WCH	30 + 30 shots	50 shots
Trap	TR125W	W, WJ, Olympic, WCH	125 targets	50 targets max.
Double Trap	DT150W	W, WJ	150 targets	
Skeet	SK125W	W, WJ, Olympic, WCH	125 targets	60 targets max.
10m Running Target (slow and fast runs)	10RTW	W, WJ, WCHS	30 + 30 shots Medal Match (see 10.8)	
10m Running Target Mixed (slow and fast runs)	10RTMIXW	W, WJ, WCHS	40 shots mixed	

MIXED TEAM EVENTS FOR ONE MAN AND ONE WOMAN				
Event Name	Abbrev.	Status	Qualification	Final
10m Air Rifle (standing)	ARMIX	M+W, MJ+WJ	30 shots each athlete	Final Stages 1 & 2, the MT to reach 16 points wins
10m Air Pistol	APMIX	M+W, MJ+WJ	30 shots each athlete	Final Stage 1 & 2, the MT to reach 16 points wins
Trap	TRMIX	M+W, MJ+WJ	75 each athlete	No Final
Skeet	SKMIX	M+W, MJ+WJ	75 each athlete	Final Stage 1 & 2, 24 shots each athlete = 48 Max.
Other Mixed Team events may be included in ISSF Championships with the approval of the Executive Committee.				

6.1 GENERAL

6.1.1 Objective and Purpose of ISSF Rules

The ISSF establishes Technical Rules for the shooting sport to govern the conduct of shooting events recognized by the ISSF (ISSF General Regulations, 3). The objective of ISSF Technical Rules is to achieve uniformity in the conduct of the ISSF Championships and those Competitions authorised by the ISSF. Olympic Games shooting events are authorised by the IOC. They apply to shooting sport throughout the world and to promote the development of the sport.

- a) **ISSF General Technical Rules** include rules for range construction, targets, scoring and specific competition procedures for all shooting disciplines. Discipline Rules apply specifically to the five (5) shooting disciplines: Rifle, Pistol, Shotgun, Running Target and Target Sprint;
- b) **ISSF General Technical and Discipline Rules** are approved by the ISSF Administrative Council in accordance with the ISSF Constitution;
- c) **ISSF General Technical and Discipline Rules** are subordinate to the ISSF Constitution and the ISSF General Regulations; and
- d) **ISSF General Technical and Discipline Rules** are approved to be effective for a period of four (4) years beginning on 1 January of the year following the Olympic Games. Except in special situations, ISSF Rules are not changed during this four (4) year period.

6.1.2 Application of ISSF General Technical and Discipline Rules

- a) ISSF Championships are shooting sport competitions in the Olympic Games, World Championships, World Cups, World Cup Finals, Continental Championships, Continental Games, Junior World Championships and Junior World Cups that are supervised by the ISSF in accordance with the ISSF General Regulations, 3.2.1, and these Rules;
- b) The ISSF, with the approval of the Executive Committee, may designate other competitions that fulfil ISSF standards for supervision (i.e. Technical Delegate, Juries, doping control, entry procedures, results management, etc.) as competitions where MQS/RPO scores may be obtained and where World Records may be established, for instance, Grand Prix competitions.
- c) ISSF General Technical and Discipline Rules must govern all ISSF Championships;
- d) The ISSF recommends that ISSF Rules should also be used to govern regional, national and other competitions that are not ISSF Championships, but where ISSF events are on the programme;
- f) All competition officials, athletes, coaches and team leaders must be familiar with the ISSF Rules and must ensure that they are enforced;
- g) It is the responsibility of every athlete to comply with these Rules;
- h) When a Rule refers to right-handed athletes, the reverse of that Rule applies to left-handed athletes; and
- i) Unless a Rule applies specifically to a men's or women's event, it must apply uniformly to both men's and women's events.

j) Where diagrams and tables in these rules contain specific information, the specific information in these diagrams and tables has the same authority as the numbered rules.

6.1.3 **Scope of ISSF Technical Rules**

ISSF Technical Rules include:

- a) Rules for the preparation and organization of ISSF Championships;
- b) Rules that apply to all shooting disciplines or more than one shooting discipline (General Technical Rules); and
- c) Rules that apply to one shooting discipline (Special Technical Rules).

6.1.4 **Uniform Standard for Equipment and Clothing**

Shooting is a sport where equipment and clothing play critical roles in the conduct of the sport. Athletes must use only equipment and clothing that complies with ISSF Rules. Any gun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, is prohibited. ISSF Rules for equipment and clothing are strictly enforced (see 6.7.9) to ensure that no athletes have equipment, clothing or accessories that give them an unfair advantage over other athletes.

6.1.5 **Organization and Supervision of ISSF Championships**

6.1.5.1 **ISSF Supervision.** The ISSF Executive Committee appoints ISSF Technical Delegates, Jury Members and technical officials for every ISSF Championship in accordance with 1.8.2.6 and 3.4. These appointments include:

- a) Technical Delegate(s);
- b) Competition/Equipment Control/RTS Juries;
- c) A Jury of Appeal may be appointed, otherwise the Technical Delegate can appoint a Jury of Appeal as and when required.
- d) An Official Results Provider responsible for providing and operating the electronic technology necessary for the management of entries, athletes' results, competition operations, results presentation and results archiving.

6.1.5.2 **Organizing Committee.** An Organizing Committee must be formed for every ISSF Championship in accordance with 3.4.1. The Organizing Committee is responsible for the preparation, administration and conduct of the shooting competitions. The Organizing Committee must, in cooperation with the ISSF, appoint:

- a) Chief Range Officer(s), Range Officers, a Chief of Referees and Referees, as appropriate, who are responsible for the actual conduct of the shooting events;
- b) A Chief RTS (Results Timing and Scoring) Officer and necessary assistants to establish a RTS Office responsible for entries, accreditation, scoring and results operations during the Championship;
- c) A Chief of Equipment Control and appropriate Equipment Control Officers who are responsible for Equipment Control operations; and
- d) All other staff necessary to fulfil their responsibilities as an ISSF Championship Organizer.

6.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

6.2.1 General Safety Rules

- 6.2.1.1 ISSF Rules establish specific safety requirements that must be applied in all ISSF Championships. ISSF Juries and Organizing Committees are responsible for safety.
- 6.2.1.2 Necessary and special safety regulations for ranges differ from country to country so additional safety rules may be established by the Organizing Committee. Juries, range officials, team officials and athletes must be advised of any special safety regulations in the competition programme.
- 6.2.1.3 The safety of athletes, range officials and spectators, requires continued and careful attention to gun handling. It is the duty of range officials to enforce gun safety and the duty of athletes and team officials to apply all gun safety and gun handling rules.
- 6.2.1.4 The ISSF may refuse to accept the entry of an athlete in a competition if it has substantial information from competent authorities that such an athlete presents a serious threat to the safety of others on a shooting range.
- 6.2.1.5 In the interest of safety, a Jury Member or Range Officer may stop shooting at any time. Athletes and team officials must immediately notify Range Officers or Jury Members of any situation that may be dangerous.
- 6.2.1.6 An Equipment Control Officer, Range Officer or Jury Member may pick up an athlete's equipment (including a gun) for control without his permission, but in his presence and with his knowledge. However, immediate action must be taken when a matter of safety is involved.

6.2.2 Gun Handling Rules

- 6.2.2.1 To ensure safety, all guns must be handled with maximum care at all times. Guns must not be removed from the firing line during training or competition except with the permission of a Range Officer.
- 6.2.2.2 Safety flags constructed of fluorescent orange or a similar bright material must be inserted in all rifles, pistols and semi-automatic shotguns at all times except when safety flag removal is authorized by these rules. To demonstrate that air guns are unloaded, safety flags (safety lines) must be long enough to extend through the full length of the barrel. Safety flags for all other guns must have a probe that inserts into the chamber (breech end of barrel) to demonstrate that the chamber is empty. Shotgun actions must be open (broken) to demonstrate that they are unloaded.
 - a) Safety flags must be inserted in all guns that are not in gun cases or boxes before athletes are called to the line, when leaving a firing point, after firing is completed and when personnel must go forward of the firing line. In Finals, safety flags may not be removed until Preparation and Sighting Times start.
 - b) If a safety flag is not used as required by this rule, a Jury Member must give a WARNING with instructions to insert a safety flag in the gun; and
 - c) If the Jury confirms that an athlete refuses to use a safety flag as required by this rule and after being warned, the athlete must be disqualified (DSQ).
- 6.2.2.3 While athletes are on their firing points, their guns must always be pointed in safe directions. The action or breech must not be closed until the gun is pointing downrange in a safe direction toward the target area.

- 6.2.2.4 When placing a gun down to leave the firing point or when firing is complete, guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. Before leaving a firing point, the athlete must confirm and the Range Officer **must verify** that there is no cartridge or pellet in the gun's chamber, barrel or magazine and a safety flag is inserted.
- 6.2.2.5 If the athlete boxes or cases his gun or removes it from the firing point without having it checked by a Range Officer, he may be disqualified if the Jury determines that a significant safety violation is involved.
- 6.2.2.6 During firing, the gun may be put down (not held) only after the cartridge(s) and/ or magazine are removed and the action is open. Air guns must be made safe by opening the cocking lever or loading port.
- 6.2.2.7 When any personnel are forward of the firing line, handling guns is not permitted and safety flags must be inserted. If it is necessary for a Jury member, Range Officer or Technical Officer to go forward of the firing line during training, competition or a Final, this must be authorized and controlled by the Chief Range Officer (CRO) and any movement forward of the firing line may only be permitted after all guns have safety flags inserted.
- 6.2.2.8 In the range, when guns are not on the firing points, they must always be in their cases, unless otherwise authorized by a Range Officer.

6.2.3 **Range Commands**

- 6.2.3.1 Chief Range Officers, or other appropriate range officials, are responsible for giving the commands "**LOAD**," "**START**," "**STOP**," "**UNLOAD**" and other necessary commands. Range Officers must ensure that the commands are obeyed and that guns are handled safely.
- 6.2.3.2 Guns and their magazines may only be loaded on the firing point and after the command "**LOAD**" or "**START**" is given. At all other times, guns and magazines must be kept unloaded.
- 6.2.3.3 Only one cartridge may be loaded in a Rifle or 50m Pistol event if it has a magazine. If a 5-shot Air Pistol is used in a 10m Air Pistol event only one pellet may be loaded.
- 6.2.3.4 A gun is considered loaded when a cartridge or pellet or a magazine with cartridges contacts a gun. No one may place a cartridge or pellet or magazine with cartridges in or on a gun or its chamber or barrel until the command "**LOAD**" is given.
- 6.2.3.5 If an athlete fires a shot before the command "**LOAD**" or "**START**" is given, or after the command "**STOP**", or "**UNLOAD**" is given, he may be disqualified if safety is involved.
- 6.2.3.6 When the command or signal "**STOP**" is given, shooting must stop immediately. When the command "**UNLOAD**" is given, all athletes must unload their guns and magazines, and make them safe (to unload air guns ask the Range Officer for permission). Shooting may only resume when the command "**START**" is given again.

6.2.4 **Additional Safety Requirements**

- 6.2.4.1 **Dry Firing** is the release of the cocked trigger mechanism of an unloaded cartridge gun or the release of the trigger mechanism of an air or gas gun fitted with a device which enables the trigger to be operated without releasing the propelling charge (air or gas). Dry firing and aiming exercises are permitted only on the firing line or in a designated area in accordance with these rules.

6.2.4.2 It is the athlete's responsibility to ensure that any air or CO2 cylinder is still within its validity date. This may be checked by Equipment Control.

6.2.5 **Hearing Protection**

All athletes, range officials and other persons in the immediate vicinity of the 25m, 50m and 300m firing lines and all Shotgun ranges must wear ear plugs, ear muffs, or similar ear protection. Notices must be prominently displayed and hearing protection must be available for all persons in the range areas. Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the FOP. Competition officials may wear sound-enhancing hearing protection devices or other communication devices on the FOP. Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury.

6.2.6 **Eye Protection**

All athletes should wear shatterproof shooting glasses or similar eye protection while shooting.

6.3 **TARGETS AND TARGET STANDARDS**

6.3.1 **General Target Requirements**

6.3.1.1 Targets used in ISSF Championships may be either electronic scoring targets (EST) or paper targets for Rifle and Pistol events or clay targets for Shotgun events. **Note: Specific Rules for paper target operations are now available in the Annex to these Rules, Rules for Paper Target Scoring.**

6.3.1.2 All targets used in ISSF Championships must comply with the scoring ring, dimension or other specifications given in these rules.

6.3.1.3 Samples of clay targets (twenty (20) qualification targets and twenty (20) powder filled Finals targets) that are to be used in ISSF Championships must be submitted to the ISSF Secretary General for testing, verification of specifications and approval at least six (6) months prior to the start of each Championship

6.3.2 **Electronic Scoring Target Requirements**

6.3.2.1 Only EST tested and approved by the ISSF must be used.

6.3.2.2 The accuracy requirement for EST is to score shots to an accuracy of at least one-half of one decimal scoring ring. The tolerances given for scoring ring sizes on paper targets are not applicable to EST.

6.3.2.3 All EST target units must provide a black aiming area corresponding in size to the black areas of the respective competition targets (Rule 6.3.4) and a non-reflective, contrasting white or off-white area surrounding the aiming area.

6.3.2.4 Scores recorded by EST must be determined according to scoring ring dimensions for competition targets (Rule 6.3.4).

6.3.2.5 Every shot hitting an EST must have its result with its location and value displayed on a monitor placed on the firing point.

6.3.2.6 10m EST must use a paper strip or other form of witness strip to allow a determination that a shot fired did, or did not, hit the target.

6.3.2.7 A printout of each athlete's results from a memory source other than the main EST system computer (back-up memory) must be available immediately during and after a competition.

- 6.3.2.8 When EST are used, the targets must be checked to ensure the targets are scoring correctly under normal conditions of use before each ISSF Championship under the supervision of the Technical Delegate.
- 6.3.3 **ISSF Target Standards**
Targets must comply with the scoring ring dimensions, tolerances and specifications in this rule.
- 6.3.3.1 Rifle and Pistol targets may be scored in full ring values or, if ESTs or electronic paper target scoring machines are used, in decimal ring values. Decimal ring scores are determined by dividing the scoring area for one full ring into ten equal scoring rings that are designated with decimal values starting with zero (i.e. 10.0, 9.0, etc.) and ending with nine (i. e. 10.9, 9.9, etc.);
- 6.3.3.2 Rifle and Pistol Elimination and Qualification Round competitions are scored in full ring values, except that in ISSF Championships, Elimination and Qualification Round competitions for 10m Air Rifle Men and Men Junior, 10m Air Rifle Women and Women Junior, 50m Rifle Prone Men and Men Junior and 50m Prone Women and Women Junior, 10m Air Rifle Mixed Team and Mixed Team Junior events must be scored in decimal values.
- 6.3.3.3 Rifle and Pistol Finals, Rifle Mixed Team Qualification and Finals and Pistol Mixed Team Finals are scored in decimal values, except that 25m Pistol Finals use hit- miss scoring with hit zones based on decimal values established by these Rules.

6.3.4 Official ISSF Targets

6.3.4.1 300m Rifle Target

10 Ring	100mm	(±0.5mm)	5 Ring	600mm	(±3.0mm)
9 Ring	200mm	(±1.0mm)	4 Ring	700mm	(±3.0mm)
8 Ring	300mm	(±1.0mm)	3 Ring	800mm	(±3.0mm)
7 Ring	400mm	(±3.0mm)	2 Ring	900mm	(±3.0mm)
6 Ring	500mm	(±3.0mm)	1 Ring	1000mm	(±3.0mm)

Inner Ten = 50mm (±0.5mm).

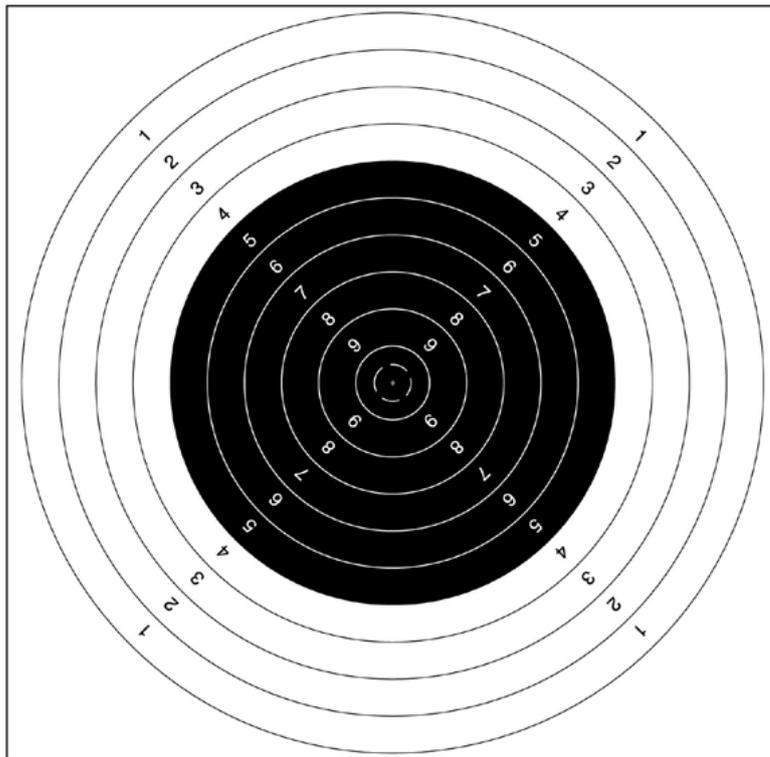
Black from 5 to 10 rings = 600mm (±3.0mm).

Ring Thickness: 0.5mm to 1.0mm.

Minimum visible size of target card: 1300mm x 1300mm (or minimum 1020mm x 1020mm providing the background on which the target is mounted is the same colour as the target).

Scoring ring values 1 – 9 are printed in the scoring zones, in diagonal lines at right angles to each other.

The 10-point zone is not marked with a number.



300m Rifle Target

6.3.4.2 50m Rifle Target

10 Ring	10.4mm	(±0.1mm)	5 Ring	90.4mm	(±0.5mm)
9 Ring	26.4mm	(±0.1mm)	4 Ring	106.4mm	(±0.5mm)
8 Ring	42.4mm	(±0.2mm)	3 Ring	122.4mm	(±0.5mm)
7 Ring	58.4mm	(±0.5mm)	2 Ring	138.4mm	(±0.5mm)
6 Ring	74.4mm	(±0.5mm)	1 Ring	154.4mm	(±0.5mm)

Inner Ten = 5mm (±0.1mm).

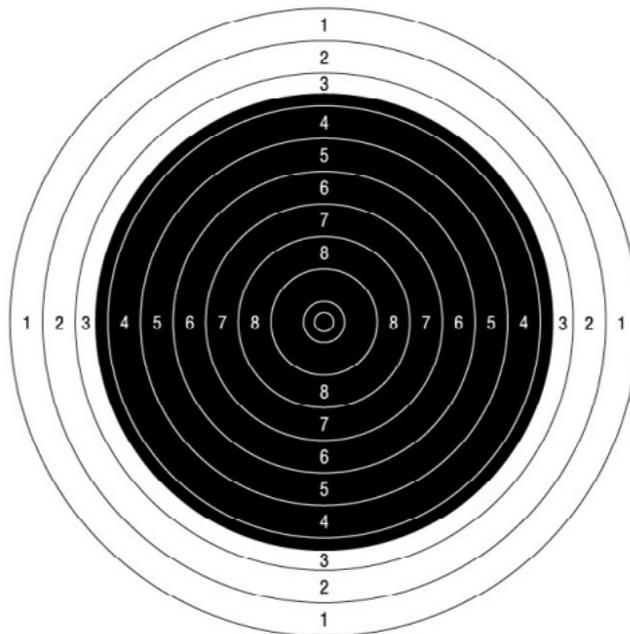
Black from part of 3 to 10 rings = 112.4mm (±0.5mm).

Ring Thickness: 0.2mm to 0.3mm.

Minimum visible size of target card: 250mm x 250mm.

Scoring ring values 1 – 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other.

The 9 and 10-point zones are not marked with a number. Insert targets (200mm x 200mm) may be used.



50m Rifle Target

6.3.4.3 10m Air Rifle Target

10 Ring	0.5mm	(±0.1mm)	5 Ring	25.5mm	(±0.1mm)
9 Ring	5.5mm	(±0.1mm)	4 Ring	30.5mm	(±0.1mm)
8 Ring	10.5mm	(±0.1mm)	3 Ring	35.5mm	(±0.1mm)
7 Ring	15.5mm	(±0.1mm)	2 Ring	40.5mm	(±0.1mm)
6 Ring	20.5mm	(±0.1mm)	1 Ring	45.5mm	(±0.1mm)

Inner Ten: When the 10 ring (dot) has been shot out completely as determined by the use of an Air Pistol OUTWARD scoring gauge.

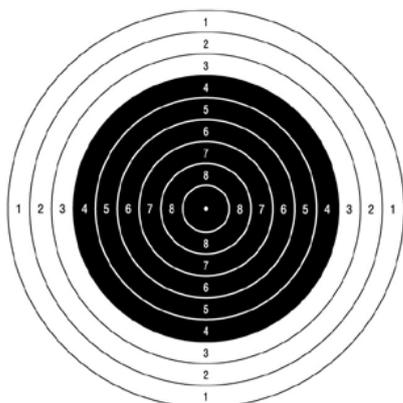
Black from 4 to 9 rings = 30.5mm (±0.1mm).

The ten ring is a white dot = 0.5mm (±0.1mm). Ring thickness: 0.1mm to 0.2mm.

Minimum visible size of target card: 80mm x 80mm.

Scoring ring values 1 – 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The 9 point zone is not marked with a number. The 10 is a white dot.

Background cards 170mm x 170mm, similar in colour to the target material should be provided to improve the visibility of the target.



10m Air Rifle Target

6.3.4.4 25m Rapid Fire Pistol Target

(for the 25m Rapid Fire Pistol event and the Rapid Fire stages of the 25m Centre Fire and 25m Pistol events):

10 Ring	100mm	(±0.4mm)	7 Ring	340mm	(±1.0mm)
9 Ring	180mm	(±0.6mm)	6 Ring	420mm	(±2.0mm)
8 Ring	260mm	(±1.0mm)	5 Ring	500mm	(±2.0mm)

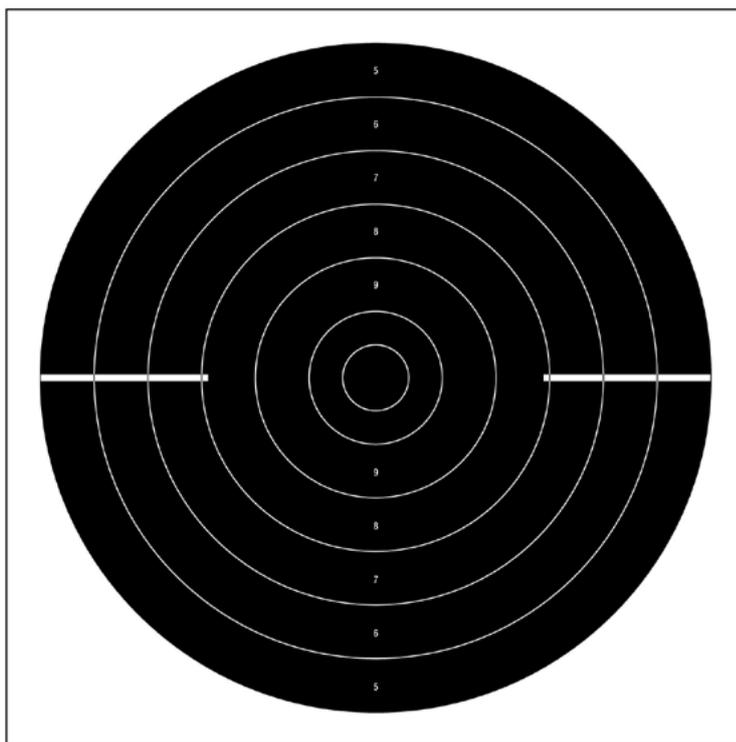
Inner Ten: 50mm (±0.2mm).

Black from 5 to 10 rings = 500mm (±2.0mm).

Ring thickness: 0.5mm to 1.0mm.

Minimum visible size of target card: width: 550mm; height: 520mm – 550mm.

Scoring ring values 5 – 9 are printed in the scoring zones, in vertical lines only. The 10 point zone is not marked with a number. The zone numbers must be approximately 5mm high and 0.5mm thick. White horizontal aiming lines replace the ring values at the left and the right side of the target centre. Each of the lines is 125mm long and 5mm wide.



25m Rapid Fire Pistol Target

6.3.4.5 25m Precision and 50m Pistol Target

(for the 50m Pistol and 25m Standard Pistol events and the precision stage of the 25m Centre Fire and the 25m Pistol events)

10 Ring	50mm	(±0.2mm)	5 Ring	300mm	(±1.0mm)
9 Ring	100mm	(±0.4mm)	4 Ring	350mm	(±1.0mm)
8 Ring	150mm	(±0.5mm)	3 Ring	400mm	(±2.0mm)
7 Ring	200mm	(±1.0mm)	2 Ring	450mm	(±2.0mm)
6 Ring	250mm	(±1.0mm)	1 Ring	500mm	(±2.0mm)

Inner ten: 25mm (±0.2mm).

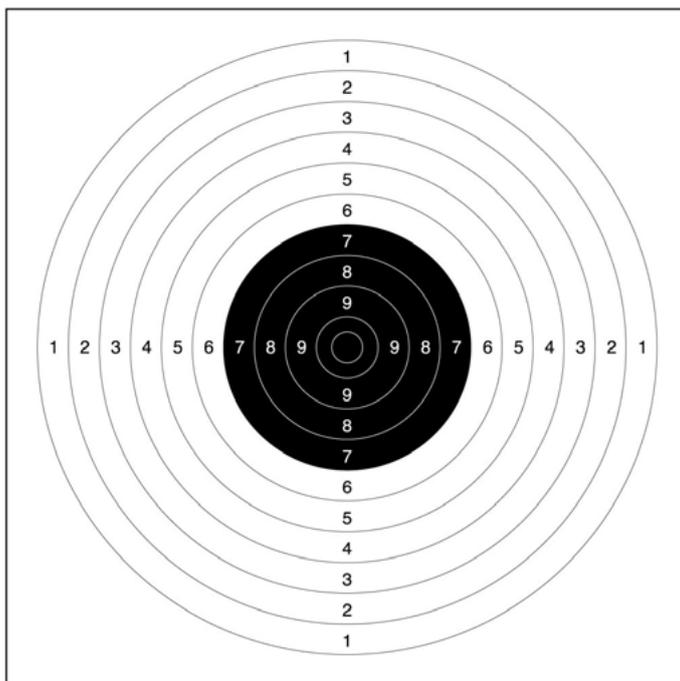
Black from 7 to 10 rings = 200mm (±1.0mm).

Ring thickness: 0.2mm to 0.5mm.

Minimum visible size of target card: width: 550mm;

height: 520mm - 550mm.

Scoring ring values 1 – 9 are printed in the scoring zones, in vertical and horizontal lines, at right angles to each other. The 10-point zone is not marked with a number. Zone numbers must be approximately 10mm high, 1mm thick and must be read easily with normal spotting telescopes at the appropriate distance.



25m Precision and 50m Pistol Target

6.3.4.6 **10m Air Pistol Target**

10 Ring	11.5mm	(±0.1mm)	5 Ring	91.5mm	(±0.5mm)
9 Ring	27.5mm	(±0.1mm)	4 Ring	107.5mm	(±0.5mm)
8 Ring	43.5mm	(±0.2mm)	3 Ring	123.5mm	(±0.5mm)
7 Ring	59.5mm	(±0.5mm)	2 Ring	139.5mm	(±0.5mm)
6 Ring	75.5mm	(±0.5mm)	1 Ring	155.5mm	(±0.5mm)

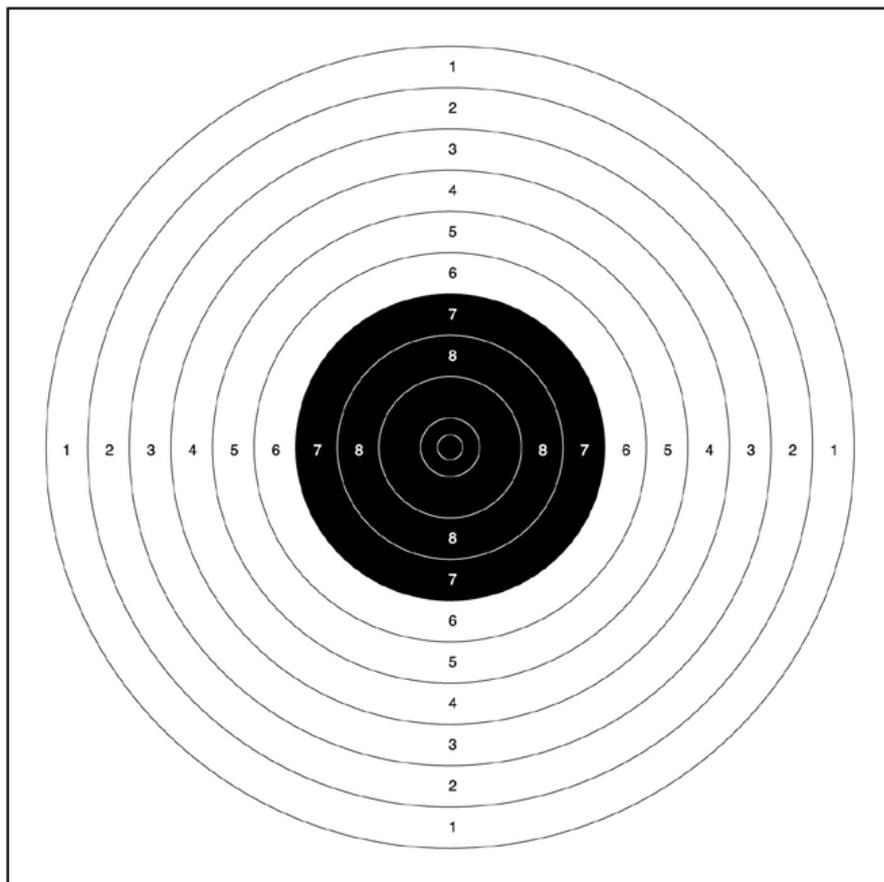
Inner ten: 5.0mm (±0.1mm).

Black from 7 to 10 rings = 59.5mm (±0.5mm).

Ring thickness: 0.1mm to 0.2mm.

Minimum visible size of target card: 170mm x 170mm.

The scoring ring values 1 to 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The ten and the nine zones are not marked with a number. The zone numbers must not be more than 2mm high.



10m Air Pistol Target

6.3.4.7 50m Running Target

The 50m Running Target is a single card with two scoring zones each with rings 1 to 10 on the two sides and a single aiming mark in the centre.

10 Ring	60mm	(±0.2mm)	5 Ring	230mm	(±1.0mm)
9 Ring	94mm	(±0.4mm)	4 Ring	264mm	(±1.0mm)
8 Ring	128mm	(±0.6mm)	3 Ring	298mm	(±1.0mm)
7 Ring	162mm	(±0.8mm)	2 Ring	332mm	(±1.0mm)
6 Ring	196mm	(±1.0mm)	1 Ring	366mm	(±1.0mm)

Inner ten: 30mm (±0.2mm).

Ring thickness: 0.5mm to 1.0mm.

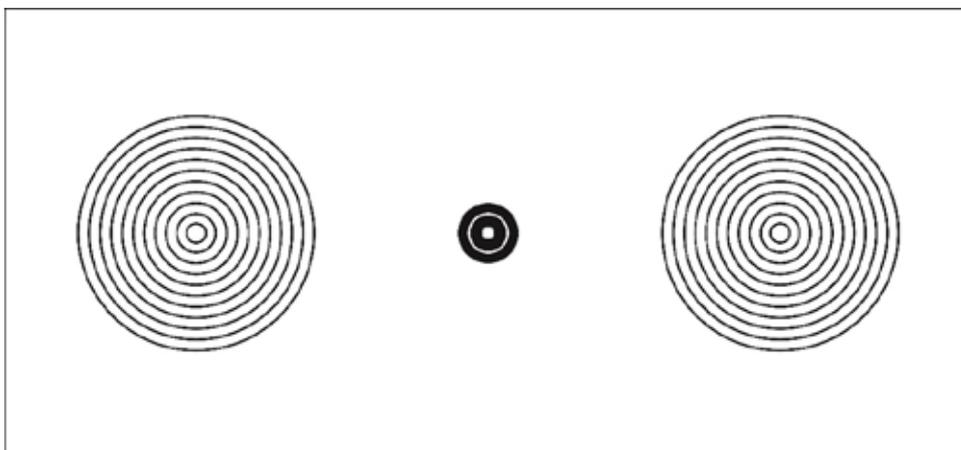
The centre of the 10 ring must be 453mm (±1.0mm) from the centre of the aiming mark measured on a horizontal line.

Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

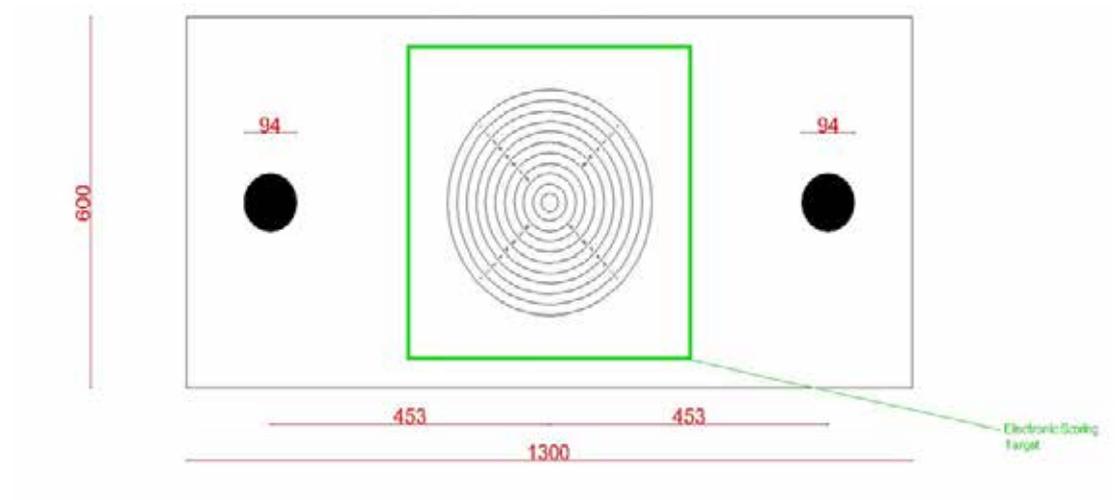
The aiming mark is black with an outside diameter of 94mm and must include white rings of the size of the 10 (60mm) and a white central dot (15mm).

Repair centres may be used. The repair centres must be correctly placed on the full target.

A single 50m Running Target with two aiming marks, one left and one right of the scoring ring area may be used for ESTs.



50m Running Target Paper Target



50m Running Target Electronic Target

6.3.4.8 10m Running Target

The 10m Running Target is a single card with two scoring zones each with rings 1 to 10 on the two sides and a single aiming mark in the centre.

10 Ring	5.5mm	(±0.1mm)	5 Ring	30.5mm	(±0.1mm)
9 Ring	10.5mm	(±0.1mm)	4 Ring	35.5mm	(±0.1mm)
8 Ring	15.5mm	(±0.1mm)	3 Ring	40.5mm	(±0.1mm)
7 Ring	20.5mm	(±0.1mm)	2 Ring	45.5mm	(±0.1mm)
6 Ring	25.5mm	(±0.1mm)	1 Ring	50.5mm	(±0.1mm)

Inner ten is white: 0.5mm (±0.1mm), gauged in the same way as rings 3 – 10.
Black from 5 to 10 rings = 30.5mm (±0.1mm).

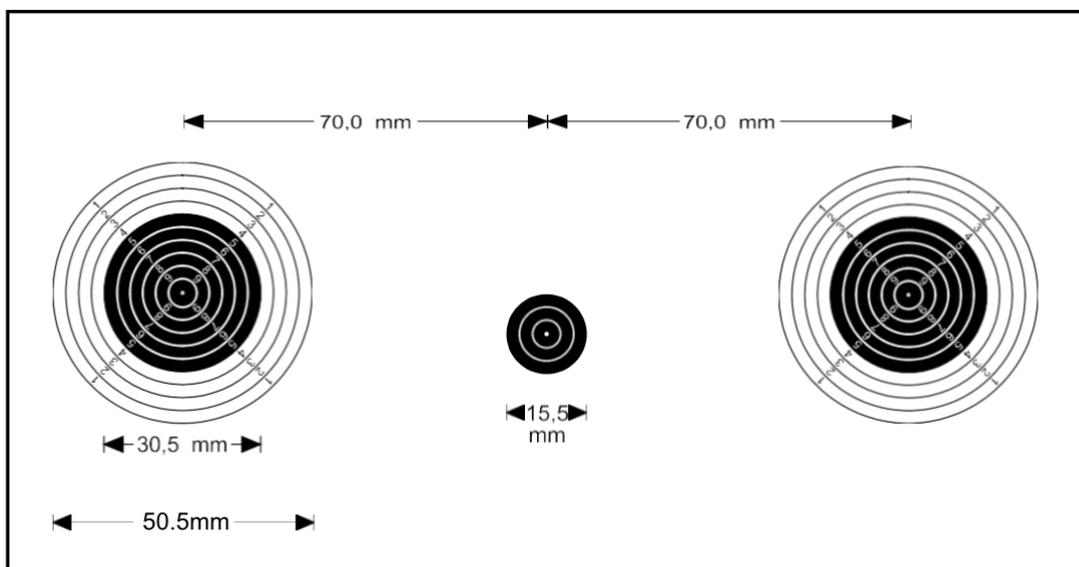
Ring thickness: 0.1mm to 0.2mm.

Recommended size of target card: 260mm x 150mm (minimum 260mm x 140mm).

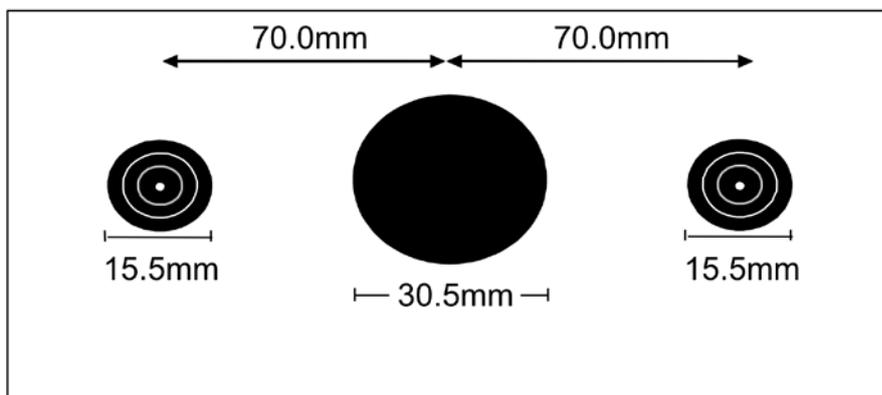
The centre of the 10 ring must be 70mm (±0.2mm) from the centre of the aiming mark measured on a horizontal line.

Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

The aiming mark is black with an outside diameter of 15.5mm and must include white rings of the size of the 10 (5.5mm) and 9 (10.5mm) rings and a white central dot (0.5mm).



10m Running Target Paper Target



10m Running Target Electronic Target

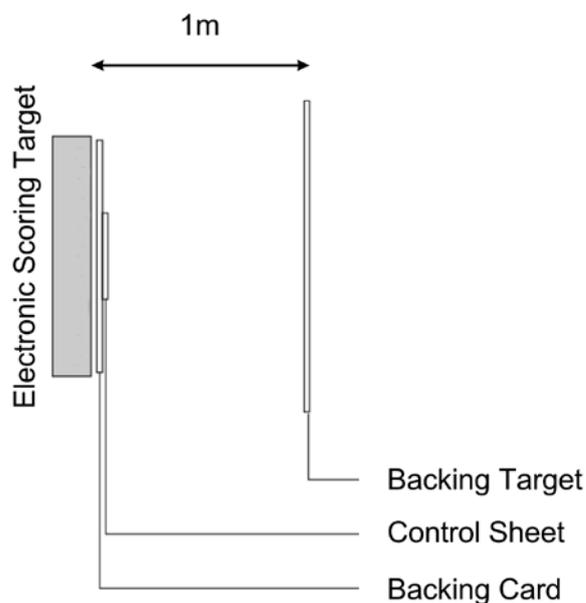
The 30.5mm diameter is a hole.

6.3.5 Target Control Systems

For Rifle and Pistol events, target marking and control systems must be used to facilitate the conduct of competitions.

6.3.5.1 EST Target Control Systems

Backing Targets, Backing Cards and Control Sheets are used as control systems for ESTs (see diagram).



6.3.5.2 **Backing Targets for 50m and 300m ESTs**

To locate cross-shots, backing targets must, if possible, be placed 0.5m – 1.0m behind the targets. The exact distance between the target and the backing target must be measured and recorded and, as far as possible, be the same for all targets.

6.3.5.3 **Backing Targets for 25m ESTs**

- a) Backing targets must be used for all 25m Pistol events to assist in the identification of shots that may have missed the targets;
- b) Backing targets must, at a minimum, cover the entire width and height of the 25m frames (5 targets). They should be located a uniform distance of one (1) meter behind the competition targets. They must be continuous, or on adjoining frames, without any spaces between them, to register any shots between competition targets;
- c) Backing targets for 25m ESTs must be made of non-reflecting paper of a neutral colour similar to the colour of the target; and
- d) For 25m events, new backing targets must be provided for each athlete for each stage.

6.3.5.4 **Control Sheets for 25m ESTs**

The area immediately behind the ESTs must be covered by control sheets. New control sheets must be provided for each athlete for each stage.

If the location of any shot hole is outside of the control sheet, the geometric relation between the shot holes on the control sheet and the backing card must be noted before the control sheet is removed.

6.3.5.5 **Backing Cards and Control Sheets for 50m and 300m ESTs**

A backing card must be affixed to the rear of all 50m and 300m ESTs. Smaller, replaceable control sheets should be affixed to the backing cards. The control sheets or backing cards must be renewed and collected after each relay. If the location of any shot hole is outside of the control sheet, the geometric relation between the shot holes on the control sheet and the backing card must be noted before the control sheet is removed.

6.3.6 Clay Targets for Shotgun Events

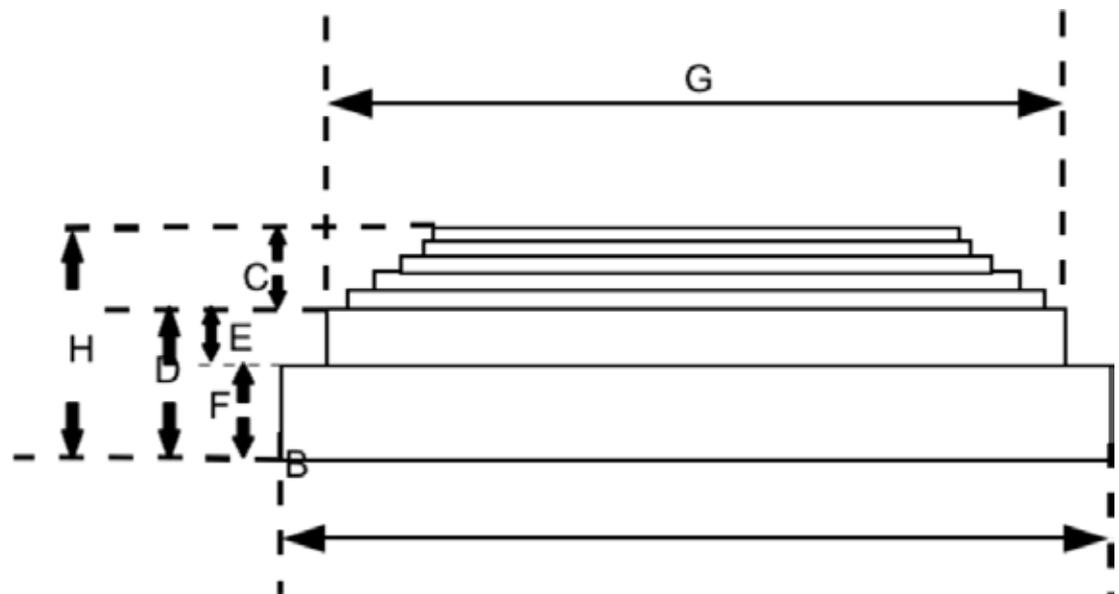
Diameter:	110mm (± 1 mm).
Height:	25mm to 26mm.
Weight:	105g (± 5 g).

The colour of the targets may be all black, all white, all yellow, or all orange; The target colour must be clearly visible against the range background under all normal light conditions. The same colour targets must be used for training.'

The clay target colour must be specified in the programme of each ISSF Championship with Shotgun events.

Clay targets used in all ISSF supervised Championships and Competitions must be approved by the ISSF and will be eco-friendly targets that comply with appropriate international standards (contact ISSF Headquarters for details).

6.3.6.1 General Specifications for Clay Targets



A-Weight	105g \pm 5g	E-Rotating Ring Height	7mm \pm 1mm
B-Base \varnothing	110mm \pm 1mm	F-Base Height	11mm \pm 1mm
C-Dome Height*	8mm \pm 1mm	G-Rotating Ring	95mm – 98mm
D-Base and Ring Height	18mm \pm 1mm	H-Total Height	25mm to 26mm

“G” - The actual shape of the target dome is to be engineered to provide the best aerodynamic design and flight stability.

“Breakability” – Targets must be capable of withstanding the force of the trap to be thrown to a distance of 80-90m and to be easily breakable when hit with normal ISSF Skeet and Trap cartridges within normal shooting distances. An ISSF approved clay target testing device must be used to test the breakability of clay targets. Standards for the use of such devices have been established by the ISSF Shotgun and Technical Committees.

6.3.6.2 “Flash” Targets

- a) In Shotgun Finals, “Flash” targets containing coloured, non-toxic powder that contrasts with the range background must be used.
- b) In Shotgun Qualification Rounds and Shoot-offs before Finals, “Flash” targets containing ISSF approved non-toxic, coloured powder may be used.
- c) If a target of the same external colour as those used in the competition, but containing the incorrect coloured powder, is inadvertently thrown, the results of any shot at that target must be recorded.
- d) In all cases where “Flash” targets are used, the “Flash” targets must comply with Rule 6.3.6.1.

6.4 RANGES AND OTHER FACILITIES

6.4.1 General Requirements

- 6.4.1.1 Requirements for minimum range sizes for ISSF Championships are given in Rule 3.6.1. While those requirements are the minimum, the practical requirement for Shotgun World Championships and large World Cups is that five (5) ranges are recommended. For large Rifle/Pistol World Cups, 80 10m and 80 50m firing points are recommended.
- 6.4.1.2 A separate Rifle/Pistol Finals Range is required for World Championships and the Olympic Games. The ISSF recommends that a separate Finals Range be available for World Cups.
- 6.4.1.3 Continental Confederations must establish minimum range requirements for Continental Championships.
- 6.4.1.4 Trap and Skeet ranges may be combined. Trap ranges must be convertible to Double Trap unless separate Double Trap ranges are provided. If possible, Trap and Skeet Finals should be conducted on the same Range.
- 6.4.1.5 The area used by athletes, officials and spectators on Rifle and Pistol ranges must be covered to provide protection from sun, wind and rain. This protection must not give a significant advantage to any firing point or part of the range.
- 6.4.1.6 The ISSF recommends that all new ranges be accessible to disabled persons. Existing ranges should be adapted to make them accessible to disabled persons.
- 6.4.1.7 It is recommended that ranges used for World Championships and Olympic Games be completed at least one (1) year in advance.
- 6.4.1.8 Electronic target systems (EST) of makes and models approved by the ISSF must be used for Rifle and Pistol Eliminations, Qualifications and Finals in the Olympic Games, ISSF World Championships and in ISSF World Cups. Electronic target systems must include monitors or video boards that display individual shots and scores for spectators as well as displays that show ranked incomplete results during the competitions.
- 6.4.1.9 Technical Delegates are responsible for examining the ranges and other facilities to ensure that they comply with ISSF Rules and are prepared for the conduct of the Championship. Technical Delegates should use the Checklist for Technical Delegates to examine the organization, ranges and facilities (available from ISSF Headquarters).

6.4.1.10 A Technical Delegate may approve small deviations from specifications in ISSF Rules that do not conflict with the intent and spirit of ISSF Rules, except that no deviations in shooting distances or target specifications are allowed.

6.4.2 **General and Administrative Facilities**

The following facilities must be provided on or near the shooting ranges:

- a) Athlete rest areas;
- b) Changing rooms for athletes near the Finals and Qualification Ranges;
- c) Meeting rooms for use by ISSF officials and Juries;
- d) Rooms for Organizing Committee offices and administration;
- e) A room with adequate storage for RTS (results, timing and scoring) operations;
- f) Control rooms on each range for RTS (results, timing and scoring) and results provider operations;
- g) Dry firing or warm-up areas for all rifle, pistol and shotgun ranges;
- h) All 10m Ranges must have a supply of compressed air that is accessible to athletes and coaches; compressed air tanks must be securely fastened to a wall or other structure so they cannot be tipped over;
- i) One Main Scoreboard for posting official results and notices, and smaller Range Scoreboards on each range for posting competition schedules and preliminary results; a scoreboard should also be placed in the athletes rest area;
- j) An armoury for secure arms storage;
- k) An equipment control testing area, with changing rooms;
- l) A gunsmith's shop with suitable work benches and vices;
- m) Free facilities for firearms and equipment manufacturers to service their products;
- n) An area for commercial displays should be available; a fee may be charged for such displays;
- o) A restaurant or facilities for food service and refreshments;
- p) Adequate toilet facilities;
- q) Wireless Internet and email communication services; separate internet services must be provided for operations (results services, ISSF TV, administration) and for the public;
- r) A Victory Ceremony area or a portable Victory Ceremony podium and backdrop that can be set up on the Finals Range;
- s) Facilities for media, radio and television representatives;
- t) Facilities for Anti-Doping testing, with toilets;
- u) Appropriate medical facilities; and
- v) Parking facilities.

6.4.3 **General Standards for 10m, 25m, 50m and 300m Rifle and Pistol Ranges**

6.4.3.1 New 25m, 50m and 300m outdoor ranges should be constructed in such a way that the sun is behind the athlete as much as possible during the competition day. The range design must ensure that there are no shadows on the targets.

6.4.3.2 Ranges must have a line of targets and a firing line. The firing line must be parallel to the line of targets.

6.4.3.3 The design and construction of the range may provide the following features:

a) The range may, if necessary, be surrounded by safety walls;

b) Protection against the exit of accidental or unaimed shots from the range may be provided by transverse baffle systems between the firing line and the line of targets;

c) 10m ranges must be indoor ranges.

d) 25m and 50m ranges should, whenever possible, be outdoor ranges, but may, exceptionally, be indoor or closed ranges if required by legal or climatic conditions; or Finals Hall.

e) 300m ranges should have at least 285m open to the sky;

f) 50m ranges should have at least 35m open to the sky;

g) 25m ranges should have at least 12.5m open to the sky; and

h) 25m and 50m Finals ranges may be indoor or outdoor ranges.

6.4.3.4 There must be sufficient space behind the firing points for the range officials and the Jury to perform their duties. There must also be a space provided for spectators. This area must be separated from the area for athletes and officials by a suitable barrier located at least 7.0m behind the firing line.

6.4.3.5 Each range must be equipped with a large clock (a countdown clock is recommended) at each end of the range where the time can clearly be seen by athletes and officials. The Finals Range preparation area must also have a clock. Range clocks must be synchronized with results computers so that all timing devices show the same time. Rifle and Pistol Finals Ranges must have a count-down timer that shows the time remaining for each shot. Shotgun Ranges must have a count-down timer to use in controlling preparation times.

6.4.3.6 Target frames or mechanisms must be marked with numbers (starting from the left) corresponding to their firing point number. The numbers must be large enough to easily be seen by persons with normal vision under normal conditions. The numbers should be of alternating and contrasting colours.

On 25m targets, each group of five (5) targets must be lettered, starting with the A group on the left. 25m targets must also be individually numbered using numbers 11-20 for the targets in groups A and B, numbers 21-30 for groups C and D, etc.

6.4.4 Wind Flags for 50m Ranges and 300m Rifle Ranges

6.4.4.1 Rectangular wind flags, which indicate air movements on the range, should be made of a cotton or polyester material weighing approximately 150 g/m². Wind flag height must correspond with the central area of the bullets' flight paths without interfering with the bullet flight paths or athletes' views of the targets. The colour of the wind flags must contrast with the background. Dual colour or striped wind flags are permitted and recommended.

6.4.4.2 Wind Flag Dimensions and Locations

Ranges	Distances	Size of Flag
50m Ranges	10m and 30m	50mm x 400mm
300m Ranges	50m	50mm x 400mm
	100m and 200m	200mm x 750mm

6.4.4.3 On 50m ranges, wind flags are to be placed at fixed distances from the firing line, on imaginary lines separating each firing point and its corresponding target from the adjacent points and targets. Flags must be placed on the athlete's side of any safety baffle supports.

6.4.4.4 If a 50m range is also used as a 10m enclosed range the 10m wind flags must be placed far enough down range so that they give an accurate indication of the wind.

6.4.4.5 On 300m ranges, wind flags are to be placed at the above distances from the firing line on imaginary lines separating every fourth (4th) firing point and its corresponding target from the next point and target. Flags must be placed on the athlete's side of any safety baffle supports.

6.4.4.6 Athletes must check the wind flags before the Preparation and Sighting Time starts to be sure they do not obscure their targets. Only Range Officers or Jury Members may reposition wind flags.

6.4.4.7 Private wind indicators and the repositioning of wind flags by athletes are prohibited.

6.4.5 Shooting Distances

6.4.5.1 Shooting distances must be measured from the firing line to the target face.

6.4.5.2 Shooting distances must be as exact as possible, subject to the following allowable variations.

10m Range	±0.05m
25m Range	±0.10m
50m Range	±0.20m
300m Range	±1.00m
10m Running Target Range	±0.05m
50m Running Target Range	±0.20m

6.4.5.3 In combined 50m Rifle, Pistol and Running Target ranges, the allowable variation can be increased to +2.50m for Running Target. The opening must be accordingly adjusted.

6.4.5.4 The firing line must be clearly marked. The range distance must be measured from the target line to the edge of the firing line nearest to the athlete. The athlete's foot or, in the prone position the athlete's elbow may not be placed on or in front of the firing line.

6.4.6 Target Centre Locations

Target centre locations must be measured to the centre of the ten (10) ring.

6.4.6.1 Height of Target Centres

Target centres must be within the following heights when measured from the level of the firing point floor:

Range	Standard Height	Variation Allowable
300m	3.00m	±4.00m
50m	0.75m	±0.50m
25m	1.40m	+0.10m/-0.20m
10m	1.40m	±0.05m
50m Running Target	1.40m	±0.20m
10m Running Target	1.40m	±0.05m

All target centres within a group of targets or range must have the same height (±1cm).

6.4.6.2 **Horizontal Variations for Target Centres on 300m, 50m and 10m Rifle and Pistol Ranges**

Target centres at 300m, 50m, and 10m must be oriented on the centre of the corresponding firing point. Horizontal deviations from a centre line drawn perpendicular (90 degrees) to the centre of the firing point are:

Range	Maximum variation from centre in either direction
300m	6.00m
50m	0.75m
10m	0.25m

6.4.6.3 **Horizontal Variations for Firing Points on 50m and 10m Running Target and 25m Pistol Ranges**

The centre of the firing points must be located as follows:

- a) For Rapid Fire ranges, according to the centre of the group of five (5);
- b) For Running Target ranges, according to the centre of the opening; and
- c) The centre of the firing point must be oriented on the centre of the corresponding target or opening. Maximum horizontal deviations from a centreline drawn perpendicular (90 degrees) to the centre of the target or opening are:

Range	Maximum variation in either direction
25m	0.75m
50m Running Target	2.00m
10m Running Target	0.40m

6.4.7 **General Firing Point Standards for Rifle and Pistol Ranges**

The firing point must be stable, rigid and constructed so that it does not vibrate or move. From the firing line to approximately 1.20m rearward, the firing point must be level in all directions. The remainder of the firing point must either be level or may slope to the rear with a few centimetres drop.

- 6.4.7.1 If shooting is done from tables, the tables must be approximately 2.20m long and 0.8m to 1.00m wide, rigid, stable and removable. **Shooting tables** may slope to the rear a maximum of 10cm.

6.4.7.2 **Firing Point Equipment.** Firing points must be equipped with:

- a) A bench or stand, 0.70m – 1.00m high; rifle athletes may not place any item or material on the table to change its height;
- b) A mat for shooting in the prone and kneeling positions. Athletes must not alter shooting mats provided by the range. The front portion of the mat must be of a compressible material not more than 50mm thick, and approximately 50cm x 80cm in size and measuring not less than 10mm when compressed with the measuring device used to measure the thickness of Rifle clothing. The remainder of the mat must have a maximum thickness of 50mm and a minimum thickness of 2mm. The minimum overall size must be 80cm x 200cm. An alternative of two mats is permitted, one thick and one thin, but together they must not exceed the dimensions indicated. The use of private mats is prohibited;
- c) A chair or stool for the athlete on Qualification ranges; no chairs or stools for athletes may be placed on or near the firing points on Finals ranges;
- d) On new ranges, wind screens forward of the firing line are not recommended, but when necessary to ensure that wind conditions are as equal as possible throughout the range, wind screens may be used; and
- e) When it is necessary to install dividing screens on the 300m firing line, they should be made of transparent material on a light frame. Screens should extend at least 50cm forward of the firing line, and be approximately 2.00m high.

6.4.8 **Firing Point Standards for 300m Ranges**

The size of the firing point must not be less than 1.60m wide x 2.50m long. The width of the firing point may be reduced only if any dividing screens are constructed so that an athlete in the prone position can place his left leg in an adjacent firing point without disturbing that athlete.

6.4.9 **Firing Point Standards for 50m Ranges**

- a) The firing point must be a minimum of 1.25m wide x 2.50m in length and
- b) If the firing point is also used for 300m shooting, the firing point must be a minimum of 1.60m wide.

6.4.10 **Range and Firing Point Standards for 10m Ranges**

- a) The firing point must be a minimum of 1.00m wide;
- b) The nearest edge of the bench or stand must be placed 10cm forward of the 10m firing line; and
- c) If the firing point is also used for 50m shooting, the firing point must be a minimum of 1.25m wide.

6.4.11 **Range and Firing Point Standards for 25m Pistol Ranges**

- 6.4.11.1 Roofs and screens of 25m ranges must provide the athlete with adequate shelter from wind, rain, sun and ejected cartridge cases.
- 6.4.11.2 The firing point must be roofed or covered at a minimum height of 2.20m above the level of the firing point.
- 6.4.11.3 25m ranges must be divided into sections that are composed of two (2) groups of five (5) targets. Two (2) of five (5) targets are one bay.

- 6.4.11.4 In 25m events, athletes must be squadded with one athlete in each group of five (5) targets for the Rapid Fire Pistol event, and with four (4) (targets 1-2-4-5), three (3) (targets 1-3-5) or exceptionally five (5) (all targets) athletes in a group of five (5) targets for the 25m Pistol, 25m Centre Fire Pistol and 25m Standard Pistol events.
- 6.4.11.5 25m ranges may be either open or divided by protected walkways. In open ranges, target officers move from the firing line area to the targets. Protected walkways, if used, must allow range staff to safely move to and from the target line. When protected walkways are used, a secure safety control system must be available.
- 6.4.11.6 Range Sections should be capable of being operated centrally and of being operated independently.
- 6.4.11.7 Firing point or shooting station dimensions must be:

Event	Width	Depth
25m Rapid Fire Pistol	1.50m	1.50m
25m Pistol 25m Centre Fire Pistol 25m Standard Pistol	1.00m	1.50m

- 6.4.11.8 Firing points must be separated by small transparent screens that protect athletes from ejected cartridge cases and permit visibility of athletes by officials. The screens must be placed or hung next to the pistol locations and be large enough to prevent ejected cartridge cases from hitting other athletes. The screens must not obscure the officials' and spectators' views of the athletes.
- 6.4.11.9 45-degree reference lines should be placed on range walls or section dividers to the left or right of the firing points.
- 6.4.11.10 Each firing point must be provided with the following equipment:
- a) A removable or adjustable bench or table, approximately 0.50m x 0.60m in size and 0.70m to 1.00m high;
 - b) In Qualification competitions, athletes may place items or support stands on a table to increase the table to a maximum height of 1.00m;
 - c) In Finals competitions, pistol athletes may place an adjustable support stand (8.6.3) on the table provided the total table height with stand does not exceed 1.0m; and
 - d) A chair or stool for the athlete on Qualification ranges; no chairs or stools for athletes may be placed on or near the firing points on Finals ranges;
- 6.4.11.11 **Function Firing Range.** A specially designated and supervised function firing range, without targets, must be provided for athletes to test guns.

6.4.12 Exposure Times for 25m Pistol Events are:

- a) 25m Rapid Fire Pistol: 8, 6 and 4 seconds;
- b) 25m Standard Pistol: 150, 20 and 10 seconds; and
- c) 25m Pistol and 25m Centre Fire Pistol Rapid Fire Stage: Facing for three (3) seconds for each shot, alternating with an edge-on face away time of seven (7) seconds (± 0.1 second).

6.4.13 Standards for 25m Electronic Scoring Target Systems

When electronic scoring targets are used, the timing equipment must be set to add a total of 0.3 seconds to each established scoring time. This includes the established firing time +0.1 second (tolerance) plus an after-time of +0.2 second. The after-time ensures that shots that would have been valid skid-shots on paper turning targets, are scored according to the same standard on electronic targets. The green lights remain on for the required time +0.1 sec. and the electronic target must continue to record and score valid shots for an additional 0.2sec. after-time.

6.4.14 Indoor Range Light Requirements (Lux)

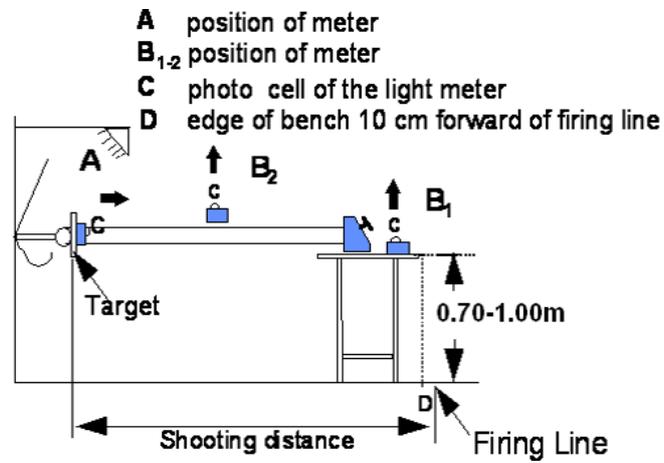
Type of Indoor Range	General Lighting Recommended Minimum	Target Lighting	
		Minimum	Recommended
10m	500	1500	>1800
10m RT	500	1000	>1000
25m	500	1500	>2500
50m	500	1500	>3000

Finals Ranges must have a minimum general lighting of 500 lux and minimum of 1000 lux on the firing line. For new ranges lighting of about 1500 lux on the firing line is recommended.

- 6.4.14.1 All indoor ranges must have artificial illumination providing the necessary amount of light without glare or distracting shadows on the targets or firing points. The background area behind the targets must be a non-reflecting, light even neutral colour.
- 6.4.14.2 Measuring target illumination on targets with external lighting must be done with the measuring device held at the level of the target and pointed toward the firing point (A). Measuring target illumination on targets with internal lighting must be done by measuring reflected light from the target face.
- 6.4.14.3 Light measurements can also be done in Lumen, especially LED lighting.

6.4.14.4 Measuring general range illumination must be done with the measuring device held at the firing point (B1) and midway between the firing point and the target line (B2) with the device directed toward the ceiling illumination.

Indoor Range Light Measuring



6.4.15 Standards for Running Target Ranges

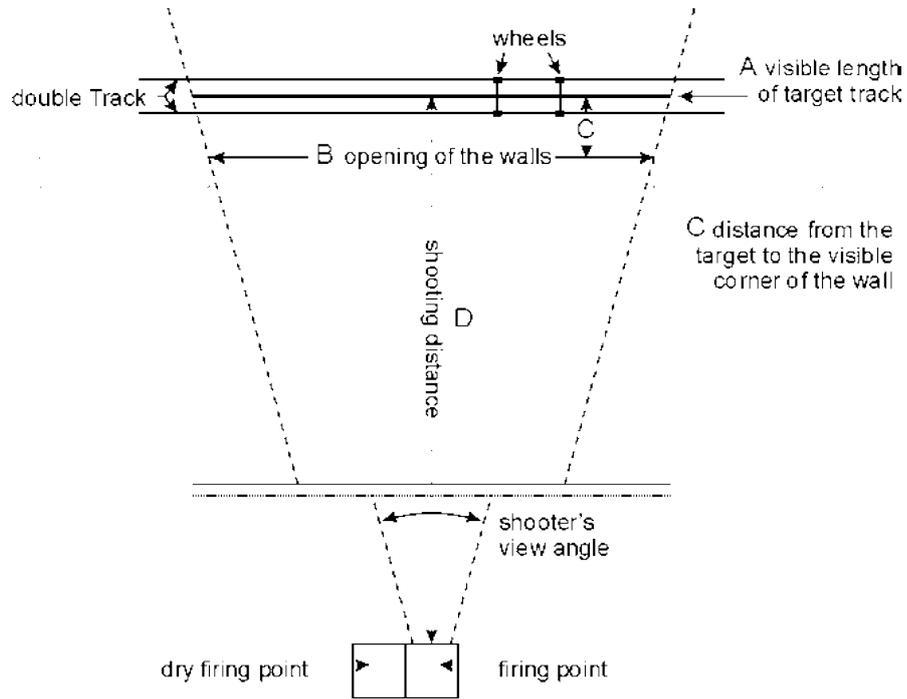
- 6.4.15.1 The range must be so arranged that the target runs horizontally in both directions across an open area with a constant speed. This area, where the target may be fired upon, is called the “opening.” The movement of the target across the opening is called a “run.”
- 6.4.15.2 The protective walls on both sides of the opening must be of such a height that no part of the target is visible until it reaches the opening. The edges must be marked with a colour differing from that of the target.
- 6.4.15.3 Targets for 50m are placed on a trolley or target carrier. The trolley may run on rails, cable, or a similar system and must be moved by a driving unit which can be regulated accurately for speed. Targets for 10m are not changed for left and right runs.
- 6.4.15.4 The shooting station must be arranged so that the athlete is visible to spectators. The shooting station must be protected from rain. The athlete should also be protected from sun and wind if this does not prevent spectators from seeing him.
- 6.4.15.5 The shooting station must be at least 1.00m wide and aligned with a centre - line perpendicular to the target. The dry firing position must be located to the left of the shooting station. The shooting station must be screened on both sides with separating partitions so the athlete is not disturbed by dry firing or other extraneous influences. The separating partition between the firing point and the dry firing point must not be longer than to allow the dry firing athlete to watch the READY position of the competition athlete by observing the muzzle movement of his rifle.
- 6.4.15.6 In front of the athlete there must be a bench or a table 0.70m – 1.00m high.
- 6.4.15.7 Behind the athlete there must be a place for the Range Officer and at least one member of the Jury. The Register Keepers must be located either behind or at the side of the shooting station.
- 6.4.15.8 Run times for the targets are:

Slow runs:	5.0 seconds, +0.2 seconds – 0.0 seconds
Fast runs:	2.5 seconds, +0.1 seconds – 0.0 seconds

Timing should preferably be done by using an electronic timer that is started and stopped by switches mounted on the rail. If this method cannot be used, timing may be done by using three (3) stop watches operated by three different persons. The middle (median) of the three (3) times must be counted. If the run time is found to be less or more than that specified, range personnel or the Jury must regulate the time to within the specified run time standards. If the timer is built into the starting control, the timing must be examined by the Jury and sealed.

- 6.4.15.9 Timing must be electronically controlled and continually displayed for inspection by athletes and officials. Any deviation must be corrected immediately.

6.4.16 **Running Target Ranges**



A	Visible length of target track
B	Opening of the wall between visible corners
C	Distance from the target to the visible corner of the wall
D	Shooting distance
Formula for determining the opening:	$B = A \times (D - C) / D$
Example (50m): C= 0.20m	$B = 10.00\text{m} \times (50.00\text{m} - 0.20\text{m}) / 50.00\text{m}$ $B = 10.00\text{m} \times 49.80 / 50.00 = 10.00\text{m} \times 0.996$ $B = 9.96\text{m}$
Example (10m): C= 0.15m	$B = 2.00\text{m} \times (10.00\text{m} - 0.15\text{m}) / 10.00\text{m}$ $B = 2.00\text{m} \times 9.85 / 10.00 = 2.00\text{m} \times 0.985$ $B = 1.97\text{m}$

6.4.16.1 **Special Standards for 50m Running Target Ranges**

- a) There must be a vertical wall on both sides of the opening for the protection of operating personnel and scorers;
- b) There must be an embankment behind the opening. In front of the opening there must be a low wall to conceal and protect the target carrying mechanism; and
- c) The visible length of the target track must be: 10.00m (+0.05m/-0.00m) as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible.
- d) Wind flags are not permitted for 50m Running Target.

6.4.16.2 **Standards for 10m Running Target Ranges**

- a) If target changing and shot evaluation is done behind the target carrier, there must be sufficient protection for operating personnel and scorers. The target changing and evaluation must be supervised by a member of the Jury;
- b) Behind the opening there must be a backstop to stop pellets and prevent ricochets. The target carrying mechanism must be protected by a front cover plate;
- c) The visible length of the target track must be: 2.00m (+0.01m/-0.00m) as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible;
- d) Two shooting stations may be installed and used alternately, to save time. In this case, the two firing points must not deviate from the standards; and
- e) When electronic scoring targets are used, the timing equipment must be set to give the nominal exposure times plus 0.1 second. This should ensure that the earlier appearance of the EST aiming mark is allowed for.

6.4.17 **General Standards for Shotgun Venues**

- 6.4.17.1 Shotgun venues in the Northern Hemisphere should be laid out so shooting is toward a north to north-easterly direction. Venues in the Southern Hemisphere should be laid out so shooting is toward a south to south-easterly direction. These arrangements place the sun to the back of the athlete and on the target as much as possible.
- 6.4.17.2 Where necessary and feasible, new Shotgun venues must be constructed with a reasonably level shot fall zone that is free of obstacles to permit mechanical salvage and the recovery of lead pellets. Net systems may also be installed to capture lead pellets.
- 6.4.17.3 When Shotgun venues include more than one range, ranges must be identified, starting on the left, with letters (A, B, C, etc.) or numbers (1, 2, 3, etc.),.

6.4.18 Standards for Trap Ranges

6.4.18.1 The Trap Pit

The trap pit must be constructed so that the upper surface of the roof is on the same elevation as the surface of the shooting stations. Interior measurements of the trap pit should be approximately 20m from end to end, 2.00m from front to rear, and 2.00m to 2.10m from the floor to the underside of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets (see Figures).

6.4.18.2 Distances Between Trap Pits

The distance between the centre of machine fifteen (15) on Range A and the centre of machine one (1) on Range B must not be less than 35m. For pre-existing ranges with a distance less than 35m, as specified above, the Jury may reduce the throwing angles of the settings of machine 13 of Range A, and machine three (3) of Range B, if necessary, to prevent those targets from crossing over, into the target flight path of the adjoining range and disturbing those athletes.

6.4.18.3 The Traps (Target Throwing Machines)

Each trap pit must have 15 traps attached to the front wall of the pit. The traps must be divided into five (5) groups of three (3). The centre of each group must be indicated only by a painted mark on the top of the roof which must be positioned so that it must indicate the point above the centre trap of each group at which a target must emerge when set to throw at zero (0) degrees. The painted mark must be in the form of an isosceles triangle (the length, the sides of the triangle must be between $0.40\text{m} \pm 0.05\text{m}$). The triangle must be positioned with its base in line with the edge of the roof of the trap pit. The distance between the traps within each group must be equal, from 1.00m to 1.10m. The distance between the centre traps of adjacent groups should be 3.00m to 3.30m. For existing ranges this may be 3.00m to 6.00m.

a) In the case of use of machines with left-hand (clockwise) rotation of throwing arms the distance between the left side (viewed from behind) and the centre machine in each group may be reduced to less than the prescribed 1.00m to 1.10m (see also Rule 6.4.19.3).

b) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50m ($\pm 0.10\text{m}$) below the top surface of the roof of the trap pit and set back 0.50m ($\pm 0.10\text{m}$) from the front edge of the roof when the trap is set at the 2m elevation. This is defined as the Throwing Point. Traps may be fully automatic (self-loading and cocking), semi-automatic (hand loaded and self-cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing its elevation angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of making target throwing settings on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.

c) The traps must be released by an electric-manual or electric-microphone system. The control system must be placed in such a position that the puller can clearly see and hear the call of the athlete. The release devices must guarantee equal distribution of targets to each athlete in a series of 25 targets. This distribution must be: ten (10) targets to the right, ten (10) targets to the left and five (5) targets to the centre. With the correct distribution, in a series of 25 targets, each group of traps must throw two (2) targets from the left trap, two (2) from the right trap and one (1) from the centre trap as the athletes progress from station 1 to 5.

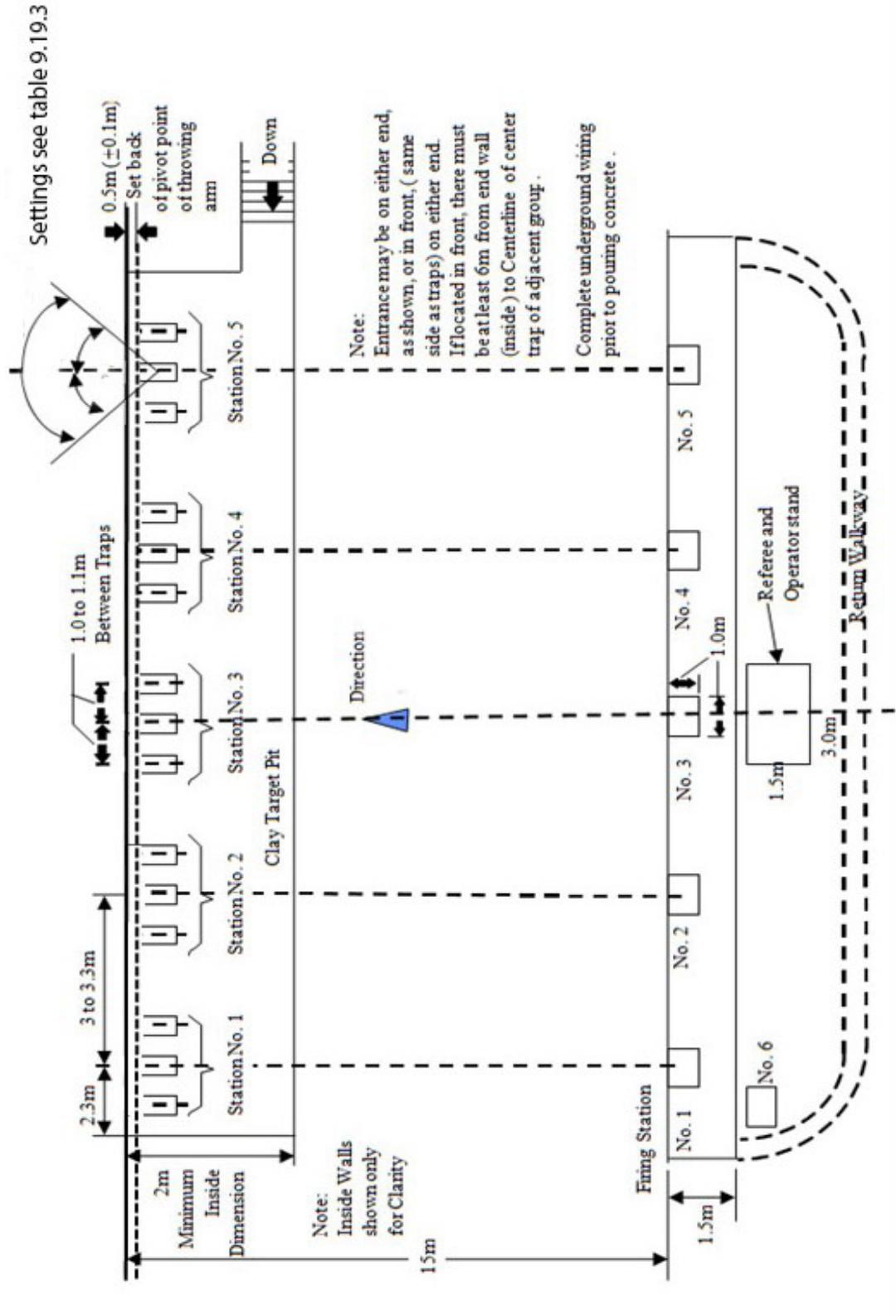
d) The five (5) shooting stations must be arranged on a straight line at a distance of $15\text{m} \pm 0.05\text{m}$ to the rear of the front edge of the trap pit. Each station must be prominently marked with a square $1.00\text{m} \times 1.00\text{m}$ which is centred on a line perpendicular to the line of shooting stations and extending through the painted mark which indicates the zero (0) degree exit point above the middle machine in each group of three.

A sixth station must be marked about 2.00m to the rear and slightly to the left of Station 1 where athlete number 6 may take his position. All six (6) shooting stations must have a table or bench where the athletes may place their extra cartridges and other equipment. The stations must be firm and level in all directions. Each station must have at the front right and left hand corners a block of wood, piece of carpet or rubber about 15cm square or round upon which the athlete may rest his shotgun.

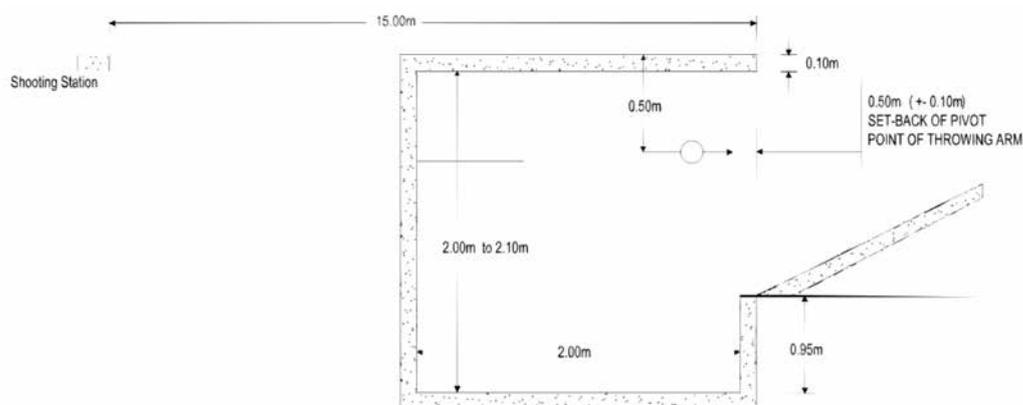
e) For Trap Finals, medium intensity coloured lamps must be fitted to each microphone stand at a height of 40cm to 75cm to indicate when the microphone is live. The lamp system must be constructed to indicate a pause (microphone dead) of 5-25 seconds after each athlete has shot at a predetermined number of targets. At the end of the pause, the Referee must command "READY" and the athlete next to shoot must have a further 12 sec. preparation time to call for the target.

f) 3.00m to 4.00m behind the line of shooting stations a path must be provided for mandatory use by the athletes moving from station 5 to station 6. Athletes must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7.00m to 10.00m behind the return walkway. No spectators are to be allowed within this barrier. The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, Referee stand and operator stand should have adequate protection from sun and rain, except that Finals ranges should, if possible, be open.

6.4.18.4 Each station must be prominently marked with a square 1.00m x 1.00m which is centered on a line perpendicular to the line of shooting stations and extending through the painted mark which indicates the zero (0) degree exit point above the middle machine in each group of three.



6.4.18.5 Trap and Double Trap pit section



6.4.19 Standards for Double Trap Ranges

6.4.19.1 The Trap Pit

Trap ranges are most commonly adapted to Double Trap competition by using the centre group of traps, numbers 7, 8 and 9, directly in front of Station 3. See Double Trap Rules.

6.4.19.2 Distances between Trap Pits

See Rule 6.4.18.2 when trap pits are used. When separate double trap pits are constructed, the distance from the centre machine on one field to the centre machine on the adjoining field should not be less than 35.00m. (The angles of targets in Double Trap are not so wide as in Trap therefore reductions are possible.)

6.4.19.3 Traps for Double Trap (target throwing machines)

Each double trap pit must have three (3) traps attached to the front wall of the pit. The zero (0) degree exit point of the centre trap of the group must be indicated only by a painted mark on the top side of the pit roof. The distance between traps within the group must be equal, from 1.00m to 1.10m (see Rule 6.4.18.3). Traps number 1 and number 3 should be a minimum of 1.50m from the end walls.

a) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50m (± 0.10 m) below the top surface of the roof of the trap house and set back 0.50m (± 0.10 m) from the front edge of the roof when the trap is set at the 2.00m elevation (see Figures). Traps may be fully automatic (self-loading and cocking), semi-automatic (hand loaded and self cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing its elevation, angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of allowing target throwing on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.

b) The traps must be released by an electric-manual or electric-microphone system. If a manual control system is used it must be placed in such a position that the puller can clearly see and hear the call of the athlete. For all ISSF Championships an automatic release device must be used which must be set to simultaneously release the targets immediately after the athletes call. Where an electric-manual system is used, the release device must be designed so that only one (1) button or switch can be used to release the targets.

c) The five (5) shooting stations must be arranged on a straight line at a distance of $15\text{m} \pm 0.05\text{m}$ to the rear and parallel to the front edge of the trap pit. Each station must be prominently marked with a square $1.00\text{m} \times 1.00\text{m}$. Station 3 must be centred on a line extending through the painted mark that indicates the zero

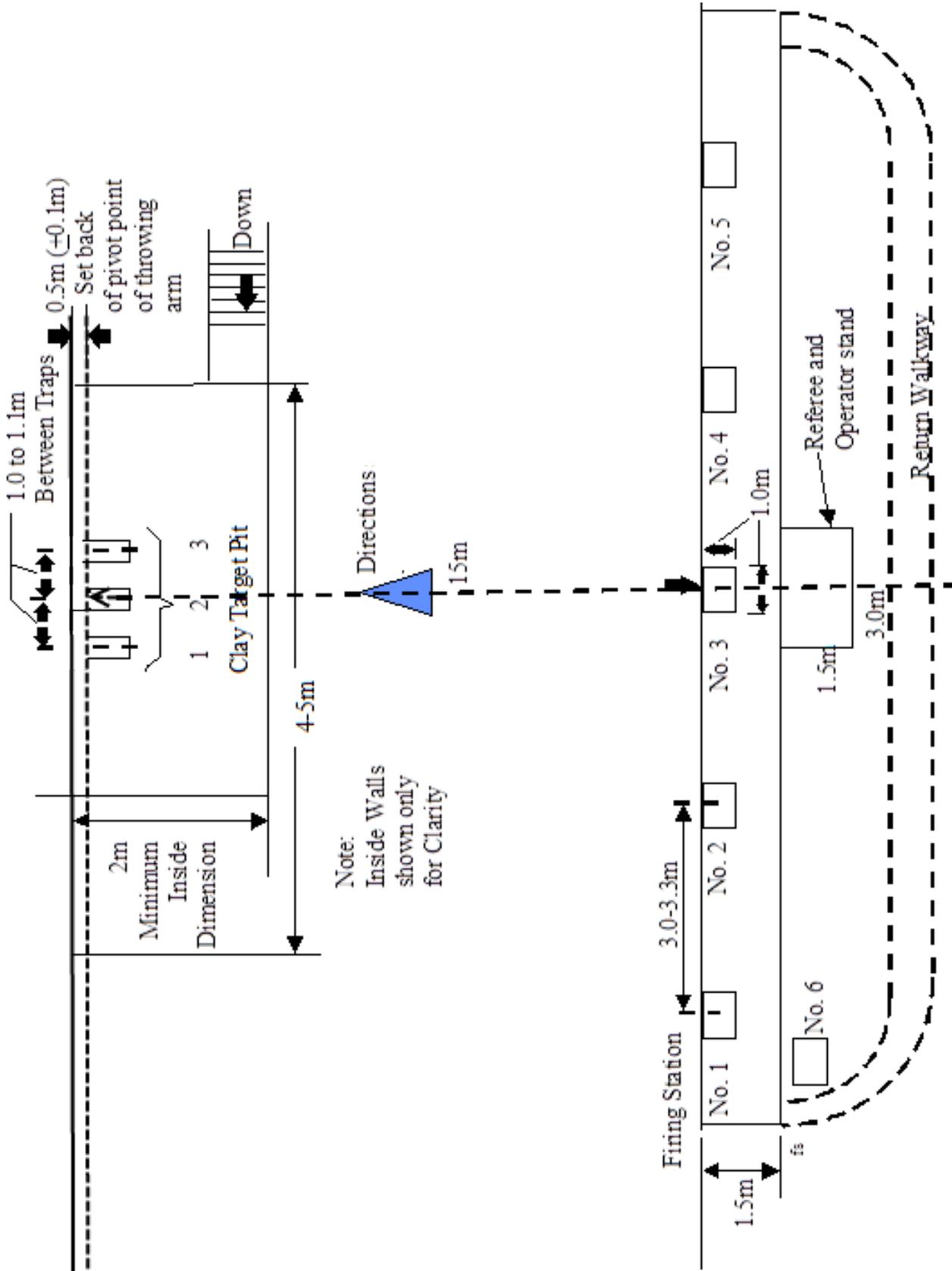
(2) degree exit point above the middle trap in the group. Station 2 is $3.00\text{m} - 3.3\text{m}$

to the left of Station 3 and Station 1 is equidistant to the left of Station 2.

Likewise Station 4 is $3.00\text{m} - 3.30\text{m}$ to the right of Station 3 and Station 5 equally $3.00\text{m} - 3.30\text{m}$ to the right of Station 4 (see Figure, Separate Double Trap range). A sixth Station must also be marked about 2m to the rear and slightly to the left of station 1 where athlete number 6 may take his position at the start of the competition. All six (6) of the shooting stations must be furnished with a table or bench where the athletes may place their extra cartridges and equipment. The stations must be firm and level in all directions and must be at the same elevation as the front edge of the roof of the trap pit. Each station (six) must also have a block of wood, piece of carpet or thick rubber sheet about 15cm square or round upon which an athlete may rest his gun.

d) 3.00m to 4.00m behind the line of shooting stations a path must be provided for mandatory use by the athletes moving from station 5 to station 6. Athletes must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7.00m to 10.00m behind the return walkway. No spectators are to be allowed within this barrier. The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, Referee stand and operator stand should have adequate protection from sun and rain, except that Finals ranges should, if possible, be open.

6.4.19.4 Separate Double Trap Range – 3 Machine



6.4.20 Standards for Skeet Ranges

6.4.20.1 A Skeet field consists of two houses (high house and low house) and eight (8) shooting stations. Stations 1 through 7 are arranged on a segment of a circle with a 19.20m radius and a base chord of 36.80m (with a tolerance of $\pm 0.25\text{m}$) which is 5.50m from the centre point of the circle which is marked by a stake.

a) The centre of the circle which is marked by a stake also marks the base of the target crossing point.

b) Station 1 is located at the left end of the base chord and station 7 at the right end when standing anywhere on the segment of the circle and facing the centre stake. Stations 2 through 6 are located on the segment of the circle at points equidistant from each other (the distance between the centre of the front of the stations 1 and 2, 2 and 3, etc., is $8.13\text{m} \pm 0.05\text{m}$ on chord). Stations 8 and 4 are located at the centre of the base chord (see Figure).

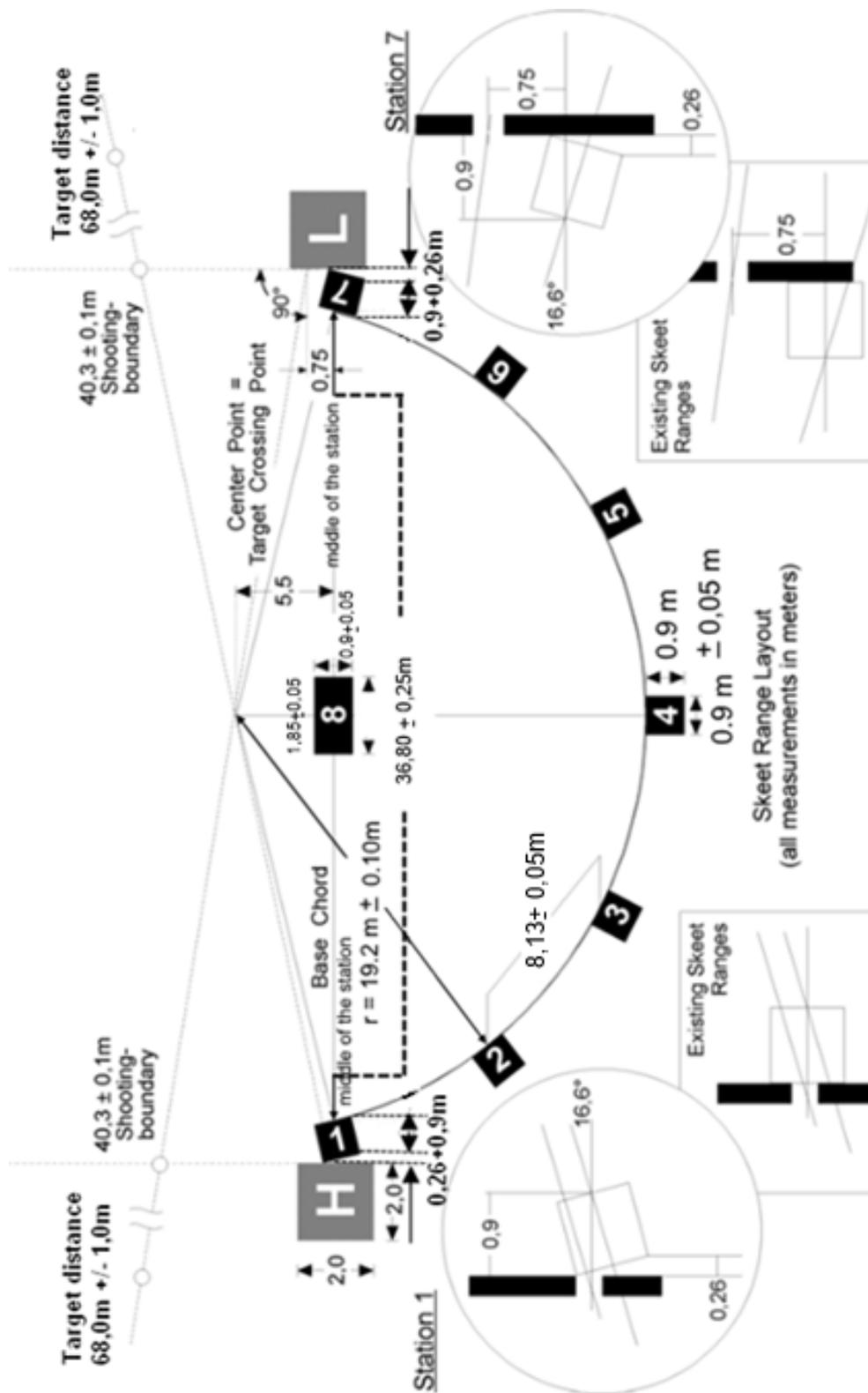
c) Shooting stations 1 through 7 are $0.90\text{m} \pm 0.05\text{m} \times 0.90\text{m} \pm 0.05\text{m}$ square, with two sides parallel to a radius of the circle drawn through the station marker (centre of the station). Shooting station 8 is rectangular, $0.9\text{m} \pm 0.05\text{m}$ wide by $1.85\text{m} \pm 0.05\text{m}$ long, with its long sides parallel to the base chord. The location of each shooting station must be accurately indicated. The markers for shooting stations 1 through 7 are on the centre of the side nearest the target crossing point. The marker for shooting station 8 is on the centre point of the base chord. All eight (8) shooting stations must be on the same level, within $\pm 0.05\text{m}$ difference in elevation.

6.4.20.2 Target Distances, Angles and Elevations

- a) Each house must contain a clay target throwing machine in a fixed position. The throwing arm of the target throwing machine in the high house, when in a horizontal position, should be $2.80\text{m} \pm 0.10\text{m}$ above the level of station 1 and the throwing arm in the low house should be $0.80\text{m} \pm 0.10\text{m}$ above the level of station 7.
- b) Targets thrown from the high house must emerge at a point $0.90\text{m} \pm 0.05\text{m}$ behind the station marker 1 (measured along the extended base chord) and $3.05\text{m} \pm 0.05\text{m}$ above the level of the station. Targets thrown from the low house must emerge at a point $0.9\text{m} \pm 0.05\text{m}$ behind station marker 7 (measured along the extended base chord) (moved $0.75\text{m} \pm 0.05\text{m}$ to the exterior of the base chord) and $1.05\text{m} \pm 0.05\text{m}$ above the level of station 7.
- c) Targets properly released must pass through a circle $0.90\text{m} - 0.95\text{m}$ in diameter, located $4.60\text{m} \pm 0.05\text{m}$ above the centre point.
- d) In calm weather conditions targets must carry a distance of $68.00\text{m} \pm 1.00\text{m}$ as measured from the face of the house behind stations 1 and 7. If the correct distance cannot be verified by measurement, the Jury will decide the trajectory of the targets.
- e) The shooting boundaries of stations 1 to 7 are $40.30\text{m} \pm 0.10\text{m}$ from the face of each house. For station 8 the shooting boundary is determined by the crossing point between a straight line running from station 4 to station 8 and the target crossing point. Suitable markers must be placed on the target flight path, at points $40.30\text{m} \pm 0.1\text{m}$ from both the high house and the low house, to indicate the shooting boundaries. Similar markers must be placed at 67.00m and 69.00m to indicate the distance a regular target must fly. The tops of these distance markers should indicate the ground level.
- f) A safety shield must be installed at the opening of each trap house so that the trap operator is not visible to an athlete on any station. This precaution is mandatory as a safety measure to protect the operator from possible injury from direct or ricocheting shot, and the athletes from broken targets emerging from the opening of the trap house. A wire, rope or other suitable barrier is to be erected 10.00m to 13.00m behind Station 4 and parallel to the base chord. No spectators are allowed within this barrier. The Referee and Jury Members are responsible for the enforcement of this Rule.
- g) The traps must be released by an electric-manual or electric-microphone system (see note below) with a timer device which must be installed so as to allow the operator to see and hear the athletes. For all ISSF Championships the use of a timer is mandatory. This must provide for the release of the targets within an indefinite period of time, varying from instant release up to a maximum of three (3) seconds after the athlete has called for his target. The release device must be designed so that only one (1) button (or switch) can be used to release double targets.
- h) Note: If an electro-microphone system is to be used, it must be so constructed as to randomly insert a delay varying from 0.2 to 3.0 seconds.
- i) A coloured lamp must be fitted to the outside of both high and low houses. The lamps must light immediately on the athlete's call and extinguish when the target(s) are thrown. The lamps must be clearly visible to the Referee. The lamp must be installed on the side of the skeet house which faces the spectator area at a height of $2.20\text{m} - 2.80\text{m}$ on the high house and $1.60\text{m} - 2.00\text{m}$ on the low house.

6.4.20.3 Skeet Range Layout

All new Skeet ranges must comply with these specifications. Skeet ranges constructed before 2013 with stations 1 and 7 facing the opposite target house will continue to be accepted for ISSF Championships.



6.5 GAUGES AND INSTRUMENTS

- a) Each Organizing Committee must provide a complete set of gauges and instruments for Equipment Control during ISSF Championships;
- b) A detailed list of Equipment Control Instruments that are required for conducting Equipment Control tests and the requirements and specifications for those instruments is available from ISSF Headquarters;
- c) The ISSF Technical Delegate or the Chairman of the Equipment Control Jury must examine and approve all gauges and instruments prior to the competition;
- d) Calibration test equipment for use in examining Equipment Control instruments is available from ISSF Headquarters and must be used to calibrate testing instruments before each day of testing and when a disqualification is considered during post-competition testing (Calibration Report Forms are available from ISSF Headquarters); and
- e) The measuring devices used to test the thickness, stiffness and flexibility of athletes' clothing must be constructed according to this rule (see Rule 6.5.1 below) and be approved by the ISSF Technical Committee.

6.5.1 Thickness Measurement Device



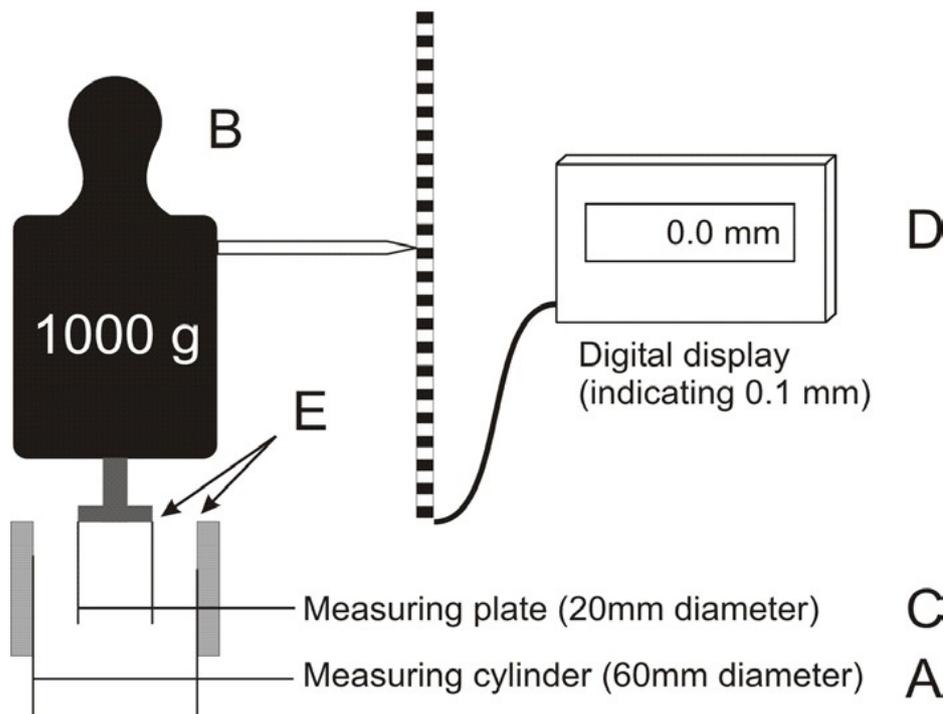
The device used to measure the thickness of clothing and shoes must be capable of measuring to one-tenth of a millimetre (0.1mm). Measurements must be taken with a 5.0kg weight applied. The device must have two (2) circular flat surfaces facing each other, each 30mm in diameter.

6.5.2 Stiffness Measurement Device

The device used to measure the clothing stiffness must be capable of measuring to one tenth of a millimetre (0.1mm) and have the following dimensions:

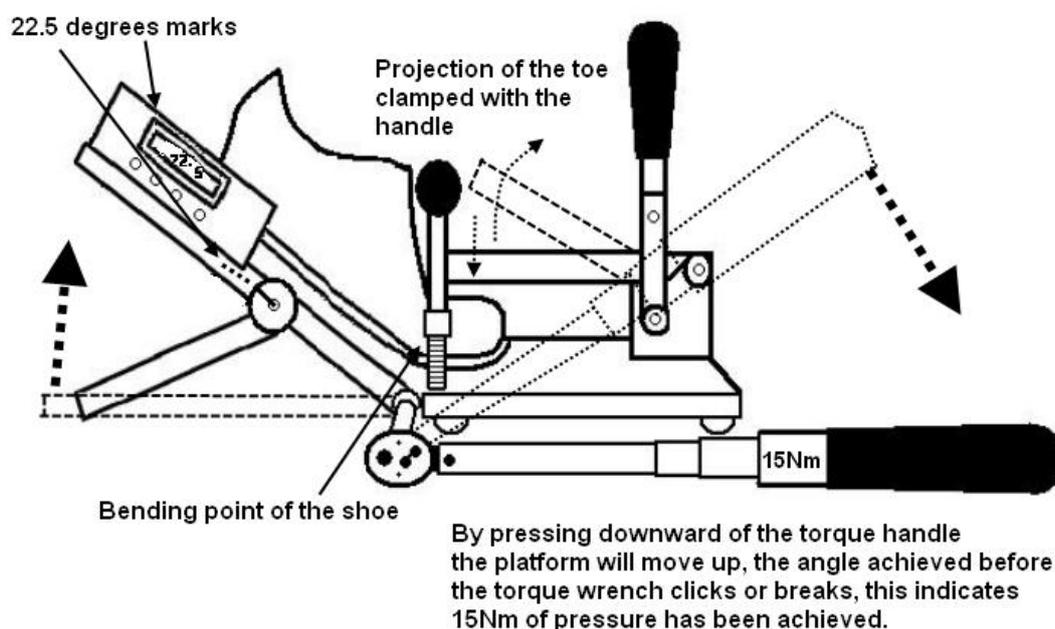
A	Measuring cylinder	=	60mm diameter
B	Measuring weight	=	1000g (including grip and measuring plate C)
C	Measuring plate	=	20mm diameter
D	Digital display		indicating 0.1mm
E	The rounding of the edges on the measuring plate (C) and measuring cylinder (A) must not be more than 0.5 mm radius as a maximum.		

- Stiffness measurements must be made with the fabric/material laid flat, without stretching, on measuring cylinder “A,” and
- Measuring weight “B” presses measuring plate “C” onto the fabric/material on measuring cylinder “A.”



6.5.3 Shoe Sole Flexibility Measurement Device

The device used to measure shoe sole flexibility must be capable of accurately measuring, in degrees, the shoe sole flexibility under a precise amount of upward pressure (NM).



6.6 CHAMPIONSHIP ADMINISTRATION

6.6.1 Championship Programme and Schedule

The administration of ISSF Championships shall be carried out in accordance with this Rule, except that the administration of Olympic and Continental Games Shooting Championships shall be carried out in accordance with the charter and regulations of the IOC or the appropriate Continental NOC organization.

6.6.1.1 **Official Championship Programme.** The office of the ISSF Secretary General will provide a standardized Championship Programme and coordinate the preparation of an **Official Championship Programme** with each Organizing Committee to be finalized at the time of the annual ISSF Workshop for Organizers in November of the year before the Championship. The **Official Championship Programme**, including invitations, schedules, the official symbol or logo and entry forms will be posted on the ISSF website and the Organizing Committee must publish the **Official Programme** and send it to all ISSF Member Federations as soon as possible after it is finalized.

6.6.1.2 **Official Schedule.** The office of the ISSF Secretary General, the Organizing Committee and the Technical Delegate appointed for the Championship must prepare a detailed **Official Schedule** for each Championship. Championship schedules should include an official arrival day, at least one day of Official Training, or Pre-Event Training (PET) the necessary competition days and an official departure day. World Championship schedules, including Official Training days and the opening and closing ceremonies, should not exceed 20 days. Ranges may be open for additional Unofficial Training before the Official Training Day (PET) at the option of the Organizing Committee. **Official**

Schedules must provide dates and times for Official Training, Pre-Event Training, Elimination Relays, Qualification Relays, Finals Reporting Times, Finals and Victory Ceremonies. Schedule changes, as approved by the Technical Delegate, must be made as soon as possible after the Final Entry Deadline and distributed to all participating delegations.

6.6.1.3 **Entry Status and Limits.** National Federations may enter a maximum of three (3) athletes per nation per event who are competing for awards (in-competition) in ISSF Championship events. In addition, in World Cups, the Organizing Committee may accept a maximum of two additional athlete entries per nation, per event, that may compete for Ranking Points Only (RPO), Olympic MQS status (MQS only) or participate out-of-competition (OOC).

6.6.1.4 **Maximum Entry.** The Organizing Committee and Technical Delegate must establish the **Maximum Entry** (range capacity) for each event on the programme. Final entries that exceed the maximum entry for an event will be placed on a waiting list and will only be accepted if entry spaces become available before the Late Entry Deadline.

6.6.2 **Technical Meeting**

A Technical Meeting conducted by the Competition Director and Technical Delegate(s) must be scheduled on the day before the first competition day to inform team leaders about competition details and any schedule changes.

6.6.3 **Training**

6.6.3.1 **Official Training.** Official Training must be scheduled on the official arrival day.

6.6.3.2 **Pre-Event Training (PET).** Pre-Event Training must be provided for every individual event on the programme, before Elimination or Qualification for that event starts. For Rifle, Pistol and Running Target individual events, each athlete must be allowed to train on his allocated competition target for a minimum of 40 minutes per relay (30 minutes per relay for Rapid Fire Pistol, 15 minutes per athlete for Running Target) on a day before the event, where ever possible. This is in addition to the Official Training day(s) in the programme (for Shotgun, see Rule 9.6.2.1). If Mixed Team events follow comparable individual events, Pre-Event Training with open target allocations may be scheduled for these events when time is available in the schedule.

6.6.3.3 **Unofficial Training.** In addition to Official Training and scheduled Pre-Event Training, athletes should be given additional Unofficial Training opportunities when the shooting ranges are available.

6.6.3.4 **Electronic training/tracking devices**

Electronic training/tracking devices must not be used during Pre-Event Training or competition (elimination, qualification, finals), but may be allowed during official and unofficial training.

6.6.4 **Entries and Entry Confirmation**

National Federations must submit entries to the ISSF Online Registration Service by the Final Entry Deadline 30 days before the official arrival day (Rule 3.8.3.2).

a) Late Entries may be submitted until three days before the official arrival day if an additional penalty is paid and entry spaces are available (Rule 3.8.3.3);

- b) Entry Confirmations and the payment of applicable entry fees to the Organizing Committee, together with Entry Verification Forms must be completed by team leaders upon arrival (Rule 3.8.4.1); and
- c) **Entry Changes** can only be made in accordance with Rule 3.8.3.4. Entry Changes must be completed not later than 12:00noon on the day before the Pre-Event Training for a particular event.

6.6.5 **Start Lists**

- a) Start lists with firing point and relay allocations must be published and distributed not later than 16:00 hrs on the day before Pre-Event Training for Rifle-Pistol events and the day of Pre-Event Training for Shotgun events. For Mixed Team, see also rule 6.18.1.4
- b) **Sustainability option:** If the organizer provides a comprehensive email distribution system or a wireless internet system that is generally available throughout the venue, and a public access information station, the organizer may, with the approval of the Technical Delegate, use a paperless system where printed start lists are not distributed; and
- c) **Substitutions.** An athlete, in a team event only, may in exceptional circumstances be replaced by an already registered athlete not later than one (1) hour before the scheduled start time for that event. This rule also applies for competitions composed of several parts or carried out over several days.

6.6.6 **Principles for Firing Point Allocation in Rifle and Pistol**

- a) The allocation of athletes to firing points and relays in Qualification must be done by random under the supervision of the Technical Delegate with a computer programme designed for this purpose. If there is more than one Relay, then the top 30 Ranked athletes should be allocated in Relay 2.
- b) The allocation of athletes to firing points in the Final will also be by random, as Rule 6.17.1.2.
- c) Whenever draws are used to determine firing positions the Technical Delegate must approve the range constraints to be taken into account; the Technical Delegate may approve the squadding of MQS-only, RPO and OOC athletes in specific sections of a range.
- d) Individual athletes and teams (nations) should be able to shoot under conditions that are as nearly equal as possible;
- e) Athletes from the same nation should not be allocated adjacent firing positions;
- f) Athletes from the same nation should be divided as equally as possible between relays;
- g) If there are more athletes than targets in Air Rifle or Air Pistol events, targets must be distributed by drawing lots for two (2) or more relays;
- h) If more than one relay is used in team competitions, team members must be distributed equally between the relays;
- i) If a Rifle competition lasts for more than one day, all athletes must fire an equal number of shots in the same position or positions each day; and
- j) When a Pistol event is divided into two (2) stages or days, all athletes must

finish the first stage before the second stage or day may begin. All athletes must fire an equal number of series on each day of a two-day competition.

6.6.6.1 **Elimination Events for Outdoor 50m and 300m Ranges**

If the number of athletes exceeds the useable capacity of the range, an Elimination must be conducted. This requirement may be waived by the Technical Delegate when required by schedule limitations.

a) Any Elimination must be over the complete course of fire; Scores attained in Elimination will be used for any athletes Team Events results entered in that event.

b) The top 30 ranked athletes will be squadded on the second Elimination of the day. All remaining athletes are squadded at random.

c) Elimination relays should be scheduled on the day before the Qualification is scheduled;

d) Qualification athletes must consist of a proportionate number of highest-ranking athletes from each Elimination relay, taking the number of starts on the start-lists into account. The number of athletes who qualify must be announced at the Technical Meeting.

e) **Formula:** The usable number of firing points is divided by the total number of athletes on the start-lists multiplied by the number of athletes on the start-list for each relay to give the number of athletes going forward from the Elimination to the Qualification, e.g. 60 firing points and 101 athletes:

1st relay: 54 athletes = $32.08 \approx 32$ athletes forward;

2nd relay: 47 athletes = $27.92 \approx 28$ athletes forward;

f) When Eliminations are required, team members/nations must be equally divided between the Elimination relays. Team scores are taken from these relays;

g) If insufficient targets are available to allocate two team members from each team to the first relay and the remaining member from each team to the second relay, then it will be necessary to have three relays with one member from each team on each relay;

h) An athlete who does not qualify must not be allowed to participate further in the event; and

i) If there are tied scores for the last places in an Elimination the order of rank will be determined according to tie breaking rules.

j) If an Elimination is not scheduled in Junior World Cups and multiple relays are scheduled, Team Leaders must be allowed to designate their athletes who will be squadded on the first and subsequent relays.

k) In 50m 3P event qualification, if only one Relay, then this is considered as Stage 2 and the top 8 will proceed to the Final.

6.6.6.2 **Schedules and Squadding – 25m Rapid Fire Pistol Men**

a) The second 30-shot stage must begin only after all athletes complete the first 30-shot stage. If there are fewer athletes than are necessary to completely fill all relays, the allocation of firing points should be done so that gaps are left in the last relays of the first and second stages;

b) For the 2nd stage, firing point allocation will be in order of ranking according to scores fired in the first 30-shot stage, with the lowest ranked athletes shooting in the first relay. Start positions within each relay will be decided by a random draw.

6.6.6.3 Schedules and Squadding -- 25m Pistol Women

The event may be scheduled to take place on one or two days. If possible, the event should be scheduled to take place on two days with the rapid-fire stage and Final taking place on the second day. If the event is scheduled over two days, the PET before the first day should be for the precision stage. There should be a second PET on the first competition day, after the precision stage, for the rapid-fire stage.

6.6.6.4 **Shotgun** squadding and draw rules are found in Rule 9.11.2.3.

6.6.6.5 **Running Target** squadding and draw rules are found in Rule 10.7.3.1.

6.7 COMPETITION CLOTHING AND EQUIPMENT

6.7.1 The ISSF establishes specific standards for competition clothing and equipment that athletes may use in ISSF Championships and for Equipment Control testing to check those standards in order to safeguard the principles of equal and ethical competition where no athlete can gain an unfair advantage over other athletes.

6.7.2 Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF Championships comply with ISSF Rules.

6.7.3 All athletes' equipment is subject to checks by the Equipment Control Jury and an Equipment Control Section established by the Organizing Committee as well as by the respective Competition Juries.

6.7.4 Standards for Clothing and Equipment

6.7.4.1 Rules governing specific equipment used by athletes in a particular discipline are found in the Rules for that discipline.

6.7.4.2 The use of any special devices, means or clothing, including the use of Kinesio, medical or similar taping, which immobilizes or unduly reduces the movement of the athlete's legs, body or arms, is prohibited for Rifle, Pistol and Running Target athletes in order to ensure that athletes' performance skills are not artificially improved.

6.7.4.3 Radios, iPods, or any similar type of sound producing or communication systems are prohibited on the FOP during competition and training, except when they are used by competition officials.

6.7.4.4 Mobile phones or other hand-held communication devices (i.e. tablets, etc.), electronic devices or wrist-worn devices (i.e. smart watches) may not be used by athletes on the firing line.

6.7.5 ISSF Dress Code

It is the responsibility of athletes, coaches and officials to appear on the ranges dressed in a manner appropriate for a public sports event. Clothing worn by athletes and officials must comply with the **ISSF Dress Code**. See 6.22 for the full **ISSF Dress Code**.

6.7.6 **Equipment Control**

6.7.6.1 The Organizing Committee must establish an Equipment Control Section to perform equipment control checks under the supervision of the Equipment Control Jury. An Equipment Control checking service must be available to all athletes so that they may have their equipment checked prior to the competitions. To ensure compliance with ISSF Rules, the Equipment Control Jury and Equipment Control Section must conduct random post-competition testing (6.7.9).

6.7.6.2 **Equipment Control Procedures**

a) The Organizing Committee must inform team officials and athletes where and when they may have their equipment inspected prior to or during the competitions;

b) The Equipment Control Section must be open to provide voluntary inspections for athletes' equipment, starting with the Official Training day and continuing through the last day of Rifle-Pistol-Running Target competition;

c) ISSF calibration test equipment must be used to check testing instruments before each day of testing and when a disqualification is considered during post-competition testing;

d) Athletes are encouraged to bring any items of equipment to the Equipment Control Section for checking if they are not certain if they will pass a post-competition check;

e) The Equipment Control Section must ensure that all Rifle shooting jackets and shooting trousers are identified with a seal bearing a unique serial number that is registered to the athlete. The seal must be designed so that it cannot be removed without breaking the seal. Seals previously issued for one-time- only clothing inspections fulfil this requirement. Jackets and trousers with no seal must be checked for compliance with ISSF Rules and have seals affixed to them that are registered for the athlete. The Equipment Control and Rifle Juries will use the jacket and trouser seals to conduct random checks for compliance with Rule 7.5.1.2;

f) The Equipment Control Section must keep a register of the guns, shooting jacket and trousers that they check, with the name of the athlete, the make (manufacturer), serial number and calibre of each gun checked on an Equipment Control Card;

g) It is the athlete's responsibility that any air or CO2 cylinder is within manufacturer's validity date (maximum of ten (10) years); this may be checked by Equipment Control and advisory recommendations may be given;

h) One copy of the Equipment Control Card is given to the athlete who must retain this card with his equipment at all times. If an athlete loses his Equipment Control Card, there is a EUR 10.00 fee to replace it; and

i) If a Rifle clothing item is resubmitted for a second or subsequent test during the same Championship, a reinspection fee of EUR 20,00 will apply. No item of

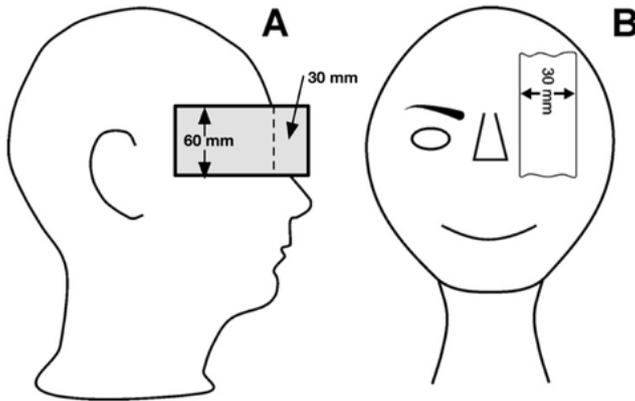
clothing may be submitted to Equipment Control more than three times. If an item does not pass on the third occasion this must not be used in competition and doing so will result in disqualification.

6.7.7 Bib (Start) Numbers and Items Worn by Athletes

- 6.7.7.1 All athletes must be provided with a Bib Number (Start Number) to wear on the back of the outer garment above the waistline during the entire competition. Bib Numbers must display the athlete's allocated number for that Championship, family name, initial and nation (IOC abbreviation only). If a flag of the nation is used, it must be placed to the left of the IOC abbreviation. The height of the letters in names should be as big as possible, but no letters or numbers may be less than 20mm (for Shotgun, see 9.13.2, 9.13.3).
- 6.7.7.2 **Bib Numbers** must be worn by all athletes, on their backs and above the waist, at all times while participating in Pre-Event Training and all stages of competition. If the Bib Number is available and not worn, the athlete may not compete. New Bib Numbers will be issued at Reporting Time prior to Finals
- 6.7.7.3 All athletes must comply with **ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/Advertising Rules**. These rules govern such matters as emblems, sponsorship, advertising and commercial markings on clothing together with controls and sanctions.

6.7.8 **Blinders**

- 6.7.8.1 **Side Blinders** (on one or both sides) attached to the hat, cap, shooting glasses, or to a headband, not exceeding 60 mm deep are permitted for Shotgun athletes only (Rule 9.13.4) (A). The front edge of a side blinder, when viewed from the side, must not extend more than 30mm forward of the centre point of the forehead. Side blinders must be made of plastic material only.



- 6.7.8.2 **One Front Blinder** to cover the non-aiming eye that is not more than 30mm wide is permitted for all athletes (B).

6.7.9 **Post-Competition Testing**

- 6.7.9.1 Post-competition checks must be conducted after Elimination and Qualification competitions and during the reporting time before Finals according to procedures specified in the "ISSF Equipment Control Guidelines." The Equipment Control Jury is responsible for supervising the conduct of all post-competition checks. Judges of the same gender as the athletes must be available for clothing and taping checks. Failure of the following specific post-competition checks must result in disqualification (DSQ):

- a) Rifle: Shooting clothing, underclothing, taping and rifle specifications (trigger weighing when applicable);
- b) Pistol: Shoes, taping, trigger weighing, pistol dimensions and grips (8.12), ammunition velocity checks and the weighing of bullets where applicable;
- c) Shotgun: See Shotgun Rules; and
- d) Running Target: Rifle weight, telescope power (10m), trigger weight (50m10.4.3.6 a) and marker tapes.
- e) All disciplines: Failure to report for a post-competition check after being given written notice to report.

- 6.7.9.2 If an athlete fails a post-competition check, the Chairman of the Equipment Control Jury or one other Equipment Control or Competition Jury Member must confirm that the test was performed correctly and that the athlete is disqualified. The confirmation procedure must include using ISSF calibration testing equipment to confirm that the testing instruments are measuring accurately.

- 6.7.9.3 Appeals against a post-competition test disqualification may be submitted to the Jury of Appeal. The Jury of Appeal must decide if the test was performed correctly, but it may not repeat the test. The Jury of Appeal can overturn a post-competition check disqualification only if it finds that the test was performed incorrectly.
- 6.7.9.4 Targeted testing (selection of athletes on a non-random basis) may be done when a Jury has credible evidence that an athlete has altered or attempted to alter his gun, clothing or equipment.

6.8 COMPETITION JURY DUTIES AND FUNCTIONS

Juries are responsible for advising, assisting and supervising the competition officials appointed by the Organizing Committee.

- a) Competition Juries (Rifle, Pistol, Shotgun, Running Target and Target Sprint) supervise the conduct of events in their respective disciplines;
- b) RTS (Results, Timing and Scoring) Juries supervise scoring and results operations; and
- c) Equipment Control Juries supervise the testing of athletes' clothing and equipment.

- 6.8.1 Range Officers, RTS Officers and Referees appointed by the Organizing Committee are responsible for the actual conduct of the competitions while Juries act in an advisory and supervisory capacity. The Range Officers and Juries are mutually responsible for conducting the training and competitions in accordance with ISSF Rules and must ensure that these Rules are enforced in a fair and equitable manner during the competitions.
- 6.8.2 All Jury Members must wear the official ISSF Jury vest (red colour) when on duty. Jury vests can be purchased from ISSF Headquarters. It is recommended that all Range Officers wear a distinctive vest or other means of identification (preferably in green colour) when on duty. It is recommended that all Target Officers or other personnel who must go forward of the firing lines to perform their duties wear a vest in a fluorescent colour or high visibility armbands.
- 6.8.3 Before the beginning of the competition, the Competition Juries must examine the shooting ranges and check the organizational arrangements and organization of operating personnel, etc., to ensure that they conform to ISSF Rules. Jury checks should be done in coordination with any earlier checks made by the Technical Delegate.
- 6.8.4 Jury Members must continuously observe the shooting positions and the equipment of the athletes.
- 6.8.5 Jury Members have the right to examine the guns, equipment, positions, etc., of the athletes at any time, during training and competitions.
- 6.8.6 During training and competitions, Jury Members are responsible for checking athletes clothing and equipment for compliance with ISSF Sponsorship/ Advertising Rules (4.4-4.7 and 6.7.7.3);
- 6.8.7 During competitions, Jury Members should not approach an athlete while he is firing a shot (or series of shots in rapid fire events) unless a safety issue requires immediate action.
- 6.8.8 A majority of the Jury must always be present on the range during competitions so that, when necessary, the Jury can meet and make decisions immediately.

- 6.8.9 Jury Members have the right to make individual decisions during competitions, but should confer with other Jury Members and Range Officers when any doubt exists. If a Team Official or Athlete does not agree with the decision of an individual Jury Member, a decision of the majority of the Jury may be requested by making a written protest.
- 6.8.10 Jury Members must be completely impartial in making decisions, regardless of the nationality, racial, religious, ethnic or cultural identity of any athletes who are involved.
- 6.8.11 Juries must deal with any protest(s) that are submitted to the Jury in accordance with ISSF Rules. After consultation with the Range Officers and others directly concerned, the Jury must rule on any protest.
- 6.8.12 A Jury must delay the start of a Final if a protest involves athletes who could, depending upon the protest decision, qualify for the Final. The RTS Jury may release a Final Start List if a protest does not involve athletes who could qualify for the Final. Official Final Results cannot be released until all protests and appeals are decided.
- 6.8.13 A Jury must decide all cases that are not provided for in the ISSF Rules. Such decisions must be made within the spirit and intent of ISSF Rules. Any such decisions must be included in a Jury Chairman's Report that is submitted to the Technical Delegate after each Championship.
- 6.8.14 Athletes and Team Officials must not be members of a Jury. Jury Members must not advise, coach or assist athletes beyond the scope of the ISSF Rules at any time during the competition.
- 6.8.15 The Jury Chairman is responsible for directing Jury schedules and activities for ensuring the presence of sufficient member(s) of the Jury at all times, including all Official and Pre-Event Training.
- 6.8.16 The Jury Chairman must prepare a report on Jury decisions and actions to be submitted to the ISSF Secretary General through the Technical Delegate as soon as possible after the Championship.

6.9 ORGANIZING COMMITTEE COMPETITION OFFICIALS

6.9.1 Chief Range Officer (CRO) Duties and Functions

A Chief Range Officer (CRO) must be appointed for each range. The CRO is in charge of all Range Officers (RO) and range personnel and is responsible for the correct conduct of the shooting event. The CRO is responsible for giving all range commands and for ensuring the cooperation of range personnel with the Jury. The CRO is responsible for the rapid correction of any equipment failures and for making available the necessary experts and supplies to operate the range. It is strongly recommended that an Assistant CRO be appointed to serve as a backup for the CRO, especially in maintaining range documentation and Range Incident Reports (Form IR) regarding events and irregularities that occur during the competition.

6.9.2 Range Officer (RO) Duties and Functions

A Range Officer (RO) must be appointed for each Range Section or for each ten (10) firing points. Range Officers must:

- a) Be responsible to the CRO for the conduct of the competition in the target section entrusted to them;

- b) Check the names and Bib Numbers of athletes to ensure that they correspond with the start list;
- c) Ensure that the athletes' guns, equipment and accessories have been examined and approved;
- d) Check athletes' shooting positions and equipment and advise the Jury of any possible violations;
- e) Ensure that the commands of the CRO are followed;
- f) Take necessary actions regarding a malfunction, protest, disturbance, or any other matter arising during the competition;
- g) Receive verbal protests and immediately report them to a Jury Member;
- h) Record all irregularities, disturbances, penalties, malfunctions, cross-fires, extra time allowed, repeated shots authorized, etc. on Range Incident Report Forms (IR) and on the target or printer strip as appropriate; and
- i) Refrain from any conversations with athletes or from making other comments regarding scores.

6.9.3 Chief RTS (Results, Timing and Scoring) Officer (CRTSO) Duties and Functions

The CRTSO must be appointed for each Championship. He is in charge of all RTSO and Entry and Results Personnel. The CRTSO is responsible for the correct conduct of all scoring and results operations at the Championships.

6.9.4 RTS Officers (RTSO) Duties and Functions

One RTSO should be appointed for each range that is used for Qualification competitions. The RTSOs are responsible for working with the RTS Jury, Competition Jury, ROs and Official Results Provider to facilitate the conduct of scoring and results operations on their ranges.

6.10 EST COMPETITION OPERATIONS

6.10.1 EST Technical Officers

- a) EST Technical Officers are responsible for operating and maintaining the Electronic Scoring Target equipment;
- b) EST Technical Officers may advise Range Officers and Jury Members, but they must not make any decisions regarding the application of ISSF Rules; and
- c) EST Technical Officers are designated by the Official Results Provider or the Organizer and must be persons with special training in EST operations and electronic competition management systems (computer software).

6.10.2 Target Officers

- a) Target Officers are appointed by the Organizing Committee to assist in the operation and maintenance of EST:
- b) Before each relay of each event, Target Officers must ensure that there are no shot holes on the white surface of the target and that all shot marks on the frame are clearly indicated;
- c) During competitions, Target Officers patch Backing Targets and Backing Cards and change the Control Sheets; and

d) **Backing Targets, Backing Cards and Control Sheets** must not be patched or changed until after all scoring is completed.

6.10.3 **Jury Member Duties – Electronic Scoring Targets**

6.10.3.1 Member(s) of the RTS Jury must be present on the ranges to supervise scoring and results operations and assist in the resolution of any questions or protests relating to scoring. Members of the Competition Jury must assist in cases where actions or decisions need to be taken and there are only two or fewer RTS Jury Members available.

6.10.3.2 Before each relay of an event, a Jury Member must inspect the electronic scoring targets to confirm that:

a) There are no shot holes on the white surface of the target;

b) Any shot marks on the frame are clearly indicated;

c) The Control Sheets are renewed; and

d) The Backing Cards and Backing Targets have no shots outside of the central area that is covered by the Control Sheet.

6.10.4 **Shooting on Electronic Scoring Targets**

a) Athletes must familiarize themselves during training with the control buttons that alter the target presentation on the monitor screen (ZOOM) and that change from a Sighting target (SIGHTING) to a Match target (MATCH);

b) In 10m, 25m and 50m single position events, changing from Sighting to MATCH shots is under control of range personnel. If any athlete is in doubt, he must ask a Range Officer for assistance;

c) In 3-Position events, after athletes complete the kneeling or prone positions, changing from MATCH to Sighting and back to MATCH is the responsibility of the athlete. Athletes may fire unlimited Sighting shots before starting MATCH firing shots in the prone and standing positions. No additional time is allowed for these Sighting shots. If an athlete inadvertently fails to switch from MATCH to Sighting after changing positions, any shots recorded as extra shots in the previous position must be nullified and the target must be reset to Sighting.

d) It is not permitted to **obscure the athlete's monitor-screen** or any part of the screen. The whole screen must be visible to the Jury and range personnel;

e) Athletes and range officials must **not touch the printer control panels** and/ or printout before the end of the relay or event, except when authorized by the Jury;

f) Athletes should sign the printout (next to the score total) before leaving the range to identify their score.

g) When an athlete fails to sign the printout a Jury Member or range official should initial this printer strip to allow it to be sent to the RTS Office.

6.10.5 **Target Scoring Complaints During Sighting Shots**

If an athlete complains during sighting shots about the correct recording or evaluation of the shot(s), the Jury may offer to move him to another firing point.

a) The athlete will be given appropriate extra time;

b) The Jury will, as soon as possible, examine the sighting shot(s) on the original firing point by applying the **Procedure for EST Examination**; and

c) If this subsequent examination confirms that the target on the original firing point provided correct results, the athlete will be penalized with the DEDUCTION of two (2) points from the lowest value shot of his first competition series.

6.10.6 **Failure of the Paper or Rubber Band to Advance**

If the Jury confirms that the problem causing an athlete complaint is because the paper or rubber band is not advancing properly:

- a) The athlete will be moved to a reserve position;
- b) He will be permitted unlimited sighting shots to be taken within the time remaining for the event plus any additional time granted;
- c) He will repeat the number of MATCH shots determined by the Jury plus the number of shots necessary to complete the event;
- d) After the relay, the RTS Jury will decide which shots are to be counted from each target; and
- e) The athlete will be credited with the scores of all shots that were correctly displayed on the monitor of the first target, plus the scores of all MATCH shots fired on the second target that were necessary to complete the course of fire.

6.10.7 **Protest Concerning a Shot Value**

If a shot registers and displays, but the athlete protests the value indicated in accordance with Rule 6.16.5.2:

- a) After the relay, the detailed printer results (LOG-Print) must be generated by the Technical or Range Officers for all firing lanes on which complaints or protests have been made, and for the immediately adjacent lanes, before the target systems are reset for the next relay;
- b) After the completion of the relay, the **Procedure for EST Examination** will be applied;
- c) Any non-indicated or incorrectly indicated shot must be scored by the RTS Jury; and
- d) If the RTS Jury determines that a protested shot was scored correctly, a two point penalty will be applied (6.16.5.2.c).

6.10.8 **PROCEDURE FOR EXAMINING ELECTRONIC SCORING TARGETS FOLLOWING A SCORE PROTEST OR COMPLAINT**

- 6.10.8.1 If there is a score protest, complaint or no indication of a shot, etc., a Jury Member must collect the following items (the number of the firing point and the orientation of the card, sheet or target, the relay and series and the time of collection must be noted on each):
- a) The Control Sheet (25m / 50m). If the location of any shot hole is out of the area of the Control Sheet, the geometric relation between the shot holes on the Control Sheet and the Backing Card must be made before the Control Sheet is removed;
 - b) The Backing Card (25m / 50m / 300m);
 - c) The Backing Target (25m);
 - d) The black paper strip (10m);
 - e) The black rubber band (50m);

- f) The Range Incident Report;
 - g) The LOG print; and
 - h) The data record from the electronic scoring target computer (if necessary).
- 6.10.8.2 A Jury Member must examine the face of the EST and the frame and record the location of any shots outside the black aiming mark.
- 6.10.8.3 No CLEAR LOG must be made before the RTS Jury has given permission.
- 6.10.8.4 The number of shot holes must be counted and their location taken into account.
- 6.10.8.5 Jury Members must examine these items and then make independent assessments before a formal Jury decision is made.
- 6.10.8.6 A Jury Member must supervise any manual intervention of the control computer results (e.g. the recording of penalties, corrected scores after malfunctions etc.).
- 6.10.9 **EST FAILURE**
- These Rules apply to 10m, 50m and 300m EST. For procedures concerning 25m EST failures, see Rule 8.10. For procedures concerning Running Target EST failures, see Rule 10.11.
- 6.10.9.1 **When ALL Targets on a Range Fail**
- a) The time of failure and the expired shooting time must be recorded by the Chief Range Officer and the Jury;
 - b) All completed competition shots of each athlete must be counted and recorded. In the event of a range power supply failure, this may involve waiting until the power supply is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established; and
 - c) After the failure is rectified and the full range is in operation, an **additional five (5) minutes** will be added to the competition time remaining. The time for recommencing is to be announced over the loudspeaker system at least five (5) minutes beforehand. Athletes must be allowed to resume their position in the five (5) minutes before the competition restarts. Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.
- 6.10.9.2 **When a SINGLE Target Fails**
- a) If the EST cannot be repaired within five (5) minutes, the athlete must be moved to a reserve position;
 - b) When he is ready to shoot, an **additional five (5) minutes** will be added to the competition time remaining; and
 - c) He will be permitted unlimited sighting shots before he starts the remaining competition shots.
- 6.10.9.3 **When a Shot Fails to Register or Display on the Monitor**
- The athlete must immediately inform the nearest Range Officer of the failure. The Range Officer must make a written note of the time of the complaint. One or more Jury Member(s) must go to the firing position. The athlete must be directed to fire one more MATCH shot at his target:
- If the value and location of this shot is registered and displayed on the monitor:

- a) The athlete must be directed to continue the competition;
- b) The value, location and time of firing of this extra shot must be recorded, its shot-number (after including the missing shot) and its value and its shot-location, and the firing point number must be given to the Jury in writing and recorded on the Range Register and a Range Incident Report;
- c) After the end of that relay, the **Procedure for EST Examination** will be applied. Using this information and the time of the extra shot and its location, the RTS Jury will determine whether all shots, including the extra shot, are recorded on the computer record;
- d) If all the shots are recorded correctly, then the questioned shot (shot that did not register or display) will be counted in the score of the athlete, as well as the shot fired immediately after (as the “extra” shot), but the last shot fired (extra to the competition) will be annulled;
- e) If the questioned shot was not located by applying the **Procedure for EST Examination** or was confirmed as an off-target miss (Note: This means a questioned 10m shot could not be found on the witness strip or target face; a questioned 25m shot could not be found on the backing target, control sheet or backing card or there was evidence that a questioned 50m or 300m shot was an off-target miss), then the questioned shot must be scored as a miss and the last shot fired (extra to the competition) must be nullified; or
- f) If the questioned shot was found or was located in the computer memory, the RTS Jury must determine and count the score of the questioned shot; or
- g) If a questioned 50m or 300m shot is not found, the Jury must decide whether to score the missing shot as a miss and nullify the last shot or, if there is no credible evidence that the questioned shot was an off-target miss, the Jury may conclude that a target system anomaly occurred and count the extra shot in lieu of the missing shot and the last shot fired.

- 6.10.9.4 OR: If the extra shot fired as directed does not register or display and the EST cannot be repaired within five (5) minutes:
- a) The athlete must be moved to a reserve position;
 - b) When he is ready to shoot, an **additional five (5) minutes** will be added to the competition time remaining and he will be permitted unlimited sighting shots;
 - c) **In 10m and 50m Rifle and Pistol Events**, the athlete will repeat the two (2) MATCH shots that did not register or display on the previous target used.
- 6.10.9.5 OR: **In Running Target Events**, the athlete will be permitted two (2) minutes to resume his position and then allowed two (2) additional sighting shots (Rule 10.7.4.2). Then he will repeat the two (2) competition shots which did not register or display on the previous target used and fire the remaining shots of the series. The athlete will be credited with the score of all the shots that were displayed on the monitor of the first target plus the score of all the properly fired competition shots that were displayed on the second target used. If the two (2) extra shots were later found in the computer record of the previous target they will be annulled.

6.11 COMPETITION PROCEDURES (SEE ALSO 6.17, FINALS COMPETITION PROCEDURES)

6.11.1 Rules for 10m and 50m Rifle and Pistol Events

6.11.1.1 Preparation and Sighting Time

Athletes must be called to the line at least 25 minutes before the published START time of the event, allowed 10 minutes to setup their equipment, and then allowed 15 minutes Preparation and Sighting Time before MATCH firing starts to make their final preparation and fire unlimited **sighting shots**.

a) The Preparation and Sighting Time must be timed to end approximately 30 seconds before the official starting time for MATCH firing.

b) Sighting targets must be visible at least 10 minutes before the Preparation and Sighting Time starts;

c) Athletes may not place their guns and equipment on their firing points until the Chief Range Officer has called the athletes to the line;

d) If there is more than one relay, each relay must be allowed the same amount of time to bring their equipment to the firing line;

e) After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts; in Finals, athletes may not remove safety flags or dry fire until the Preparation and Sighting Time starts;

f) Pre-competition checks by the Jury and Range Officers must be completed during the 10 minutes before the Preparation and Sighting Time starts;

g) The Preparation and Sighting Time begins with the command **“PREPARATION AND SIGHTING TIME...START;”** No shot may be fired before the command **“START;”**

h) An athlete who fires a shot or shots **before the “START”** command for the Preparation and Sighting Time may be disqualified if safety is involved. If safety is not involved (6.2.3.5), the first competition shot must be registered as a miss (0);

i) After 14 minutes, 30 seconds have elapsed in the Preparation and Sighting Time, the Range Officer must announce **“30 SECONDS.”**

j) At the end of the Preparation and Sighting Time, the Chief Range Officer must command **“END OF PREPARATION AND SIGHTING...STOP.”** There must be a brief pause of approximately 30 seconds when the Target Officer will reset the targets for MATCH firing; and

k) If an athlete fires a shot after the command **“END OF PREPARATION AND SIGHTING...STOP”** and before the **“MATCH FIRING...START”** command, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first competition shot.

l) Malfunctions will be governed according to ISSF Rule 6.13. No additional time will be allowed for an equipment malfunction, but the Jury may allow additional sighting shots on return to the firing line if the malfunction is repaired, but all shots must be fired within the original time allowed.

6.11.1.2 **START of MATCH Firing**

- a) When all targets are reset for MATCH firing, the Chief Range Officer will command “**MATCH FIRING...START.**” MATCH firing is considered to have started when the CRO has given the command “**START;**”
- b) Every shot fired after the start of MATCH firing must be recorded as a MATCH shot, however, dry firing is allowed;
- c) After the start of MATCH firing, no further sighting shots are allowed, except for position changes in 50m and 300m Rifle 3-Position events (see Rule 7.7.3) or when permitted by the Jury in accordance with these Rules;
- d) Any further sighting shot(s) fired in contravention of this rule must be scored as miss(es) in the competition;
- e) The CRO must inform athletes by loudspeaker of the time remaining at both ten (10) minutes and five (5) minutes before the end of the competition time;
- f) A shot or shots that are not fired during the MATCH firing time must be scored as miss(es) on the last competition target(s), unless the CRO or a Jury Member has authorized extra time; and
- g) If, during MATCH firing on 10m ESTs, the Jury directs an athlete to move his position laterally (sideways) within his firing point by 30 cm or more, the athlete may be offered additional sighters and 2 minutes additional time before he resumes MATCH firing.

6.11.1.3 **“STOP” COMMAND**

The competition must stop at the command “**STOP.**”

- a) If a shot(s) is fired after the command “**STOP,**” that shot(s) must be scored as a miss; and
- b) If the shot(s) cannot be identified, the best hit(s) must be deducted from the score of that target and scored as miss(es).

6.11.2 **Specific Rules for 10m Air Gun Events**

- 6.11.2.1 If an athlete **releases the propelling charge** prior to the Preparation and Sighting Time he must be given a **WARNING (Yellow Card)** for the first violation and a **DEDUCTION (Green Card)** of two (2) points from the lowest value shot of the first MATCH series for the second and subsequent violations.
- 6.11.2.2 Any release of the propelling charge, after MATCH firing starts, without a hit on the target will be scored as a miss. Dry firing without release of the propelling charge is permitted except during Finals.
- 6.11.2.3 If an athlete wishes to change, or to fill, a gas or air cylinder, he must leave the firing point to do so, after obtaining permission from the Range Officer. No extra time is allowed to change or fill a gas or air cylinder during a competition.
- 6.11.2.4 The gun may only be loaded with one (1) pellet. When a gun is accidentally loaded with more than one (1) pellet:
 - a) If the athlete is aware of the situation, he must raise his non-shooting hand to indicate to a Range Officer that he has a problem. A Range Officer must then supervise the unloading of the gun and no penalty will be incurred. No extra time will be allowed for this; or
 - b) If the athlete is unaware of the situation and fires two pellets at the same time, he must report this to a Range Officer. If there are two (2) hits on the

target, the score of the higher value shot will be counted and the second shot will be annulled. If there is only one (1) hit on the target, this will be counted.

6.11.3 **Interruptions in 10m Events, 50m Rifle and Pistol Events and 300m Rifle Events**

6.11.3.1 If an athlete must stop firing **for more than three (3) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, he may demand extra time equal to the amount of time lost, or the time remaining when the interruption occurred, plus one (1) minute, if during the last five (5) minutes of the competition.

6.11.3.2 If an athlete is interrupted **for more than five (5) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, **or if the athlete is moved to another firing point**, he may have additional unlimited sighting shots at the beginning of his remaining shooting time together with any time extension granted plus an additional five (5) minutes.

a) Range Officers or Jury Members must ensure that a complete explanation is recorded on a Range Incident Report; and

b) Any **extension of time** allowed by the Jury or Range Officers must be documented, stating the reason on a Range Incident Report.

6.11.4 **Late Arrival By Athlete**

If an athlete **arrives late** for a competition, he may participate but will not be given any extra time. If an athlete arrives after the Preparation and Sighting Time, no additional sighting time will be given but sighting shots are allowed. When it can be proven that an athlete's late arrival was due to circumstances beyond his control, the Jury must grant extra time, including time for Preparation and Sighting if this does not delay the start of the Final or disrupt the overall shooting programme. In this case the Jury will determine when and on which firing point the late athlete may start.

6.11.5 **Irregular Shots -- Too Many Shots in an Event or Position**

If an athlete in a 10m, 50m or 300m event fires more shots in the event or position than are provided for in the programme, the extra shot(s) must be annulled on the last competition target(s). If the shot(s) cannot be identified, the highest value shot(s) must be annulled on the last competition target. The athlete must also be penalized by a deduction of two (2) points for each excessive shot fired, deducted from the lowest value shot(s) in the first series.

6.11.6 **Crossfires**

6.11.6.1 Crossfires of competition shots must be scored as misses.

6.11.6.2 If an athlete crossfires a sighting shot on the sighting target of another athlete no penalty is incurred.

6.11.6.3 If an athlete crossfires a sighting shot on the MATCH target of another athlete, he must be penalized by the deduction of two (2) points from his own score deducted from the first series.

6.11.6.4 If an athlete receives a confirmed crossfire shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.

6.11.6.5 If there are more hits on an athlete's MATCH target than are provided for in the programme, and if it is impossible to confirm that another athlete(s) fired the

shot(s), the hit(s) of the highest value must be nullified.

- 6.11.6.6 If an athlete wishes **to disclaim** a shot on his target, he must report this immediately to a Range Officer.
- 6.11.6.7 If the Range Officer confirms that the athlete did not fire the disputed shot(s), he must make the necessary entry on a Range Incident Report and on the Range Register and the shot must be annulled.
- 6.11.6.8 If the Range Officer cannot confirm beyond all reasonable doubt that the athlete did not fire the disputed shot(s), the shot(s) must be credited to the athlete and must be so recorded.
- 6.11.6.9 The following must be considered as reasons to justify the annulment of a shot:
- a) If a Range Officer confirms by his observation of the athlete and the target that the athlete did not fire the shot;
 - b) If a missing shot is reported by another athlete or a Range Officer at approximately the same time, and from within the neighbouring two or three firing points; and
 - c) When using 300m EST with shot sensors, crossfires should not register on the recipient's target, but an indication will be received at the control centre. The firer, whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.

6.11.7 **Disturbances**

If an athlete claims that he was disturbed while firing a shot, he must keep his gun pointed downrange and immediately inform the Range Officer or Jury Member. He must not disturb other athletes. If the claim is considered justified, the shot(s) must be annulled and the athlete may repeat the shot(s) or series. If the claim is not considered justified, the shot(s) must be credited to the athlete and he may continue shooting; no penalty will be applied.

6.11.8 **Special Competition Regulations**

- a) During the Preparation and Sighting Times for all competitions, announcements and/or visual displays may be used to inform spectators about the event. During Preparation and Sighting and Match Firing Times for Elimination and Qualification competitions, music may be played. Music must be played during Finals (6.17.1.11).
- b) It is not permitted to put any substance on the floor of the firing point to gain an unfair advantage or to wipe the firing point without permission;
- c) It is not permitted to place non-removeable tape or draw lines with a permanent marker on the floor;
- d) No one may change or modify any range structure or equipment;
- e) Smoking is prohibited in all areas used by athletes and officials as well as in the spectator areas of the ranges;
- f) The use of mobile phones, walkie-talkies, pagers or similar communication or electronic devices by athletes, coaches and team officials while on the field of play is prohibited. All mobile phones etc. must be switched off or placed on silent mode;
- g) Flash photography is prohibited until after competitions are completed; and
- h) Notices must be displayed to inform spectators that mobile phones must be placed on silent mode, that smoking is not permitted and that flash photography is prohibited until competitions are completed.

6.11.9 **COMPETITION PROCEDURES – QUALIFICATION and ELIMINATION STAGES**

6.11.9.1 **10m Air Rifle and 10m Air Pistol Men and Women**

Type of event	Individual
Name of events	10m Air Rifle Men 10m Air Rifle Junior Men 10m Air Rifle Women 10m Air Rifle Junior Women 10m Air Pistol Men 10m Air Pistol Junior Men 10m Air Pistol Women 10m Air Pistol Junior Women
Number of relays	One or more dependent on the number of entries.
Ranges	A 10m enclosed range must be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Air Rifle: Decimal scoring Air Pistol: Full ring (integer) scoring Qualification scores are not carried forward to the Final Stage

Qualification procedure	Athletes will be called to the line twenty five (25) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Preparation and Sighting time.	Fifteen (15) minutes to fire an unlimited number of sighting shots.
Course of fire	Sixty (60) Match shots to be fired in 1 hour 15 minutes. (75mins)
Number of relays	Ideally, all entries should be accommodated in one relay. However, If the number of entries exceeds the number of targets available on the range the athletes must be distributed by drawing lots for two or more relays (see 6.6.6.h)
Subsequent relays	If there is more than one Qualification relay there must be a fifteen (15) minute break between relays before athletes are called to the line, to allow removal of equipment and for the RTS Jury to service the targets and re-face if necessary.
Number to Qualify	The top eight (8) athletes from all relays will progress to the Final. Tied scores will be decided by ISSF tie-breaking Rule 6.15

6.11.9.2 50m RIFLE 3-POSITIONS MEN AND WOMEN

Type of event	Individual
Name of events	50m Rifle 3 Positions Men 50m Rifle 3 Positions Men Junior 50m Rifle 3 Positions Women 50m Rifle 3 Positions Women Junior
Number of relays	One or more dependent on the number of entries.
Ranges	A 50m outdoor range must be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Full ring (integer) scoring.
Qualification procedure	Athletes will be called to the line twenty five (25) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Preparation and Sighting time.	Fifteen (15) minutes to fire an unlimited number of sighting shots.
Course of fire	Twenty (20) shots in each position, in the sequence Kneeling, Prone, Standing, in a total time limit of 1hr 30 minutes (90 minutes).
Number of relays	If the number of athletes exceeds the useable capacity of the range, Elimination relays must be conducted. If there are sufficient firing points on the 50m range to accommodate the total number of entries, Elimination relays are unnecessary.

Elimination Procedure	Elimination relays should be scheduled on the day before the Qualification stage. The allocation of athletes to targets will be according to the published Start lists for each relay. The start lists for Elimination relays will be produced as follows: Relay 1 - by random to the maximum of available number of firing points. Relay 2 - The top 30 athletes according to the World Ranking taking part in the competition by random + random to the maximum of available number of firing points. Relay 3 - By random to the maximum of available firing points.
Start lists.	
Subsequent relays	If there is more than one Qualification relay there must be a thirty (30) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to service the targets. Athletes will be called to the line as for Relay 1.
Number of athletes to qualify.	Qualification must consist of a proportionate number of the highest ranking athletes from each of the Elimination relays, taking the total number of entries into account. The number of athletes from each relay who will qualify should be announced as soon as possible.
Formula	The maximum number of athletes progressing from Elimination to Qualification is dependent on the number of firing points available at the venue. The minimum number is twelve (12). The numbers will be calculated by using the following formula: The usable number of firing points is divided by the total number of athletes on the start lists multiplied by the number of athletes on the start list for each relay. e.g., 60 firing points and 101 athletes: 1st relay: 54 athletes $60 \div 101 \times 54 = 32.08$ (32) athletes 2nd relay: 47 athletes $60 \div 101 \times 47 = 27.92$ (28) athletes The same formula will be used if there are 2 or 3 relays.

6.11.9.3 50m RIFLE PRONE MEN AND WOMEN

Type of event	Individual
Format of events	The events consist of one relay except where the range capacity is insufficient for the number of entries.
Ranking	There will be no Final. The medals will be decided according to the ranking after the Qualification stage.
Name of events	10m Prone Rifle Men 10m Prone Rifle Junior Men 10m Prone Rifle Women 10m Prone Rifle Junior Women 10m Prone Rifle Men
Number of relays	One or more dependent on the number of entries.

Ranges	A 50m outdoor range must be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Decimal scoring for all relays.
Preparation and Sighting time.	Athletes will be called to the line twenty five (25) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Course of fire	Fifteen (15) minutes to fire an unlimited number of sighting shots. Sixty (60) Match shots to be fired in 50 minutes.
Number of relays	If the number of entries exceeds the number of targets available on the range, two or more Elimination relays will be necessary.
Elimination Procedure	The allocation of athletes to targets will be according to the published Start lists for each relay.
Start lists.	The start lists for Elimination relays will be produced as follows: Relay 1 - by random to the maximum of available number of firing points. Relay 2 - by random to the maximum of available number of firing points. Relay 3 - by random to the maximum of available number of firing points.
Subsequent relays	If there is more than one Qualification relay there must be a thirty (30) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to service the targets. Athletes will be called to the line as for relay one.
Number of athletes to qualify.	Qualification must consist of a proportionate number of the highest ranking athletes from each of the Elimination relays, taking the total number of entries into account. The number of athletes from each relay who will qualify should be announced as soon as possible. The maximum number of athletes progressing from Elimination to Qualification is dependent on the number of firing points available at the venue. The minimum number is twelve (12). The numbers will be calculated by using the same formula as for the 50m Three-Position event.

6.11.9.4 **300m RIFLE PRONE MEN AND WOMEN**

The event will be conducted in the same way as for 50m Prone Rifle but with the following differences:

Ranges	A 300m outdoor range must be used for all relays.
Scoring	Full ring (integer) scoring.
Electronic Scoring Targets	Sixty (60) Match shots to be fired in 50 minutes.
Pit operated or Target carriers (Paper targets)	Sixty (60) Match shots to be fired in 1 hour 15 minutes (75 minutes).

6.11.9.5 **300m STANDARD RIFLE MEN AND WOMEN**

The event will be conducted in the same way as for 50m 3P Rifle but with the following differences:

Electronic Scoring Targets	Twenty (20) Match shots in each position in a total time limit of 1 hour 45 minutes.
Pit operated or Target carriers (Paper targets) Ranges	Twenty (20) Match shots in each position in 2 hours 15 minutes

6.11.9.6 **25m Rapid-Fire Pistol Men**

Type of event	Individual
Name of events	25m Rapid Fire Pistol Men 25m Rapid Fire Pistol Men Junior
Number of stages	Two stages
Number of relays	One or more dependent on the number of entries.
Ranges	A 25m outdoor range should be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Full ring (integer) scoring.

Qualification procedure	Athletes will be called to the line thirteen (13) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation time.
Preparation Time, Sighting time.	Three (3) minutes Preparation time in both stages, followed by one (1) sighting series in 8 seconds in each stage.
Course of fire	Thirty (30) shots in each stage. Each stage consists 2 series of five shots in 8s, 2 series of five shots in 6s and 2 series of five shots in 4s. (Only one shot is fired at each target in each series) For each stage all athletes must complete the first stage before the second stage may begin.
Subsequent Relays	If there is more than one Qualification relay, there must be a fifteen (15) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to check the targets and reface if necessary.
Number of athletes to qualify.	The top six (6) athletes in the Qualification stage will progress to the Final.
Tied Scores	Tied scores between any athletes will be decided by ISSF Tiebreak Rule 6.15.1

6.11.9.7 25m Pistol Women / 25m CENTREFIRE PISTOL

Type of event	Individual
Name of events	25m Pistol Women 25m Pistol Women Junior 25m Pistol Junior Men 25m Centrefire Pistol Men
Number of stages	Two stages (Precision Stage, Rapid stage)
Number of relays	One or more dependent on the number of entries.
Ranges	A 25m outdoor range should be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Full ring (integer) scoring.

Qualification procedure	Athletes will be called to the line thirteen (13) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Preparation Time, Sighting time.	Three (3) minutes Preparation time in both Precision and Rapid stages. One (1) sighting series of five (5) shots in each stage.
Course of fire	Thirty (30) shots precision stage and thirty (30) shots rapid stage. For each stage all athletes must complete the first stage before the second stage may begin.
Subsequent Relays	If there is more than one Qualification relay, there must be a fifteen (15) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to check the targets and reface if necessary.
Number of athletes to qualify.	The top eight (8) athletes in the Qualification stage will progress to the Final. (25m Pistol Women, 25m Pistol Women Junior)
Tied Scores	Tied scores between any athletes will be decided by ISSF Tiebreak Rule 6.15.1

6.11.9.8 50m Pistol

Type of event	Individual
Format of events	The events consist of one relay except where the range capacity is insufficient for the number of entries.
Ranking	There will be no Final. The medals will be decided according to the ranking after the Qualification stage.
Name of events	50m Pistol Men 50m Pistol Junior Men
Number of relays	One or more dependent on the number of entries.
Ranges	A 50m outdoor range should be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Full ring (integer) scoring with inner 10's.
Qualification/ Elimination procedure	Athletes will be called to the line twenty-five (25) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Preparation and Sighting time.	Fifteen (15) minutes to fire an unlimited number of sighting shots.
Course of fire	Sixty (60) Match shots to be fired in one (1) hour thirty (30) minutes.
Number of relays	If the number of entries exceeds the number of targets available on the range, two or more Elimination relays will be necessary.

Elimination Procedure	The allocation of athletes to targets will be according to the published Start lists for each relay.
Start lists.	The start lists for Elimination relays will be produced according to ISSF rule 6.6.6.1
Subsequent relays	When there is more than one Elimination relay there must be a thirty (30) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to service the targets.
Number of athletes to qualify.	Qualification must consist of a proportionate number of the highest ranking athletes from each of the Elimination relays, taking the total number of entries into account. The number of athletes from each relay who will qualify should be announced as soon as possible. The maximum number of athletes progressing from Elimination to Qualification is dependent on the number of firing points available at the venue.
Tied Scores	Tied scores between athletes will be decided by ISSF Tiebreak Rule 6.15.1

6.11.9.9 25m Standard Pistol

Type of event	Individual
Name of events	25m Standard Pistol Men 25m Standard Pistol Junior Men
Number of stages	Three stages
Number of relays	One or more dependent on the number of entries.
Ranges	A 25m outdoor range should be used for all relays.
Targets	Electronic Scoring Targets for all relays.
Scoring	Full ring (integer) scoring.
Qualification procedure	Athletes will be called to the line thirteen (13) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.
Preparation Time, Sighting time.	Three (3) minutes Preparation One (1) sighting series of five (5) shots in 150 seconds.
Course of fire	Twenty (20) shots in each stage. (60 shots total) First stage consists 4 series of five shots in 150s, Second stage consist 4 series of five shots in 20s and Third Stage consist 4 series of five shots in 10s.
Subsequent Relays	If there is more than one Qualification relay, there must be a fifteen (15) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to check the targets and reface if necessary.
Tied Scores	Tied scores between athletes will be decided by ISSF Tiebreak Rule 6.15.1

6.11.9.10 **Shotgun Trap and Skeet Qualification rules are in section 9.8 and 9.10**

6.11.10 **TEAM EVENTS**

6.11.10.1 **GENERAL**

6.11.10.2 Team:

Three athletes from same Nation and same gender.

6.11.10.3 All Team events consist of Qualification part only. There are no finals.

6.11.10.4 Electronic Scoring Targets must be used for all stages.

6.11.10.5 The score of the team is the combined scores of the three team athletes from Elimination/Qualification stage of individual event.

6.11.10.6 All athletes must be in competition. RPO Athletes cannot be part of the team.

6.11.10.7 If event has Elimination stage, the team score is from Elimination stage of competition.

6.11.10.8 Tied scores for progression to the next stage will be decided according to ISSF general Technical Rules.

6.11.10.9 ISSF General Technical Rules will apply to matters not mentioned in these rules.

6.11.10.10 The Jury will decide irregular or disputed matters according to General Technical Rules for each event.

6.11.10.11 Any penalties will be applied according to ISSF rules

6.12 **RULES OF CONDUCT FOR ATHLETES AND OFFICIALS**

6.12.1 **No type of demonstration or political, religious or racial propaganda is permitted during ISSF Championships.**

6.12.2 **Each team must have a team leader who is responsible for maintaining discipline within the team. An athlete may be appointed as a team leader. The team leader must cooperate with competition officials at all times in the interest of safety, the efficient conduct of the competition and good sportsmanship.**

6.12.3 **The Team Leader is responsible for:**

a) Completing the necessary entries with accurate information and submitting them to appropriate officials within designated time limits;

b) Being familiar with the programme;

c) Having team members report, ready to shoot, at designated firing points, at the correct times, with approved equipment;

d) Checking scores and filing protests, if necessary;

e) Observing preliminary and official bulletins, scores and announcements;

f) Receiving official information and informing team members; and

g) Representing the team at all official activities.

6.12.4 **The Athlete is responsible for:**

a) Reporting to his firing point, ready to shoot, at the correct time, with equipment that complies with these rules;

b) Taking his firing position on his designated firing point so that he does not disturb adjacent athletes; and

c) Conducting himself so that he does not disturb or adversely affect the performances of other athletes. If, in the opinion of the Jury, an athlete's behaviour or actions disturbs other athletes, the athlete may be given a warning, penalty or disqualification, depending upon the circumstances.

6.12.5 **Coaching During Any Event**

6.12.5.1 In all events, non-verbal coaching is allowed, the written word is non-verbal. In 50m Three-Position Finals, verbal coaching is allowed only during changeover times. While on the firing line, an athlete may speak only with Jury Members or range officials. Coaching during training is permitted, but such coaching must not disturb other athletes.

6.12.5.2 If an athlete wishes to speak with his Coach or Team Official during an Elimination or Qualification, the athlete must unload his gun and leave it in a safe condition on the firing line with the action open and a safety flag inserted. An athlete may leave the firing line only after notifying a Range Officer and without disturbing other athletes.

6.12.5.3 If a coach or team official wishes to speak with a team member on the firing line, the team official must not contact the athlete directly or talk with the athlete while he is on the firing line. The team official must obtain permission from a Range Officer or Jury Member, who will call the athlete from the firing line.

6.12.5.4 If a team official or athlete violates the rules concerning coaching, a warning must be issued the first time. In repeated cases, two (2) points must be deducted from the athlete's score and the team official must leave the vicinity of the firing line.

6.12.6 **Penalties for Rule Violations**

6.12.6.1 **Deciding Open and Concealed Violations**

The Jury must decide violations according to these standards:

a) In the case of an **open violation** of the Rules, a **Warning (Yellow Card)** must first be given so the athlete may have an opportunity to correct the fault. Whenever possible, the warning should be given during training or the Preparation and Sighting Time. If the athlete does not correct the fault as instructed by the Jury, two (2) points must be deducted from his score. If the athlete still does not correct the fault after receiving a **Deduction (Green Card)**, **Disqualification (Red Card) (DSQ)** must be imposed; or

b) In the case of a **concealed violation** of the Rules, when the fault is deliberately concealed, **Disqualification (Red Card) (DSQ)** must be imposed; or

c) If, when asked to give an explanation for an incident, an athlete consciously and knowingly gives **false information**, two (2) points must be deducted or in serious cases, disqualification may be imposed.

6.12.6.2 In cases of a violation of ISSF Rules or the instructions of Range Officers or Jury, the following penalties may be imposed on the athlete by a Jury Member or the Jury. Penalties for Rule violations in Shotgun events will be decided by the Jury, the Chief of Referees and the Referee, in accordance with Rule 9.16.

- a) **Warning (Yellow Card)**. A warning must be expressed in terms that will leave no doubt that it is a **Warning** and the yellow card must be shown. However, it is not necessary to precede other penalties with a warning. The warnings must be recorded on a Range Incident Report and noted on the Range Register. A warning may be given by an individual Jury Member. Any warning given must be carried forward for any further violation.
- b) **Deduction (Green Card)**. A deduction of points from the score may be given by an individual Jury Member by showing a **Green Card** with the word “**Deduction.**” In most cases, a deduction of two (2) points will apply, but exceptions are shown in the relevant Rule, e.g., for late shots or dry firing in Finals. Deductions must be recorded on a Range Incident Report Form, marked on the printer strip, noted on the Range Register and immediately reported to the RTS Jury. Deductions do not necessarily need to be preceded by a Warning.
- c) **Disqualification (Red Card) (DSQ)**. An athlete must be disqualified (DSQ) for failure to pass a post-competition check (6.7.9.1) or for a violation of Shotgun Rule 9.4.1.1 or 9.4.3.2.d. Disqualification for any other reason may only be given by the decision of a majority of the Jury. The disqualification of an athlete is expressed by the Jury by showing a **Red Card** with the word “**Disqualification.**” If an athlete is disqualified during any phase of an event (Elimination, Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the end of the results list with an explanation regarding why the athlete was disqualified.
- d) **Unsportsmanlike Behaviour (DQB)**. If an athlete is disqualified for a serious safety violation or for the physical abuse of a competition official or another athlete (Rule 6.12.6.4) as decided by a majority of the Jury, all results for that athlete for all events in the Championship must be deleted and the explanation(s) must indicate DQB.
- e) **Anti-Doping Violation (AD-DSQ)**. If an athlete is disqualified for an anti-doping violation, all results for that athlete for all events in the Championship must be deleted and the explanation(s) must indicate AD-DSQ.
- f) Penalties should be expressed both with a verbal explanation and with the display of yellow, green or red cards. The size of penalty cards should be approximately 70mm x 100mm.
- g) A team, of which a member has been disqualified, must not be ranked and must be shown in the result list with the remark “DSQ.”
- h) When there is a penalty or disqualification, a Jury Member must provide or approve remarks for the Results Lists to explain the penalty or disqualification.

6.12.6.3 **Serious Safety Violations**

- a) If the Jury determines that an athlete has handled a gun or violated a safety rule in a **dangerous manner**, the athlete must be disqualified (DSQ) (see 6.2.2).

6.12.6.4 **Physical Abuse of a Competition Official or Athlete**

An athlete or team official who makes physical contact with a Jury Member, Referee, Range Officer, other competition official or another athlete by grasping, pushing, shoving, striking or similar means may be excluded from further participation in a Championship. Any such act of physical abuse must be reported to the Chairman of the Jury responsible for supervising that area of activity. One or more witnesses or physical evidence must confirm the act of

alleged abuse. The Jury must then decide whether the athlete or team official may be excluded from that Championship. A decision to exclude may be appealed to the Jury of Appeal (6.16.6). If the Jury or Jury of Appeal concludes that the act of abuse was of such a serious nature that further sanctions are warranted, they may, in addition to excluding the athlete or team official from the current championship also refer the case to the ISSF Ethics Committee (3.12.3.5, Annex "CE") for further consideration.

6.13 MALFUNCTIONS

- 6.13.1 A malfunction occurs when a gun fails to fire a projectile when the trigger is pulled.
- 6.13.2 Malfunctions may be either ALLOWABLE or NON-ALLOWABLE.
- 6.13.2.1 **Allowable Malfunctions are:**
- a) A cartridge fails to fire;
 - b) A bullet or pellet is lodged in the barrel; or
 - c) The gun fails to fire or function properly and the trigger mechanism has been released.
- 6.13.2.2 **Non-Allowable Malfunctions are:**
- a) The athlete has opened the action of his gun;
 - b) The safety was engaged;
 - c) The athlete did not properly load his gun;
 - d) The athlete did not pull the trigger; or
 - e) The malfunction is due to any cause that could reasonably have been corrected by the athlete.
 - f) When electronic trigger is used, the battery fails.
- 6.13.3 If an athlete has a gun or ammunition malfunction, he may repair it and continue shooting or, if the malfunction was an ALLOWABLE malfunction, he may continue shooting with another gun of the same type and calibre that complies with these Rules. The replacement gun will be subject to targeted testing.
- 6.13.4 No extra competition time is allowed to repair or replace a gun after any malfunction in 10m, 50m and 300m Rifle or Pistol Elimination or Qualification Rounds, but the Jury may allow an athlete to fire additional sighting shots after repairing or replacing a malfunctioning gun if the malfunction was ALLOWABLE.
- 6.13.5 Specific rules concerning malfunctions in 25m Pistol events are found in Rule 8.9.3.
- 6.13.6 Specific rules concerning malfunctions in Finals are found in Rules 6.17.1.6, 6.17.4.m and 6.17.5.l.
- 6.13.7 Range Officers or Jury Members must ensure that malfunctions are documented on Range Incident Reports or Malfunction Score Computation Forms and in the Range Register.

6.14 SCORING AND RESULTS PROCEDURES

- 6.14.1 The RTS Office must publish Preliminary Results on the Range Scoreboard as soon as possible after each relay and stage and completion of each event.
- 6.14.2 Official Final Results must be published on the Main Scoreboard after the Protest Time has expired.
- 6.14.3 **Results Distribution:** The organizer must provide for the distribution of Preliminary and Official Final Results to all match officials, participating teams and media. This may be done by distributing paper or electronic (see 6.6.5 b, Sustainability Option) Results Lists.
- 6.14.4 After each ISSF Championship, ISSF Headquarters will produce an electronic (on-line) Official Results Book. The Official Results Book for each Championship must contain:
- a) A table of contents;
 - b) A Results Certification Page to be signed by the Technical Delegate(s) and all Jury Chairmen;
 - c) A list of Competition Officials;
 - d) A list of Entries by Nation and by event;
 - e) The Competition Schedule;
 - f) A list of Medallists by name;
 - g) A list of Medals by Nation by number;
 - h) A list of New and Equalled Records; and
 - i) All final results in the standard ISSF order of events as follows: 1) Men's 10m, 50m and 300m rifle events; 2) Men's 10m, 25m and 50m pistol events; 3) Men's Trap, Skeet and Double Trap events; 4) Men's 10m and 50m Running Target events; 5) Men's Team Events; 6) Women's 10m, 50m and 300m Rifle events; 7) Women's 10m and 25m Pistol events; 8) Women's Trap, Skeet and Double Trap events; and 9) Women's 10m Running Target Events; 10) Women's Team Events; 11) Mixed Team 10m, 25m, 50m, 300m, Trap and Skeet.
- 6.14.4.1 These lists must contain the full names as used in the ISSF ID Numbers: Family name (in capital letters), full given name (first letter only capitalized), Bib Numbers and the Nation (official IOC abbreviation) of each athlete.
- 6.14.4.2 The following abbreviations must be used in results lists when appropriate:

DNF	Did not Finish
DNS	Did not Start
DSQ	Disqualified
DQB	Disqualification for Unsportsmanlike Behaviour
WR	New World Record
QWR	New Qualification World Record
EWR	Equalled World Record
EQWR	Equalled Qualification World Record

WRJ	New World Record Junior
QWRJ	New Qualification World Record Junior
EWRJ	Equalled World Record Junior
EQWRJ	Equalled Qualification World Record Junior
OR	New Olympic Record
EOR	Equalled Olympic Record
QOR	Qualification Olympic Record
EQOR	Equalled Qualification Olympic Record
MQS	Minimum Qualifying Score
RPO	Ranking Points Only
OOB	Out of Competition

- 6.14.5 The Official Final Results must be verified and signed by a Member of the RTS Jury to confirm its accuracy.
- 6.14.6 All irregularities, penalties, misses, malfunctions, extra time allowed, repeated shots/series or the annulment of shots, etc., must be clearly marked and recorded on a **Range Incident Report** and the Range Register, printout by a Range Officer and/or Jury Member. Copies of completed **Range Incident Reports** (Form IR) must immediately be forwarded to the scoring and results office. At the end of each competition, the RTS Jury must examine the results to confirm that all malfunction calculations and any penalties are correctly recorded in the results list.
- 6.14.7 Deductions from Rifle and Pistol scores must always be made in the series in which the violation occurred. If general deductions are involved, they must be made from the lowest value MATCH shot(s) in the first series of the stage where the deduction applies.
- 6.14.8 The RTS Jury must check the ten (10) best individual and three (3) best team results prior to approving the Final Results List. When EST are used, this check must be done by comparing scores recorded in the main computer with scores from the printout or an independent memory source (Rule 6.3.2.7) plus all manual score interventions documented by Incident Reports (IR) or malfunction forms.
- 6.14.9 **WORLD RECORDS**
- World Records will be established in all ISSF Championships in accordance with General Regulations, Art.3.10 (see also 6.1.2.b) in all ISSF events where gold medals are awarded.
- 6.14.9.1 Olympic Records (OR) may only be established in the Olympic Games.
- 6.14.9.2 World Records Junior (WRJ) for recognized non-Olympic events will be established by using total results in those events.
- 6.14.9.3 Qualification World Records (QWR) and Qualification World Records Junior (QWRJ) will be established by using total results in Qualification competitions in all Olympic events.

- 6.14.9.4 When a World Record is established in an ISSF Championship, the report **Procedures for Verification of World Records** (Rule 3.12.3.6, Annex R) must be completed and forwarded to ISSF Headquarters by the Technical Delegate.

6.15 TIE-BREAKING

6.15.1 Individual Ties in 10m, 25m, 50m and 300m Events

All tied scores will be broken for 10m, 25m, 50m, and 300m events by applying the following Rules:

- a) The highest number of inner tens;
- b) The highest score of the last ten (10) shot series working backward by 10-shot series in full ring scoring (not inner tens or decimals) until the tie is broken;
- c) If any ties remain, scores will be compared on a shot-by-shot basis using inner tens (i.e. an inner ten outranks a 10 that is not an inner ten) beginning with the last shot, then the next to the last shot, etc.;
- d) If any ties remain, and EST are used, scores will be compared on a shot-by-shot basis using decimal ring scores beginning with the last shot, then the next to the last shot, etc.;
- e) If any ties remain, the athletes must have the same ranking and must be listed in Latin alphabetical order using the athlete's family name;
- f) **When decimal scoring is used** for 10m Air Rifle or 50m Rifle Prone Elimination or Qualification events, ties will be broken by the highest score of the last ten shot series, etc. (decimal scores) and then by comparing decimal scores on a shot-by-shot basis beginning with the last shot, then the next to the last shot, etc.

6.15.2 Ties in Shotgun Events (see Shotgun Rule 9.15)

6.15.3 Ties in Running Target Events (see Running Target Rule 10.12)

6.15.4 Ties in Olympic Events with Finals

If there is a tie to be eligible for Rifle or Pistol Finals from the Qualification, the tie will be broken by Rule 6.15.1. If there is a tie to be eligible for Shotgun Finals from the Qualification, the tie will be broken by Rule 9.15.1.

6.15.5 Ties in Team Events

Ties in team events, including ties in the Qualification stage of Mixed Team events, must be decided by totalling the results of all members of a team and following the procedures for breaking individual ties.

6.16 PROTESTS AND APPEALS

6.16.1 All Protests and Appeals are to be decided in accordance with ISSF Rules.

6.16.2 Verbal Protests

6.16.2.1 Any athlete or team official has the right to protest a condition of the competition, decision or action of a competition official immediately and verbally to a Referee, Range Officer or Jury Member on the following matters:

- a) An athlete or team official considers that the ISSF Rules or the competition programme were not followed in conducting the competition;
- b) An athlete or team official does not agree with a decision or action by a competition official, Referee, Range Officer or Jury Member;
- c) An athlete was impeded or disturbed by other athlete(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s);
- d) An athlete had a long interruption in shooting caused by range equipment failure, the clarification of irregularities or other cause(s); and
- e) An athlete had irregularities regarding shooting times, including shooting times that were too short.

6.16.2.2 Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for a decision. In such cases, a Referee, Range Officer or Jury Member may stop the shooting temporarily if necessary.

6.16.3 **Written Protests**

Any athlete or team official who does **not agree** with the action or decision taken on a **verbal protest** may protest in writing to the Jury. Any athlete or team official also has the right to submit a **written protest** without making a verbal protest. All written protests must be submitted to a member of the appropriate Jury not later than 20 minutes (10 minutes for Shotgun) after the matter in question and the protest fee becomes payable. Written Protests and Appeals must be submitted on the **ISSF Protest Form** (see Protest Form at 6.19).

6.16.4 **A Protest Fee becomes payable when a written Protest or Appeal is submitted to a Jury member, as follows:**

- a) Protest: 50,00 EUR;
- b) Appeal of Protest Decision: 100,00 EUR;
- c) The Protest Fee becomes payable when a completed Protest Form is delivered to a Jury Member and must be paid to the Jury Member or Organizing Committee as soon as possible; and
- d) Protest fees must be returned if the Protest or Appeal is upheld, or will be retained by the Organizing Committee if the Protest or Appeal is denied.

6.16.5 **Scoring Protests**

Decisions by the RTS Jury on the value or number of shots on a target are final and may not be appealed.

6.16.5.1 **Scoring Protest Time**

All scoring or results protests must be submitted within **10 minutes** after Preliminary Results are posted on the Range Scoreboard (Rule 6.4.2.i). The time when the Scoring Protest Time ends must be shown on the Range Scoreboard, when Preliminary Results are posted. The location to which any score protest must be made must be published in the Official Programme.

6.16.5.2 **EST Score Protests**

If an athlete **protests the value of an indicated shot** on an EST, the protest will only be accepted when it is made before the next shot or series (25m events) is fired or within three (3) minutes after the last shot, however, this

requirement does not apply in case of a failure of the paper or rubber band to advance or other target failures.

- a) If a protest is made concerning the value of a shot, the athlete will be requested to fire another shot at the end of the competition, so that this extra shot may be counted if the protest is upheld and the correct value of the disputed shot cannot be determined;
- b) If the RTS Jury determines that a protested shot scores within two (2) decimal rings of the value of an indicated shot, the protest must not be upheld;
- c) If the protest concerning a shot value, other than zero (0) or failure to register, is not upheld, a two (2) point penalty from the score of the disputed shot will be awarded and the protest fee must be paid;
- d) The team official or athlete has the right to know the resolution of the disputed shot; and
- e) Shots on 50m EST with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds; and
- f) Score protests regarding the value or number of shots are not permitted in Finals (Rule 6.17.1.7).

6.16.6 **Appeals**

If there is a disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal, except that decisions by a Finals Protest Jury (6.17.1.10 d) and decisions by the RTS Jury on the value or number of shots (6.16.5) are final and may not be appealed. Such appeals must be submitted in writing by the team leader or a representative not later than 30 minutes after the Jury decision has been announced. **The decision of the Jury of Appeal is final.**

- 6.16.7 **Copies of all decisions** regarding written protests and appeals must be forwarded by the Technical Delegate(s) to the ISSF Secretary General together with his Final Report for review by the appropriate Section and Technical Committees.

6.17 **FINALS IN OLYMPIC RIFLE AND PISTOL EVENTS**

- 6.17.1 **General Finals Competition Procedures.** These procedures apply to Finals in all 10m, 25m and 50m Rifle and Pistol Individual events.

Procedures applicable to specific events are shown as follows:

Rule 6.17.2 - 10m Air Rifle and 10m Air Pistol, Men and Women

Rule 6.17.3 - 50m Rifle 3-Positions Men and Women

Rule 6.17.4 - 25m Rapid-Fire Pistol Men

Rule 6.17.5 - 25m Pistol Women

Rule 6.18 – 10m Rifle and Pistol Mixed Team events

Separate procedures apply to Shotgun events, as shown in Section 6.19

- 6.17.1.1 **Qualification for Finals.** All athletes entered in an event will fire the Qualification course (Rule 3.3.5 and 3.3.6.5) to determine the finalists for that event. The eight (8) highest-ranking athletes in the Qualification advance to the Finals, except in 25m Rapid Fire Pistol Men, the six (6) highest-ranking athletes advance.

- 6.17.1.2 **Start Positions.** Start positions in Finals are assigned according to a random draw that is done automatically by the computer when the Finals Start List is produced. 10m and 50m firing points must be labelled R1-A-B-C-D-E-F-G-H-R2. Targets for 25m Pistol Women Finals must be labelled A-B-R1-D-E/F-G-R2-I-J. The reserve targets are designated R1 and R2.
- 6.17.1.3 **Reporting and Start Times.** The Start Time for a Final is when the CRO begins the commands for the first MATCH shot/series. Athletes must report to the Finals Range Preparation Area at least 30 minutes before the Start Time. A two (2) point/hit penalty will be deducted from the score of the first MATCH shot/series if the athlete does not report on time. Athletes must report with their equipment including sufficient ammunition to complete the Final, competition clothing and a national team uniform that is appropriate to wear in the Victory Ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete equipment checks during the reporting period as soon as possible after the athlete reports. During Finals security measures should be put in place to ensure the security of all equipment and athletes belongings left within the Preparation area.
- 6.17.1.4 **Late Arrival.** Any finalist who does not report to the preparation area within 10 min. after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS. If a finalist does not report, the first elimination will begin with the seventh place, or fifth place for a 25m Rapid Fire Pistol Men Finals.
- 6.17.1.5 **Scoring.** Qualification scores entitle an athlete to a place in a Final, but do not carry forward. Scoring in Finals starts from zero (0) in accordance with these rules. A deduction or penalty must be applied to the score of the MATCH shot/series where the violation occurred. No score below zero (0) will be recorded (e.g. 3-1 point deduction = 2, 0-1 point deduction = 0).
- 6.17.1.6 **Malfunctions, 10m and 50m Finals.** If a finalist has an ALLOWABLE malfunction (Rule 6.13.2) during a single shot, a maximum of one (1) min. will be given to repair the malfunction or replace the gun, after which the athlete will be directed to repeat the shot. If a finalist has an ALLOWABLE malfunction in a 5-shot series and the malfunction can be repaired or the gun replaced within one (1) min., any shots fired in that series will be counted and the athlete will be permitted to complete the series within the time remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding one (1) min. Finalists may have only one ALLOWABLE MALFUNCTION per Final.
- 6.17.1.7 **Score Protests.** Score protests regarding the value or number of shots are not permitted in Finals.
- 6.17.1.8 **EST Complaints During Finals**
- a) If a finalist complains that his target failed to register a shot during Sighting shots, the athlete must be directed to fire another shot at that target. If that shot registers, the Final will continue. If that shot does not register or if there is a complaint regarding the failure of a paper/rubber strip to advance, the CRO must command "STOP...UNLOAD" for all finalists and the athlete with the malfunctioning target must be moved to a reserve target. As soon as that athlete is in position on a spare target, the CRO will give all finalists two (2) minutes preparation time and then restart the Preparation and Sighting Time for the Final.

b) If there is a complaint concerning an unexpected zero (0) (missing shot) during a MATCH shot/series, the Jury (Jury Member-in-Charge, second Competition Jury Member and one RTS) must determine whether the missing shot actually was a miss (0) or if the target malfunctioned (the Jury may direct the CRO to stop firing so they can examine the target). Unless the Jury finds credible evidence that the shot missed the target, it shall direct the athlete to fire another competition shot (10m/50m), 25m Pistol Women series completion (one shot) or a 25m Rapid Fire Men series. If the extra competition shot registers, the value of that shot shall be counted in lieu of the unexpected zero (missing shot) and the Final shall continue. In a 25m Rapid Fire Men Final, the score of the repeat series shall count in lieu of the hit total of the original series.

c) If the shot fired on a target that had the unexplained miss does not register, the athlete must be moved to a reserve target (25m RFP to another target group). In 10m or 50m Finals, the athlete who was moved to a reserve target must be given two (2) minutes Preparation and Sighting Time. The athlete who is moved must, on command, be allowed to fire the missing competition shot, series completion or re-fire series (25m RFP) before competition firing continues for all athletes.

d) During any delay in competition firing, other finalists are permitted to do aiming exercises and dry fire. If the total delay to resolve the unexplained miss issue is longer than five (5) minutes, all athletes in 10m and 50m Finals must be given two (2) minutes Sighting time before competition firing resumes.

6.17.1.9 **Finals Range Equipment.** Finals Ranges must be equipped with electronic scoreboards that display ranked results for competition officials, athletes, coaches and spectators; a countdown clock visible to finalists and a speaker system. If a count-down clock is not visible to all finalists, all controlled times must be shown on monitors clearly visible to all finalists. Chairs must be provided for Jury Members on duty, Range Officers, coaches and eliminated athletes who withdraw from the firing line. A table or bench must be provided on which athletes can place their equipment before entering the Finals range or if they withdraw from the firing line.

6.17.1.10 **Finals Officials.** The conduct and supervision of Finals must be done by the following personnel:

a) CRO. An experienced Chief Range Officer with an ISSF A or B license must conduct Finals;

b) Competition Jury. The Competition Jury must supervise the conduct of Finals. The Jury Chairman must designate himself or one Jury Member as the Jury Member-in-Charge;

c) RTS Jury. One member of the RTS Jury must be present to oversee the Finals' results process;

d) Finals Protest Jury. One member of the Jury of Appeal, the Jury Member-in-Charge and one other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, shall act as the Finals Protest Jury and must decide protests if any are made during a Final; no appeals against Finals Protest Jury decisions are permitted;

e) Range Officer (RO). One or two experienced Range Officer(s) will assist the CRO by checking guns for safety, escorting finalists and their coaches to and from the FOP and handling any malfunction claims during the Final;

f) Technical Officer(s). The Official Results Provider appoints the Technical Officer(s) to prepare and operate the ESTs and the graphic display of results and to consult with the Juries regarding any technical problems;

g) Announcer. An official designated by the ISSF or Organizing Committee must work with the CRO and be responsible for introducing finalists, announcing scores and providing information to spectators; and

h) Sound Technician. A qualified technical official must be available to operate the sound and music system during the Final.

6.17.1.11 **Finals Production and Music.** The conduct of Finals must use colour, lighting, music, announcements, commentary, staging and CRO commands in a complete production that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.

6.17.1.12 **Presentation of Finalists.** After the Sighting Period or Series, Rifle finalists may remain in position, but must lower their rifles from their shoulders and turn their heads towards spectators and the TV camera. All Pistol finalists must place their guns down and turn to face the audience. The Announcer will introduce finalists by giving the name, nation and brief information about each Finalist. The Announcer must also introduce the CRO and Jury Member-in-Charge.

6.17.1.13 **Protests in Finals**

a) Any protests in a Final must be verbal and immediate. Protests are made by the athlete or his coach holding up his hand;

b) There is no protest fee for a protest in a Final.

c) Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.6 and 6.17.1.10.d.). A decision by the Finals Protest Jury is final and may not be appealed; and

d) If a protest in a Final is not upheld, a penalty of two points or two hits must be deducted from the score of the last shot or series.

6.17.1.14 **Finals Rules and Procedures.**

a) ISSF General Technical Rules or the Technical Rules for each event apply in all cases not covered by Rule 6.17.

b) **Reporting and equipment set-up.** After reporting to the Preparation Area, finalists or their coaches must be allowed to place their guns and equipment on their firing points at least 20:00 min. before the Final start time (15:00 min. before for 25m Pistol Finals). Gun cases and equipment containers must not be left on the FOP. Aiming exercises are not permitted at this time. Athletes must then return to the Preparation Area, ready to be called to the firing line for their warm-up period and presentation. Coaches will take their allocated seats on the field of play.

c) **Call to the line.** An NTO will direct athletes to line up close to the Finals Range twelve (12) minutes before the published START time. When Rifle finalists are called from the Preparation Area to the firing line, they must walk to the line fully dressed with trousers and jackets closed. The CRO will announce **“ATHLETES TO THE LINE”**.

d) **Safety flags.** After finalists are called to the line, they may handle their guns, get into firing positions and do holding or aiming exercises but they may not remove safety flags or dry fire until the “**PREPARATION AND SIGHTING TIME...START**” command or “**PREPARATION BEGINS NOW**” (25m Pistol) command.

e) **Dry firing.** In Finals, dry firing is permitted only during a Preparation and Sighting Time, Changeover and Sighting Times or a Preparation Period, except that dry firing during 25m Rapid Fire Pistol Finals is permitted in accordance with 6.17.4. Dry firing, at any other time must be penalized with a one (1) point deduction in 10m and 50m Finals and a one (1) hit deduction in 25m Pistol Finals.

f) **Early loading.** No finalist is permitted to load a rifle or pistol until the CRO gives the command “**LOAD**” or “**START**”. This means that for the Preparation and Sighting Time, where there is no “**LOAD**” command, “**START**” is also an authorization to load. Loading is defined as bringing a cartridge or pellet or magazine with cartridges into contact with the gun (see 6.2.3.4).

g) **Holding and aiming exercises.** In Finals, holding and aiming exercises are permitted from the time finalists are called to the line (“**ATHLETES TO THE LINE**” command) until the “**STOP... UNLOAD**” command at the end of the Final is given, except that holding and aiming exercises may not be done during the presentations.

h) **Firing before START or LOAD command.** If a finalist in a 10m, 25m or 50m Final loads and fires a shot before the “**PREPARATION AND SIGHTING TIME...START**” command or before the “**FOR THE SIGHTING SERIES... LOAD**” command, he must be disqualified.

i) **Firing after STOP command.** If a finalist fires a shot after the “**PREPARATION AND SIGHTING TIME... STOP**” command or the “**CHANGE-OVER AND SIGHTING TIME...STOP**” command and before the “**START**” command for the next competition series, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first MATCH shot.

j) **25m Pistol – early firing.** If a finalist in a 25m Rapid Fire Pistol Men Final fires a shot before the green light for a series comes on, the entire series must be scored as zero (0) hits. If a finalist in a 25m Pistol Women Final fires a shot before the green light for a shot comes on, that shot will be scored as a miss and a one (1) hit penalty will be deducted from the score of the series.

k) **Firing extra shot.** If a finalist fires an extra shot in a series or single shot time, the extra shot must be nullified and a two (2) point/hit penalty must be applied to the last correct shot/series.

l) **Firing inadvertently.** If a finalist who is not involved in a shoot-off or malfunction completion/refire loads and fires a shot that shot must be nullified. There is no penalty for this inadvertent mistake.

m) **Safety flags** - must remain inserted in finalists’ guns until the Preparation and Sighting Time starts. Safety flags must be inserted during the presentation and when an athlete is eliminated or the Final concludes. Athletes who are eliminated during a Final must place their guns down on the firing point, bench or equipment box (3-Position Finals) with actions open and muzzles pointed downrange, with safety flags inserted. A Range Officer must check all guns to make sure safety flags are inserted. Medal winners may pose with their guns immediately after the Finals, but no guns may be removed from the firing

points until safety flags are inserted and checked by a Range Officer. If an athlete inadvertently fails to insert a safety flag, a Range Officer is authorized to correct the fault and insert a safety flag.

n) **Coaching.** Non-verbal coaching is permitted during all Finals. Verbal coaching is permitted only during 3-Position Rifle Final changeover times.

o) **Incorrect commands.** If a Finals CRO in either an individual or mixed team Final gives an incorrect command, such as failing to start a relay correctly or calling **STOP** before all athletes have fired or completed firing, the following procedure must take place:

If a Finals CRO in either an individual or mixed team Final gives an incorrect command during a single series, **shots already fired must be counted.** The CRO must reset the time clock to the original time limit and give new commands to allow the athlete(s) who did not start or were unable to complete firing, to fire their remaining shots.

If a Finals CRO in either an individual or mixed team Final gives an incorrect command during a multi-shot individual or mixed team series, **shots already fired must be counted.**

The Jury-Member-in-Charge must determine how much time was remaining at the time **STOP** was commanded, add 60 seconds to that time and instruct the CRO to restart and complete the series so athletes who have shots remaining can fire.

If any athlete misunderstands this procedure and accidentally fires too many shots, any extra shots must be nullified and incur no penalties.

p) **Presentation of Medallists.** After the CRO declares “**RESULTS ARE FINAL,**” the Jury Member in Charge must assemble the three medallists on the FOP and the Announcer must recognize the medal winners by announcing:

“**THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

“**THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

“**AND THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”

q) **Malfunctions.** Only one (1) malfunction will be allowed for each athlete throughout the Final. Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Final to continue without unnecessary delay.

r) **Music.** During the Final, music must be played which should be approved by The Technical Delegate. Enthusiastic audience support is encouraged and recommended during all Final stages.

s) **Penalties.** Any penalties will be applied according to ISSF rules.

t) **Irregular cases.** ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. The Jury will decide irregular or disputed matters according to General Technical Rules for each event.

u) **National identification (dress code).** Athletes must wear shooting clothes consistent with the ISSF Dress Code, (Rule 6.22). Rifle athletes must display their national identification on their shooting jackets as follows: The national flag of the country, or the 3-letter identifier as determined by the IOC on the pocket that faces towards the audience or on the lower back of the jacket.

6.17.2 FINALS – 10m AIR RIFLE AND 10m AIR PISTOL, MEN AND WOMEN

NOTE: Timings in this rule are provided as guidelines. For detailed timings for the conduct of Finals, check the “Commands and Announcements for Finals” documents that are available from ISSF Headquarters.

<p>a) FINALS FORMAT</p>	<p>The Final consists of two (2) series of five (5) MATCH shots each fired in a time of 250 sec. per series (5 + 5 shots). This is followed by fourteen (14) single MATCH shots each fired on command in a time of 50 sec.. Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided. There are a total of twenty-four (24) shots in the Final.</p>
<p>b) SCORING</p>	<p>Scoring in Finals is done with tenth-ring (decimal) scoring. Cumulative total scores in a Final determine final rankings, with ties broken according to shoot-off scores. Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.</p>
<p>c) EQUIPMENT SET-UP TIME 20:00 min before</p>	<p>Finalists or their coaches must be allowed to place guns and equipment on their firing points not less than 20 min. before the Start Time.</p>
<p>d) WARM-UP PERIOD 13:00 min before</p>	<p>The CRO will call finalists to the firing line thirteen (13) minutes before the start time by commanding “ATHLETES TO THE LINE.” After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “FIVE (5) MINUTES PREPARATION AND SIGHTING TIME...START.” During this time, finalists may fire unlimited sighting shots. At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “30 SECONDS.” After five (5) minutes, the CRO will command “STOP...UNLOAD.” No score announcements are made during sighting shots.</p>
<p>e) PRESENTATION OF FINALISTS 5:30 min. before</p>	<p>After the command “STOP...UNLOAD,” Rifle finalists must unload their rifles and insert safety flags. Rifle finalists may remain in position during the presentations, but they must lower their rifles from their shoulders and are expected to turn their heads and faces towards spectators and the TV camera used to show the presentations. All finalists’ rifles must remain down, out of their shoulders, until the presentation of all finalists is finished. After the command “STOP...UNLOAD,” Pistol finalists must unload their pistols, insert safety flags, place them on the bench and turn to face spectators for the presentation. A Range Officer must verify that gun actions are open with safety flags inserted. After finalists’ guns are checked, the Announcer will introduce the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>
<p>f) FINAL PREPARATION TIME</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.” The targets and scoreboard must be cleared for MATCH shots. After 60 sec., the CRO will begin commands for the first MATCH series.</p>

<p>g) 1st COMPETITION STAGE 2 x 5 Shots Time limit: 250 sec. for each series Competition firing starts at 0:00 min.</p>	<p>The CRO will command “FOR THE FIRST COMPETITION SERIES... LOAD.” After 5 sec., the CRO will command “START.” Finalists have 250 sec. to fire five (5) shots. At 250 sec. or after all finalists have fired five (5) shots, the CRO will command “STOP.” Immediately after the command “STOP,” the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced. Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SERIES, LOAD.” After 5 sec., the CRO will command “START.” At 250 sec. or after all finalists have fired five (5) shots, the CRO will command “STOP.” The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.</p>
<p>h) 2nd COMPETITION STAGE SINGLE SHOTS 14 x 1 Shot Time limit: 50 sec. for each shot</p>	<p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.” Finalists have 50 sec. to fire each shot. At 50 sec., or when all athletes have fired a single shot the CRO will command “STOP” and the Announcer will give comments about the Finalists and their scores. Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.” This sequence will continue until 24 total shots (two 5-shot series and 14 single shots), are fired. At the end of the 24th shot, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that gun actions are open with safety flags inserted.</p>
<p>i) ELIMINATIONS</p>	<p>After all Finalists have fired twelve (12) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows: After 14 shots – 7th place After 16 shots – 6th place After 18 shots – 5th place After 20 shots – 4th place After 22 shots – 3rd place (bronze medal winner is decided) After 24 shots – 2nd and 1st places (silver and gold medal winners are decided)</p>
<p>j) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking single shot(s) until the tie is broken. For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shot(s) with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
<p>k) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire their 24th shots, and if there are no ties or protest, the CRO will command “STOP...UNLOAD” and the declare “RESULTS ARE FINAL.” The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p>

6.17.3 FINALS – 50m RIFLE 3-POSITIONS MEN AND WOMEN

<p>a) FINALS FORMAT</p>	<p>The Final consists of 15 MATCH shots in each position, kneeling, prone and standing, fired in that order. The Final starts with 3 x 5 shots kneeling with a time limit of 200 sec. per series. After a seven (7) min. Changeover and Sighting Time, finalists fire 3 x 5 shots prone with a time limit of 150 sec. per series. After a nine (9) min. Changeover and Sighting Time, finalists fire 2 x 5 shots standing in 250 sec. per series. The two (2) lowest ranking finalists are eliminated after 10 (2 x 5) shots standing. The Final continues with five (5) single shots in standing, each in 50 sec., with the lowest ranking athlete being eliminated after each shot until two (2) athletes remain to fire the last shot and decide the gold medal winner. There are a total of 45 shots in the Final.</p>
<p>RANGE EQUIPMENT</p>	<p>Athletes will be provided with a box in which to place all equipment required to change between the three positions, including extra ammunition. These boxes must be placed at the rear of each firing point. Before returning to the firing line after changing their equipment, athletes must place all unused equipment in their box in order to keep the firing point clear. If an athlete inadvertently leaves equipment on the firing point and adopts the next position, a Range Officer may assist by discretely placing the equipment in the box before Match firing starts. Shooting mats will be provided for each athlete to use as desired, which must be placed at the back of each firing point when the athlete takes the Standing position. A Range Officer may assist by tidying or collecting the unused mats.</p>
<p>b) SCORING</p>	<p>Scoring is done with tenth-ring (decimal) scoring. Cumulative total scores in the Final determine final rankings, with ties broken according to shoot-off scores. Deductions for violations occurring before the first competition shot will be applied to the score of the first competition shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.</p>
<p>c) EQUIPMENT SET-UP TIME 20:00 min before</p>	<p>Athletes or athletes' coaches must be allowed to place rifles and equipment on the firing points not less than 20 min. before the Start Time. All rifle accessories and equipment needed to complete position changes must be kept in a single container that remains on the athlete's firing point during the Final.</p>
<p>d) PREPARATION AND SIGHTING KNEELING POSITION 13:00 min. before</p>	<p>The CRO will call finalists to the firing line thirteen (13) minutes before the Start Time by commanding "ATHLETES TO THE LINE." After being called to the line, finalists may handle their rifles, get into the kneeling position and do holding or aiming exercises, but they may not remove safety flags or dry fire. After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding "FIVE MINUTES PREPARATION AND SIGHTING TIME...START." After this command, finalists may remove safety flags, dry fire and fire unlimited sighting shots. At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "30 SECONDS." After five (5) min., the CRO will command "STOP... UNLOAD." No score announcements are made during sighting shots. After the command "STOP...UNLOAD," finalists must unload their rifles and insert safety flags for the presentation of the finalists. A Range Officer must verify that rifle actions are open with safety flags inserted. Athletes may remain in position during 3-Position Final presentations, but they must lower their rifles from their shoulders and turn their heads and faces towards spectators and the TV camera used to show the presentations.</p>

<p>e) PRESENTATION OF FINALISTS 5:30 min. before</p>	<p>After finalists' rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12. All finalists' rifles must remain down, out of their shoulders, until the presentation of all Finalists is complete, also the introduction of the CRO and Jury Member in Charge.</p>
<p>f) KNEELING POSITION MATCH FIRING 3 x 5-shot series Time limit: 200 sec. for each series Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command "TAKE YOUR POSITIONS," pause 60 seconds and then command "FOR THE FIRST COMPETITION SERIES... LOAD." After five (5) sec., the CRO will command "START."</p> <p>Finalists have 200 sec. to fire each five (5) shot MATCH series in kneeling. At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec of additional comments on the rankings.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP...UNLOAD." A Range Officer must verify that rifle actions are open with safety flags inserted.</p> <p>Athletes who have completed the third series must remain in the kneeling position but may remove the rifle from the shoulder and not begin to dismantle or adjust their rifles until the changeover command is given.</p>
<p>g) CHANGEOVER AND SIGHTING PRONE POSITION 7:00 Minutes</p>	<p>Immediately after the command "STOP...UNLOAD," the CRO must start a combined Changeover and Sighting Time by commanding "SEVEN MINUTES CHANGEOVER AND SIGHTING TIME...START." After this command, finalists may handle their rifles to prepare them for the prone position, get into the prone position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling position.</p> <p>At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command "30 SECONDS."</p> <p>After seven (7) minutes, the CRO will command "STOP." This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>

<p>h) PRONE POSITION MATCH FIRING 3 x 5-shot series Time limit: 150 sec. for each series</p>	<p>After 30 sec., the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.” Finalists have 150 sec. to fire each 5-shot MATCH series in prone. The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position. After the third series, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that rifle actions are open with safety flags inserted.</p> <p>Athletes who have completed the third series must remain in the Prone position but may remove the rifle from the shoulder and not begin to dismantle or adjust their rifles until the changeover command is given.</p>
<p>i) CHANGEOVER AND SIGHTING STANDING POSITION 9:00 Minutes</p>	<p>Immediately after the command “STOP...UNLOAD,” the CRO must start a combined Changeover and Sighting Time by commanding “NINE MINUTES CHANGEOVER AND SIGHTING TIME...START.” After this command, finalists may handle their rifles to prepare them for the standing position, get into the standing position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling and prone positions. At 30 sec. before the end of the Changeover and Sighting time, the CRO will command “30 SECONDS.”</p> <p>After nine (9) minutes, the CRO will command “STOP.” This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>
<p>j) STANDING POSITION MATCH FIRING 2 x 5-shot series 5 x 1 shots Time limit: 250 sec. for each 5-shot series, 50 sec. for each single shot</p>	<p>After 30 sec. the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.” Finalists have 250 sec. to fire each 5-shot MATCH series in standing. The same command procedure and sequence of announcements will continue until the finalists have completed two (2) 5-shot series in the standing position.</p> <p>After the CRO commands “STOP” for the second series, the 8th and 7th place finalists are eliminated. The Announcer will recognize the athletes who are eliminated and comment on the results.</p> <p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.”</p> <p>After five (5) sec., the CRO will command “START.” Finalists have 50 sec. to fire each single shot. Shot time countdown information must continue to be available to the athletes.</p> <p>At 50 sec. or after all finalists fire one (1) shot, the CRO will command “STOP.” The Announcer will recognize the athlete who is eliminated and comment on the results.</p> <p>The CRO and Announcer will continue this command and announcement sequence until the last shot decides the gold and silver medal winners.</p>
<p>k) ELIMINATIONS</p>	<p>The two (2) lowest-ranking finalists are eliminated after the second standing series (40 shots total, 8th and 7th places). One (1) additional lowest-ranking athlete is eliminated after each of the five single shots that follow.</p> <p>After 41 shots – 6th place After 42 shots – 5th place After 43 shots – 4th place After 44 shots – 3rd place (bronze medal winner is decided) After 45 shots – 2nd and 1st places (silver and gold medal winners are decided).</p>

<p>l) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking shot(s) until the tie is broken. For tie-breaking shots, the CRO will immediately announce the family names of the tied athletes and their firing points and command them to fire their tie-breaking shots with the normal firing procedure. The Announcer will make no comments until the tie is broken. If the athletes in 7th and 8th place are tied, the tie will be broken according to the highest score in the last 5-shot series and then counting back to the next-to-last 5-shot series, etc.</p>
<p>m) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire the last shot, and if there are no ties or protest, the CRO will command “STOP...UNLOAD” and the declare “RESULTS ARE FINAL.” The Jury member in charge must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p>
<p>n) CHANGEOVER</p>	<p>Athletes may not begin their changeover to the next position until the CRO gives the command “START” for the Changeover and Sighting Time. A warning will be given for the first violation. A two-point penalty applied on the first shot of the next series will be given for a second violation.</p>
<p>o) COACHING</p>	<p>Coaches may assist finalists by bringing equipment to the firing line before the Final or removing equipment after the Final. Coaches may not assist athletes during the changeovers. Non-verbal coaching is permitted; verbal coaching is only permitted during the changeover times, if the athlete steps back to the coach (the coach may not go to the athlete).</p>

6.17.4 FINALS – 25m RAPID FIRE PISTOL MEN

<p>a) FINALS FORMAT</p>	<p>The 25m Rapid Fire Pistol Men Final consists of eight (8) 5-shot 4-second series with hit or miss scoring and the elimination of the lowest scoring finalists, beginning after the fourth series and continuing until the eighth series when the gold and silver medals are decided.</p>
<p>b) TARGETS</p>	<p>Three (3) groups of five (5) 25m ESTs must be used. Two finalists are assigned to each group. The 1.50 m x 1.50 m shooting station (firing point) for each group is used. They must take their positions on the left and right sides of the shooting station so that at least one (1) foot touches the line that marks the left or right side of the shooting station as defined by Rule 6.4.11.7.</p>
<p>c) SCORING DEDUCTIONS</p>	<p>Scoring in the Final is hit or miss; each hit counts one (1) point; each miss counts zero (0) points. Any shot scoring 9.7 or higher on the 25m Rapid Fire Pistol target counts as a hit. Cumulative total scores (total number of hits) in the Final determine final rankings, with ties broken according to shoot-off scores.</p> <p>Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH series. Deductions for other penalties will be applied to the score of the series where the violation occurred.</p>
<p>d) REPORTING TIME 30:00 and 20:00 min before</p>	<p>Athletes must report 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after the athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 20 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace a malfunctioning pistol (safety flag must be inserted).</p>

<p>e) CALL TO LINE, PRE- PARATION PERIOD AND SIGHTING SHOTS 10:00 min. before</p>	<p>The CRO will call the “ATHLETES TO THE LINE” ten (10) min. before the Start Time. After one (1) min., the CRO will begin the two (2) min. preparation period by commanding “PREPARATION BEGINS NOW.” After two (2) min., the CRO will command “END OF PREPARATION.” The Sighting Series consists of five (5) shots in four (4) seconds. Immediately after the preparation period, the CRO will command “FOR THE SIGHTING SERIES, LOAD.” 30 sec. after the command “LOAD,” the CRO will call the name of the first (left) athletes in each group by stating “(FAMILY NAME OF ATHLETE #1, FAMILY NAME OF ATHLETE #3, FAMILY NAME OF ATHLETE #5).” After the athletes’ names are announced, they are allowed to place magazines in their pistols and prepare to fire. 15 sec. after calling the names of finalists 1, 3 and 5, the CRO will command “ATTENTION” and turn the red lights on. These athletes must bring their pistols to the READY position (see 8.7.2). The green lights will come on after seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (while targets are prepared for the next series). During this 10-14 sec. period, athletes may view their monitors. After the Technical Officer signals that the targets are ready, the CRO will announce “(FAMILY NAME OF ATHLETE #2, FAMILY NAME OF ATHLETE #4, FAMILY NAME OF ATHLETE #6).” After the athletes’ names are announced, they may put magazines in their pistols and prepare to fire. Fifteen (15) sec. later, the command “ATTENTION” will be given and the timing procedure for that series will proceed. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. During this 10-14 sec. period, athletes may view their monitors. No score announcements will be made for the sighting series. After all finalists complete their sighting series, they must place their unloaded pistols with safety flags inserted on the bench and turn to face the spectators for the presentation. A Range Officer must verify that pistol actions are open and there are no cartridges in the chambers or magazines.</p>
<p>f) PRESENTATION OF FINALISTS 4:45 min. before</p>	<p>After finalists’ pistols are checked, the Announcer will introduce the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>

<p>g) DETAILED PROCEDURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.</p>	<p>Each Final MATCH series consists of five (5) shots in four (4) seconds. For each series, all finalists remaining in the competition will shoot separately and in succession. The order of firing for all series is from left to right. Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.”</p> <p>15 sec. after the presentation, the CRO will command “LOAD.” After the command “LOAD,” athletes have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d does not apply in a Final). Only one (1) “LOAD” command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required.</p> <p>After the command “LOAD,” athletes may do aiming exercises, arm lifts or dry firing, except when the other athlete in the 5-target group is firing. During this time the athlete on the right in the 5-target group may take his pistol in his hand to prepare, but he may not do aiming exercises, arm lifts or dry firing. After the athlete on the left has fired, he must place his pistol down and step to the rear of the shooting station or not move while the athlete on the right fires his series.</p> <p>One (1) min. after the command “LOAD,” the CRO will call the name of the first athlete by stating “(FAMILY NAME OF ATHLETE #1).” After the athlete’s name is announced, he may put the magazine in his pistol and prepare to fire.</p> <p>15 sec. after calling the name of the first athlete, the CRO will command “ATTENTION” and turn the red lights on. The first athlete must bring his pistol to the READY position. The green lights will come on after a delay of seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (recycling time of the targets).</p> <p>During this 10-14 sec. period, the CRO will report the score for that series (e.g. “FOUR HITS”).</p> <p>Immediately after the first athlete’s score is announced and the Technical Officer signals that the targets are ready, the CRO will announce “(FAMILY NAME OF ATHLETE #2).” 15 sec. later, the command “ATTENTION” will be given and the timing procedure for that series will proceed. After that series, the CRO will report the score. The other athletes will continue to fire in order until all athletes remaining in the competition have fired that series. There will be a 15-20 sec. pause after all athletes complete one (1) series. During this pause, the Announcer will comment on the current ranking of the athletes, the best scores, athletes who were eliminated, etc.</p> <p>For the second series, the CRO will announce “(FAMILY NAME OF ATHLETE #1)” and continue this procedure until all finalists have fired four (4) series.</p>
<p>h) ELIMINATIONS</p>	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (6th place). One (1) additional athlete is eliminated after each series that follows.</p> <p>After 5 series – 5th place After 6 series – 4th place After 7 series – 3rd place (bronze medal winner is decided) After 8 series – 2nd and 1st places (silver and gold medal winners are decided.)</p>
<p>i) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking four (4) sec. series until the tie is broken. For all tie-breaking series, the athlete on the left starts.</p> <p>For the tie-breaking series, the CRO will immediately call the name of the first tied athlete by stating “(FAMILY NAME OF ATHLETE #1)” and the normal firing procedure applies. The Announcer will make no comments until the tie is broken.</p>

<p>j) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire the eighth series, and if there are no ties or protest, the CRO will command “STOP...UNLOAD” and the declare “RESULTS ARE FINAL.”</p> <p>The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p> <p>Before any finalist or his coach may remove a pistol from the firing line, the Range Officer must check the pistol to be sure its action is open with a safety flag inserted, magazine removed and magazines unloaded. Pistols must be boxed before they are taken from the firing line.</p>
<p>k) LATE SHOTS</p>	<p>If an athlete fires a late shot or does not shoot at all five (5) targets in time, a deduction of one (1) hit for each overtime or unfired shot will be taken from the score for that series. The shot(s) will be marked with “OT.”</p>
<p>l) READY POSITION (8.7.2, 8.7.3)</p>	<p>If the Jury determines that an athlete raises his arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of repetition, the athlete must be disqualified (red card). To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag) showing that an athlete raised his arm too quickly before a penalty or disqualification is imposed.</p>
<p>m) MALFUNCTIONS (8.9)</p>	<p>Malfunctions during the sighting series may not be claimed or refired. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during the MATCH series. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must repeat the series immediately, while the other finalists standby, and will receive the score of the repeat series. The athlete has 15 seconds to be ready for the repeat series. For any further malfunction, no repeat series is permitted and the hits that are displayed will be counted.</p> <p>If the malfunction is NON-ALLOWABLE, a penalty of two (2) hits must be deducted from the score for that series.</p>

6.17.5 FINALS – 25m PISTOL WOMEN

<p>a) FINALS FORMAT</p>	<p>The 25m Pistol Women Final consists of ten (10) 5-shot rapid-fire series with hit or miss scoring and the eliminations of the lowest scoring finalists, beginning after the fourth series and continuing until the tenth series when the gold and silver medals are decided.</p>
<p>b) TARGETS</p>	<p>Two (2) groups of five (5) 25m ESTs must be used. The targets are labelled A-B-R1-D-E-F-G-R2-I-J. In the Final, eight (8) finalists are assigned to positions A-B-D-E-F-G-I-J according to a random draw.</p>
<p>c) SCORING</p> <p>DEDUCTIONS</p>	<p>The Final starts from zero (0). Scoring is hit or miss; each shot within the hit zone is scored as one hit. Any shot scoring 10.2 or higher on the 25m Rapid Fire Pistol target counts as a hit.</p> <p>During the Final, results are cumulative with each athlete’s final ranking determined by the total number of hits. If two or more athletes are tied for a place to be decided, they will fire additional series until the tie is broken.</p> <p>Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH series. Deductions for other penalties will be applied to the score of the series where the violation occurred.</p>

<p>d) REPORTING TIME 30:00 and 20:00 min. before</p>	<p>Athletes must report at least 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after each athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 20 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace a malfunctioning pistol (safety flag must be inserted).</p>
<p>e) CALL TO LINE, PREPARATION PERIOD AND SIGHTING SHOTS 12:00 min. before</p>	<p>The CRO will call “ATHLETES TO THE LINE” twelve (12) min. before Start Time. After one (1) minute, the CRO will start the two (2) min. preparation period with the command “PREPARATION BEGINS NOW.” After two (2) min., the CRO will command “END OF PREPARATION.” The sighting series consists of five (5) shots fired in the standard Rapid Fire sequence (Rule 8.7.6.4). Immediately after the preparation period, the CRO will command “FOR THE SIGHTING SERIES, LOAD.” After this command athletes may place loaded magazines in their pistols and prepare to fire. 60 seconds after the command “LOAD,” the CRO will command “ATTENTION” and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec. the first three (3) sec. green lights will come on. After the series, the CRO will command “STOP...UNLOAD.” No score announcements are made after the sighting series. After the commands “STOP...UNLOAD,” Finalists must unload their guns, insert safety flags, lay them down or place them on the bench and turn to face spectators for the presentation. A Range Officer must verify that pistol actions are open with safety flags inserted.</p>
<p>f) PRESENTATION OF FINALISTS 6:15 min. before</p>	<p>After Finalists’ guns are checked, the Announcer will present the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>
<p>g) DETAILED PROCEDURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.” 15 sec. later, the first MATCH series will start and the CRO will command “LOAD.” Finalists have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d. does not apply for the Final). Only one (1) “LOAD” command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required. One (1) min. after the command “LOAD,” the CRO will command “FIRST SERIES...READY.” After this command, athletes are allowed to place magazines in their pistols and prepare to fire. 15 sec. after the command “READY,” the CRO will command “ATTENTION” and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec., the green lights will come on for the first three (3) sec. rapid-fire series. After the series is completed, the CRO will command “STOP.” After the command “STOP,” the Announcer will give comments about the finalists’ rankings and scores. 15 sec. after the Announcer finishes, the CRO will command “NEXT SERIES...READY.” After 15 sec., the CRO will command “ATTENTION.” This sequence will continue until all finalists fire four (4) series. After the fourth series, and if there are no ties involving eighth place, the CRO will command “STOP.”</p>

<p>h) ELIMINATIONS</p>	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (8th place). One (1) additional athlete is eliminated after each subsequent series: After 5 series – 7th place After 6 series – 6th place After 7 series – 5th place After 8 series – 4th place After 9 series – 3rd place (bronze medal winner) After 10 series - 2nd and 1st places (silver and gold medal winners) are decided</p>
<p>i) TIE-BREAKING</p>	<p>If two (2) or more athletes have the same score (total hits) for a place to be eliminated, tied athletes must fire additional tie-breaking 5-shot rapid fire series until the tie is broken. If there is a tie, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking series with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
<p>j) FINALS COMPLETION</p>	<p>After the tenth series, and if there are no ties involving 1st and 2nd places, the CRO will command “STOP...UNLOAD” and “RESULTS ARE FINAL.” The Jury must assemble the three medallists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14 p.</p>
<p>k) READY POSITION (8.7.2)</p>	<p>If the Competition Jury determines that an athlete raises her arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of a second violation in a Final, the athlete must be Disqualified (Red Card). To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag or card) showing that an athlete raised her arm too quickly before a penalty or disqualification is imposed.</p>
<p>l) MALFUNCTIONS (8.9.1)</p>	<p>Malfunctions during the Sighting series may not be claimed or completed. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during a Final. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must complete the series immediately while the other finalists stand by. The athlete has 15 sec. to be ready for the series completion. For any further malfunctions, no series completion is permitted and the hits that are displayed will be counted.</p>

6.17.6 Medal Ceremonies

A Medal Ceremony to honour gold, silver and bronze medal winners must be conducted as soon as possible after each Final in accordance with Rule 3.9.6. ISSF standards for the conduct of Award Ceremonies are provided in the document ***Guidelines for Accreditation, Finals Ranges and Award Ceremonies*** that is available from ISSF Headquarters.

6.18 RIFLE AND PISTOL MIXED TEAM EVENTS

6.18.1 10m Air Rifle and 10m Air Pistol events

6.18.1.1 This Rule provides special technical rules for the 10m Air Rifle and Air Pistol Mixed Team events.

6.18.1.2 Mixed Team Composition

Two (2) Athletes from the same nation (1 male and 1 female).

6.18.1.3 National identification / Dress code

a) The athletes from each nation must display their National identification on their shooting clothing as follows:

b) **Rifle:** The name of the country denoted by 3 letters as determined by the IOC on their jacket pocket on the side which is turned to the audience. If the NOC is already on the shooting jacket, a National Flag should be placed or attached to the pocket facing the audience.

c) **Pistol:** The name of the country denoted by 3 letters as determined by the IOC should be placed on the sleeve of the T-shirt/sports jacket on the side which is turned to the audience.

6.18.1.4 Mixed Team Entries

a) Nations may enter a maximum of two teams in one Championship as per ISSF entry rules. Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition. Any team that fails to confirm the registration of team members by this deadline, the team members will be entered by random from those eligible and subsequently cannot be changed.

b) The entry fee for each team is EUR 170.00 (Rule 8.4.2 Gen. Regs.).

6.18.1.5 Competition Format

10m Mixed Team events will be conducted in two stages:

a) QUALIFICATION

b) FINAL (Consisting of Stage 1, when the Bronze Medal is decided and Stage 2, when the Gold/Silver Medal is decided)

6.18.1.6 Mixed Team Scores

Scores and rankings are based on the total scores of the two team members.

6.18.1.7 Coaching

a) During Qualification, non-verbal coaching is allowed,

b) During the Final, each team is allowed one (1) Coach who must be seated where he/she can have access to and can communicate with their athletes. The Coach may request a "Timeout" by raising a hand immediately after the completion of a round whilst the announcements are being made. This may be requested once only during the Final. The Coach may approach and speak to his/her athlete(s) on the firing line, for a maximum time of one (1) minute, commencing when the Coach reaches the athletes.

c) The time will be controlled by the Jury member in Charge, who must announce "Time" when the one minute has expired, and the Coach must immediately return to his/her seat. If a "Timeout" is requested by one team, the Coach of the other team may also approach and speak to his/her athlete(s) at

the same time. This does not affect the opportunity of the other team to request their own Timeout.

6.18.1.8 **Firearm Malfunctions**

- a) Malfunctions in Qualification will be governed according to Rule 6.13.
- b) Malfunctions in the Final Medal Matches will be governed according to Rule 6.17.1.6. (Only one (1) allowable malfunction is permitted for each team during the Medal Match).

6.18.1.9 **EST Complaints and Score Protests**

- a) EST complaints during the Qualification will be decided according to Rule 6.16.5.2.
- b) See Rule 6.17.1.8 for EST complaints during Finals.

6.18.1.10 **Protests**

- a) Protests during the Qualification will be decided according to Rule 6.16.
- b) Protests made during Finals will be decided by the Finals Protest Jury according to Rules 6.17.1.10.d and 6.17.1.13.

6.18.1.11 **Medal Ceremonies**

Medal Ceremonies for Mixed Team events will be conducted according to Rule 6.17.6.

6.18.2 **QUALIFICATION**

6.18.2.1 **Location**

Mixed Team Qualifications will be fired on the Qualification Range in one or more relays.

6.18.2.2 **Allocation of firing points**

- a) The firing points of the teams will be allocated by a random computer draw according to Rule 6.6.6.
- b) Teams from the same nation must not be positioned next to each other.
- c) Members of each team shoot next to each other with the female athlete on the left.

6.18.2.3 **Call to Line**

- a) For each Qualification relay, the Chief Range Officer will call the athletes to the line twenty (20) minutes before the scheduled start time.
- b) Athletes will be allowed ten (10) minutes to set up their equipment on their allocated firing points.
- c) Athletes may not unbox their rifle/pistol nor place any equipment on their firing points until the CRO calls them to the line.
- d) After athletes are called to the line, they are permitted to handle their rifle/pistol, remove safety flags, dry-fire and carry out holding and aiming exercises before the start of the Preparation and Sighting Time.
- e) In the Final, athletes may not remove the safety flags or dry fire until the Preparation and Sighting Time starts.

6.18.2.4 **Preparation and Sighting Time**

Athletes must be allowed ten (10) minutes Preparation and Sighting Time with unlimited sighting shots before the start of the match.

- a) The Preparation and Sighting Time must be timed to end approximately thirty (30) seconds before the official starting time of the match.
- b) Pre-competition checks by the Range Officers must be completed during the ten (10) minutes before the Preparation and Sighting Time starts;
- c) The Preparation and Sighting Time begins with the command **“PREPARATION AND SIGHTING TIME...START”**. No shot may be fired before the command **“START”**;
- d) If an athlete fires a shot before the **“START”** command for Preparation and Sighting time, the first competition shot must be scored as a miss, (0). If safety is involved the athlete may be disqualified
- e) After nine minutes and thirty seconds of the Preparation and Sighting Time have elapsed, the CRO must announce **“30 SECONDS”**;
- f) At the end of the Preparation and Sighting Time, the Chief Range Officer must command, **“END OF PREPARATION AND SIGHTING...STOP”**. There must be a brief pause of approximately thirty (30) seconds when the Target Officer will reset the targets for match firing, and;
- g) If an athlete fires a shot after the command, **“END OF PREPARATION AND SIGHTING...STOP”** and before the **“MATCH FIRING...START”** command, the shot must not be counted as a match shot.

6.18.2.5 **Number of Match Shots and Time Limit**

- a) In Qualification, each team member will fire thirty (30) match shots (60 total shots per team), with a time limit of thirty (30) minutes. Each athlete fires independently of their partner.

6.18.2.6 **Scoring**

In the Qualification rounds, decimal ring scoring (Rule 6.3.3.1) will be used for the 10m Rifle Mixed Team event. Full ring scoring will be used for the 10m Pistol Mixed Team event.

6.18.2.7 **Team Ranking**

- a) The scores of each team member will be added together and the team results will be ranked.
- b) Ties will be broken by applying Rule 6.15.5 (total of the two team member scores).
- c) The four (4) top-ranked teams will proceed to the Finals.
- d) Teams ranked 3rd and 4th will compete against each other in the Final Part 1.
- e) Teams ranked 1st and 2nd will compete against each other in the Final Part 2.

6.18.3 **FINAL**

The Final consists of Stage 1 to decide the Bronze Medal followed by Final Stage 2, to decide the Gold/Silver Medals. The procedure for conducting both Final Parts will be the same, with appropriate wording used by the CRO in each case.

6.18.3.1 **Location**

10m Rifle and Pistol Mixed Team Finals must, if possible, be fired on a Finals Range. Results monitors visible to both members of each team must be available on the FOP.

6.18.3.2 **Procedure**

- a) New Bib numbers will be allocated to be worn during the Final. They will be issued at Reporting Time.
- b) Athletes in Final Stage 1, or their Coaches, must be allowed to place their equipment on their designated firing-points at least fifteen (15) minutes before the scheduled Start time. They must then leave the range and wait to be called to the line.
- c) No bags or transport-boxes may be left on the Field of Play.

6.18.3.3 **Finals Officials**

The conduct and supervision of Mixed Team Finals will be in accordance with Rule 6.17.1.10.

6.18.3.4 **Reporting and Start Times**

- a) The Start Time for the Final is when the CRO begins the commands for the first competition shot for Final Stage 1.
- b) All eight athletes who qualify for the Final must report to the Finals Range Preparation Area, with all necessary equipment, at least thirty (30) minutes before the Start Time of Final Stage 1. A two-point (2) penalty will be deducted from the score of the first competition series if one or two team members do not report on time. Each team may be accompanied by one Coach.
- c) If an athlete or Team reports later than twenty (20) minutes before the Start Time, the Team will not be allowed to start and will be ranked 4th if in Final Stage 1, or 2nd if in Final Stage 2.
- d) If the Victory Ceremony is scheduled after the Final, all athletes must report with a national team uniform appropriate for a Victory Ceremony. Juries must complete equipment checks during the reporting period and as soon as possible after each athlete reports.
- e) Athletes in Final Stage 1, or their Coaches, must be allowed to place their equipment on their designated firing-points at least fifteen (15) minutes before the scheduled Start time. They must then leave the range to wait to be called to the line.
- f) Teams for both Parts of Final must be assembled in firing point order, for the call to the line, ten (10) minutes before the Start Time of Stage 1.

6.18.3.5 **Allocation of firing points**

- a) For the Final Stage 1, the team ranked third after Qualification should take positions on firing points B and C, with the team ranked fourth on firing points F and G.

b) For the Final Stage 2, the team ranked first after Qualification should take positions on firing points B and C, with the team ranked second on firing points F and G.

c) Team members may change positions for the Medal Matches. If a change is desired, the team Coach must inform the RTS Jury which team member will shoot on the left and which team member will shoot on the right, before the end of Protest time when Preliminary Qualification scores are posted.

6.18.3.6 **Scoring**

a) All shots in the Finals, (both Rifle and Pistol) will be scored with decimal scoring.

b) The team with the highest combined score in each round, compared against the other team in the Final, wins two (2) points.

c) In case of equal scores each team receives one (1) point.

d) The first team to reach sixteen (16) points or more will win the relevant Final Part.

e) In case of a tie where both teams have scored at least sixteen (16) points, the Final will continue with one (1) additional shot fired by both members of each team to decide the tie.

f) If the scores are still tied the teams will continue to shoot additional shots on command until the tie is broken.

6.18.3.7 **EST Complaints during Finals**

a) During the Sighting time, if a team member or coach complains, or a Range Official observes that a paper strip is failing to advance, the CRO must command athletes to stop shooting and direct the Technical Officer to fix the problem. The sighting time must then be re-started.

b) If a team member complains that his target fails to register or that there is an unexpected zero or unexplained miss, the following steps must be taken:

c) The Jury Member in Charge must direct the athlete whose target malfunctioned to fire another shot. If the additional shot registers, the value of the additional shot will be counted and the missing shot will be ignored. If the additional shot does not register, the Jury must stop the competition and move the athlete to a reserve target.

d) If an athlete is moved to a reserve target, when ready to resume, all athletes will be given two (2) minutes of unlimited sighting shots. The athlete who was moved will then fire his/her match shot in fifty (50) seconds and the competition will continue.

6.18.3.8 **Call to Line**

Teams for both Final Parts will enter the FOP one at a time. As each Team enters the FOP the Announcer will introduce them to the spectators. Athletes must stand in front of their designated firing points, facing the audience, and remain in that position until all have been presented, including the Jury Member in Charge, and the Chief Range Officer.

Teams for the Final Stage 2 will return to the Preparation area.

6.18.3.9 **Preparation and Sighting Time**

After one (1) minute, the CRO will command:

“FIVE MINUTES PREPARATION AND SIGHTING TIME...START”. After four (4) minutes and thirty (30) seconds, the CRO will announce: **“30 SECONDS.”** After five (5) minutes, the CRO will command **“STOP...UNLOAD.”**

6.18.4 **FINAL PROCEDURE**

a) One (1) minute after the end of Preparation and Sighting time, the CRO will command:

b) **“FOR THE FIRST COMPETITION SHOT, LOAD...five (5) seconds...START”**.

c) Each team member will fire a single shot in a maximum time of fifty (50) seconds.

d) Either athlete may fire first.

e) The CRO may call **“STOP”** after all athletes have fired.

f) Immediately after the command **“STOP,”** the team with the highest combined score of each round will be announced together with the number of points awarded.

g) The Announcer will give 15-20 seconds of comments on the current ranking of the teams and notable scores. Individual shot scores are not announced.

h) The firing sequence will be repeated until the relevant Final Part is decided.

6.18.4.1 **Final Stage 1 Completion**

a) As soon as the Bronze Medal is decided, the CRO will command **“STOP...UNLOAD”** if there are no protests or ties, he will declare **“RESULTS ARE FINAL”**. The announcer will declare the Bronze Medal Winning team.

b) A Range Officer must verify that the rifle/pistol actions are open with the safety flags inserted.

6.18.4.2 **Change-Over between Final Stage 1 and Stage 2**

a) The athletes in Stage 1 must leave the Field of Play to place their rifles/pistols in a safe place in the Reporting Area but may return to sit and watch Final Stage 2 in their allocated seats.

b) After at least five (5) minutes, from the Bronze Medal being decided and after the targets have been checked by the RTS Jury and the CRO has declared, **“Range clear”**, athletes for Final Stage 2 and/or their Coaches, must be allowed to place their equipment on their firing-points.

c) They must then leave the range to wait to be called to the line.

6.18.4.3 **Final Stage 2 Completion**

a) As soon as the Gold/Silver medals are decided the CRO will command **“STOP...UNLOAD”** declare **“RESULTS ARE FINAL”** and the announcer will declare the Gold and Silver Medal Winning teams.

b) A Range Officer must verify that the rifle/pistol actions are open with the safety flags inserted.

c) The Gold and Silver Medallists must be joined on the Field of Play by the Bronze medallists and the Jury will line them up, as in the Individual Finals, for official photographs and announcements. Athletes may be allowed to hold their rifles/pistols for the photographs so the Bronze medallists must retrieve them

from the Reporting Area and return without delay.

6.18.4.4 **Finals Production and Music**

a) During the Qualification stage music must be played.

b) During the Medal Matches music must be played.

c) The Technical Delegate should approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Medal Matches.

6.18.4.5 **Irregular or disputed matters**

ISSF General Technical Rule 6.17 will apply to matters not mentioned in the above rules. Irregular or disputed matters will be decided by the Jury according to General Technical Rules for each event.

FINALS FOR SHOTGUN EVENTS

6.19 FINALS IN OLYMPIC SHOTGUN EVENTS

Finals may be conducted either on a separate range designated as a Finals Range and not used for Qualification competition or on one of the ranges used for Qualification competition.

6.19.1 FINALS IN INDIVIDUAL SHOTGUN EVENTS

6.19.1.1 TRAP and SKEET

6.19.1.2 General

The Trap and Skeet individual events consist of two stages: Qualification and Final.

6.19.1.3 Qualification

The Qualification stage will be conducted according to the Competition Procedures specified in the current Shotgun rules (Trap, section 9.8 and Skeet, section 9.10).

6.19.2 FINALS FORMAT

PROCEDURES APPLYING TO TRAP & SKEET INDIVIDUAL EVENTS

6.19.2.1 Finals Format:

a) The full programme (General Regulations, 3.3.5) must be fired in each Olympic event as a Qualification for the Finals. The six (6) highest-ranking athletes in the Qualification advance to the Finals;

b) Finals consist of finalists firing at a series of target sequences, with progressive eliminations beginning after all finalists have fired at the required number of targets (25 or 20 targets, depending upon the event) and continuing until the gold and silver medals are decided;

c) Finalists start at zero; scores from the Qualification are not carried forward.

6.19.3 General Finals Requirements

6.19.3.1 Reporting Time:

a) Athletes in the Final must report to the Finals Range not later than 30

minutes before the Final Start Time;

b) A two (2) point penalty will be deducted from the score of the first hits in the Final if the athlete does not report on time;

c) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the victory ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and

d) Any finalist who does not report for the start of the Athlete Presentation will not start and will be ranked last in the Final.

6.19.3.2 **Start Time.** The Start Time for the Finals is when the Referee command “**READY**” is given for the first competition shot.

6.19.3.3 **Start Positions and Bib Numbers.** New bib numbers (1-6) must be issued for the Finals. Starting positions in Finals are assigned according to the Qualification ranking, with the highest ranking athlete having bib number 1. In shoot-offs to decide medals, athletes must shoot in bib number order (lowest number shoots first).

6.19.3.4 **Test Firing and Showing Targets.** Before the start of the Finals, targets must be shown and the finalists must be permitted to test fire.

6.19.3.5 **Finals Facilities & Special Equipment**

(see ISSF Guidelines for Organizers for detailed requirements).

a) The Finals Range must have a large spectator stand and a designated reporting area where cartridge controls can be done, where finalists can report.

b) Finals Ranges must be equipped with the following equipment:

- A speaker system for use by the Announcer/Commentator and the sound/music technician.
- Seating for Jury members, the Coaches/Team Officials and the Finalists.
- An electronic, colour scoreboard (see ISSF Guidelines for Organizers for detailed requirements).
- An electronic timing system (to control preparation time limits).
- Seating and table for the score keeper.
- A big clock positioned in a place where it can be observed by athletes and officials.
- A Walkie-talkie for communication between the Referees/Jury/Technical Officials.

6.19.3.6 **Finals Officials.**

The following personnel shall conduct and supervise the Final:

a) Referee:

An experienced official with an ISSF Shotgun Referee’s licence, appointed by the Chief Referee, in consultation with the Jury, must conduct the Final.

Whenever possible the appointed Referee must originate from a nation which does not have any athlete(s) in the Final;

b) Assistant Referees & Timing System Referee:

Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. An additional Referee must be appointed to manage the electronic timing device. A further additional Referee must be appointed to keep a manual scoreboard. All Referees shall be selected by the Chief Referee from the appointed Competition Referees. It is the responsibility of the Chief Referee to ensure that the appointed Referee, Assistant Referees and Timing System Referee are present at the Finals Range on time to conduct the Final.

c) Jury-Member-in-Charge:

One (1) Jury member must be designated, by the Jury Chairman, as the Jury-Member-in-Charge of the Final.

d) Competition Jury:

The Competition Jury must supervise the conduct of the Final. One (1) Jury member must be designated as the Jury-Member-in-Charge, of the Final;

e) Finals Protest Jury.

Composed of three (3) persons:

The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairman (can be also the Jury Chairman), who must decide any protests that may be made during the Final. Their decision is final.

f) Technical Officer:

The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury-Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly;

g) Announcer/Commentator:

An Announcer/Commentator designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.

h) Sound Technician:

A technical official responsible for operating the sound and music system during competitions.

6.19.3.7 **Finals Production and Music**

a) The conduct of a Final must use music, announcements, commentary, staging and commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.

b) The Technical Delegate in consultation with the Jury should approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Finals.

6.19.4 **Competition Procedures.** Finals competitions are conducted according to

these procedures. The Technical Rules for each event also apply to the Finals except where differences are described in this Rule (Rule 9.17).

6.19.4.1 **Trap.** Finalists shoot one shot only at each target. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (6.19.6.3, lowest Bib Number on Station 1). After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) After the six finalists complete a normal round of 25 targets, the 6th place athlete is decided;
- b) After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is decided;
- c) After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is decided;
- d) After the three remaining finalists shot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is decided;
- e) The 5-target sequences in b), c) and d) above consists of 2 left, 2 right and 1 straight randomly selected targets for each finalist.
- f) And after the two remaining finalists shoot at another 10 targets and complete 50 targets, the gold and silver medals (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off.
- g) The 10-target sequence in f) above consists of 4 left, 4 right and 2 straight randomly selected targets for each finalist.

6.19.4.2 **Skeet.** Finalists will shoot on each station in bib number order. A timing system to control the 30-second preparation time limit must be used. Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) All six finalists will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After the six finalists complete 20 targets, the 6th place athlete will be decided;
- b) The five remaining finalists will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 30 targets, the 5th place athlete will be decided;
- c) The four remaining finalists will shoot another 10 targets with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 40 targets, the 4th place athlete will be decided;
- d) The three remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 50 targets, the 3rd place athlete (bronze medalist) will be decided;

e) The two remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 60 targets, the gold and silver medal winners (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off; and

f) On station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.

6.19.4.3 **Tie-Breaking (Shoot-off) Procedures.** Ties for places three through six will be broken according to the bib number order (Qualification ranking). If there is a tie for Gold and Silver medal places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures:

a) **Trap.** The athletes must line up behind Station 1 in bib number order. Starting on Station 1, they must each shoot at regular targets until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot.

b) **Skeet.** The tied athletes must line up behind Station 3 in bib number order. The athletes must shoot one regular Double; if the tie is not broken with the first Double, they must shoot one reverse Double on that station; if the tie is not broken they advance to Station 4 to shoot one regular Double, and if the tie is not broken one reverse Double; this sequence continues on Station 5 and then back to Station 3, etc. until the tie is broken.

6.19.5 Procedure For Conducting Finals

Time	Stage	Procedure
a) 30:00 minutes before	Finalists Report for Cartridge Control	Team Leaders are responsible for ensuring that their athletes report at the Finals Range on time (Rule 6.19.3.1). The Jury will instruct the finalists to place all of their cartridges in numbered boxes (corresponding with bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation. Athletes may leave the FOP and must return 15:00 min. before the start of the Final. No additional cartridges may be brought to the FOP.
b) 10:00 minutes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and show the targets according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	The six (6) finalists, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the centre of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in bib number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.

e) 1:00 minute before	Final Preparation	One (1) minute before the first Finals shot, the Referee will instruct the finalists to go to their shooting stations.
f) Competition firing starts at 0:00 min.	Start of Final	The Referee will instruct the first athlete to begin with the command "READY." Each athlete in Trap has twelve (12) seconds to call for each target. In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at Doubles.
g) Scoreboard Pauses		In Trap Finals, scoreboard pauses will occur after all finalists have fired at 10 and 20 targets and subsequently after every 5 targets. In Skeet Finals, scoreboard pauses will occur after all athletes have completed one station. Television productions will use this pause to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command "READY."
h) Finals Completion		If there is no tie for the gold medal, the Jury Member-in-Charge will immediately declare " RESULTS ARE FINAL. " If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off until the tie is broken. After the tie is broken, the Jury Member-in-Charge must immediately declare " RESULTS ARE FINAL. "
i) After Medals are Decided		After the Jury Member-in-Charge declares " RESULTS ARE FINAL, " the Announcer must immediately recognize the medal winners by announcing: " THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME). " " THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME). " " THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME). " (Rule 6.17.1.14 p)

6.19.6 Malfunctions during the Final

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw.
- b) After the malfunction is corrected or the athlete withdraws, the Final must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- c) An athlete is allowed a maximum of two (2) malfunctions during a Final, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be

declared **“LOST”** whether or not the athlete attempted to fire.

6.19.7 **Protests during the Final**

- a) If an athlete disagrees with a Referee’s decision regarding **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying **“PROTEST.”**
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** targets is lost, a penalty of two (2) points must apply to the last two (2) **“HIT”** targets.
- e) No protest fee applies in Finals.

6.20 **SHOTGUN SKEET MIXED TEAM EVENT**

6.20.1 **GENERAL**

- a) Mixed Teams consist of two team members, one male and one female from the same nation. Both Mixed Team members should wear the same competition clothing with national colours and identification.
- b) In one Championship, nations may enter a maximum of two (2) Mixed Teams in one Mixed Team event, as per ISSF General Regulations.
- c) Mixed Team members may be changed for other athletes already registered in the Championship not later than 12:00 hours on the second day of the individual competition before the day of the Mixed Team competition.
- d) The Mixed Team event consists of two stages: Qualification and Final.

6.20.2 **QUALIFICATION**

- a) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the current ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules.
- b) Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – (3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team).
- d) After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female) $75 \times 2 = 150$ (as per ISSF Shotgun Rules 9.14.5.1).
- e) The four (4) highest-ranking Mixed Teams after qualification and any eventual shoot-offs will qualify for the Final (Stage 1 and Stage 2).
- f) Any ties for places 1 to 4 will be decided by a shoot-off on station 4 only, as

specified within Rule 9.15.

g) After the Qualification stage and any eventual shoot-offs, new Bib numbers (1^{1-1²}, 2^{1-2²}, 3^{1-3²}, 4^{1-4²}) will be distributed to the top 4 qualified Mixed Teams.

h) The ranking of tied Mixed Teams in 5th place or below not decided by a shoot-off will be established on the basis of the ISSF Shotgun Rules 9.14.5.1 & 9.15.3.4

6.20.3 **PROCEDURE DURING SHOOT-OFFS AFTER QUALIFICATION**

a) The starting positions in the shoot-offs of tied Mixed Teams after the qualification will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first, followed by the lower ranked team(s)).

b) The starting positions in the shoot-offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.

c) Before the shoot-offs, athletes will observe the targets (one normal and one reverse double) and test fire.

d) Each Mixed Team Coach/Team Official must designate which team member (male or female) will shoot first and which team member will shoot second. The order of shooting between the two members of each team (as decided by the Coach/Team Official) must remain the same throughout the shoot-off.

e) The shoot-off will be conducted only on station 4.

f) The athletes of the highest-ranking Mixed Team in the order designated by the Coach/Team Official must line up behind the station. The athlete designated to shoot first (male or female) must shoot at a regular double followed by the second member of the team who will also shoot at a regular double. The athletes of the other Mixed Team(s) must then do likewise and each shoot at a normal double in their designated order. The Mixed Team(s) with the lower number of hits, out of the 4 shots (2+2=4), will be eliminated and will take the lower place.

g) If the tie(s) is(are) not broken, the same procedure will continue on the same station in the same order but with reverse doubles. The athletes (who will shoot first and who will shoot second) will remain the same throughout the shoot-off, as per d) above.

h) If still the tie(s) is(are) not broken, then the shoot-off will continue on the same station, with the same sequence (shooting first at normal and then at reverse doubles) with the higher ranked Mixed Team shooting first followed by the other Mixed Team(s), until the tie(s) is(are) broken.

i) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

j) In case of several shoot-offs, the lower position shoot-offs will be shot first.

6.20.4 **FINAL**

a) The Final is in two parts consisting of Final Stage 1 to decide the Bronze medal and Final Stage 2 to decide the Gold/Silver Medals.

b) Final Stage 1:

Composed of the Mixed Teams in positions 3 and 4 after Qualification or any eventual shoot-offs.

c) Final Stage 2:

Composed of the Mixed Teams in positions 1 and 2 after Qualification or any eventual shoot-offs.

d) Final Stage 1 will be shot first followed by Final Stage 2.

e) The Final Stages 1 and 2 must be conducted on the Finals Range.

6.20.4.1 **Competition Format of Mixed Team Skeet in Final.**

a) The starting positions in the Final are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot-offs after qualification (the lower Bib number team to shoot first followed by the higher Bib number team).

b) Before the start, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of all the qualified Mixed Teams in the Final.

c) The preparation time limit, on each station is 30 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

d) The 2 Mixed Teams (composed of 4 athletes) will start from 0 and compete on stations 3, 4, 5, 3, 4 and 5 until the winners are decided as follows:

e) The Mixed Team with the lower Bib number will shoot first, starting from station 3 and followed by the second Mixed Team. The two athletes from each Mixed Team will each shoot, in Bib number order, 2 doubles (1 normal and 1 reverse double), 4 shots (8 shots per Mixed Team).

f) The shooting sequence (**which team will shoot first**) will alternate **between the two Mixed Teams, after each station** (i.e., on station 4 the 2nd team will shoot first followed by the 1st team. On station 5 the 1st team will shoot first followed by the 2nd team and so on).

g) The combined scores for each team after each station will be carried forward to the next station.

h) This process will continue in sequence on stations 3,4,5,3,4 and 5 (6 stations) and the Mixed Team with highest combined score will be the winner.

i) If the shooting sequence is completed on all 6 stations and there is a tied score, then the winning Mixed team will be decided by a shoot-off, as per procedures specified in 9.20.3.3 below.

6.20.4.2 **Procedure of Mixed Team Skeet During Shoot-offs in Final.**

a) The starting positions in the event of a shoot-off in Final Stages 1 and 2 will be decided by the Bib number of each team. The lower Bib number team will shoot first followed by the second team.

b) The athletes of each Mixed Team will shoot in Bib number order, one behind the other. This order of shooting between the two members of each team must remain the same throughout the shoot-off.

c) The shoot-off will be conducted on stations 3, 4, 5.

d) The athletes of the Mixed Team with the lower Bib number must line up behind station 3 and each shoot at a normal double in Bib number order. Then likewise the athletes of the second team will each shoot at a normal double in Bib number order. The Team with the higher number of hits out of the 4 shots

(2+2=4) will be the winner. If the tie is not broken the same sequence must continue on the same station but with reverse doubles.

e) If the tie is not broken on station 3, the same procedure will continue in the same order and sequence on station 4, if tie still not broken, then station 5, with the members of each Team shooting first at normal and then at reverse doubles until the tie is broken.

f) If the tie remains, athletes will continue to shoot in the same sequence but starting with reverse and then normal on stations 3, 4 and 5 until the tie is broken.

g) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.

h) There will be no target observation or test fire before the shoot-offs in a Final.

6.20.4.3 **MIXED TEAM SKEET PROCEDURES.**

6.20.4.4 **Coaching Timeout**

In the Final (Stages 1 and 2), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then, at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to the his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout. The Jury Member in Charge must control the time.

6.20.4.5 **Reporting Times and Cartridge Control**

a) The members of the four (4) qualified Mixed Teams in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range (at the designated area) for cartridge control at least **30 minutes** before the scheduled Start Time of the Final (Stage 1). At this time the Jury will distribute the Bib numbers to all the athletes of the four (4) qualified Mixed Teams.

b) The Equipment Control Jury will instruct the members of each Mixed Team or their representatives (Coaches or Team Officials) to place all of their cartridges in numbered boxes (corresponding to the Bib numbers of their Team). The Equipment Control Jury will select cartridges to be checked and seal the boxes in the presence of the Team members or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.

c) The members of the Qualified Mixed Teams must present themselves to the Finals Range, **15 minutes**, before the start of the Final (Stage 1), for preliminaries and presentation

d) No additional cartridges may be brought to the FOP.

e) A two (2) hit penalty will be deducted from the score of the first series of the first athlete, if any of the Mixed Team's cartridges are not presented 30 minutes before the start of the Final (Stage 1) or if either of the Team members does not report 15 minutes before the start of the Final (Stage 1). Any team that does not report at the time of the Presentations will not be allowed to take part in the Final and will be awarded the 4th place (if in Stage 1) or the 2nd place (if in Stage 2).

6.20.4.6 **Target Observation – Presentation – Test Fire**

- a) After reporting at the range, the athletes of the Qualified Mixed Teams of Final Stage 1 will be allowed to take their cartridges from the boxes (the athletes of the Final Stage 2 will not be allowed at this stage to take their cartridges). Then, all four (4) Qualified Mixed Teams will be asked to go to the shooting stations for aiming exercises and target observation only (no test fire).
- b) All the members of the Qualified Mixed Teams will be allowed to observe the targets.
- c) After aiming exercises and target observation, the Qualified Teams of the Final Stage 2 will be asked to be seated at the designated area. The athletes of the Qualified Teams of the Final Stage 1 together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for presentation. The teams will line up in Bib number order. The Qualified Teams in Final Stage 1 will enter the field of play (female athlete first – male athlete second) followed by their Coach/Team Official and the announcer will introduce them to the spectators. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- d) The Mixed Teams, will line up, in Bib number order, in the following order:
Female athlete – Male athlete – Coach/Team Official.
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- f) The Final will be conducted in the order specified in rule 6.20.1.d).
- g) It should be noted that after completion of the Final Stage 1 the athletes for Final Stage 2, will take their cartridges from their boxes. The finalists, their Coaches or Team Officials, the Jury member in Charge and the appointed Referee will be presented in the way specified in d) above. After presentation the athletes will go to the shooting stations and test fire after which the Match will begin.
- h) At the end of the Final the Gold, Silver and Bronze Medalists are assembled by the Jury Member in Charge, on the field of play for official photographs and announcement, (Rule 6.17.1.14 p) s

6.20.4.7 **Music and Audience Support**

During the Final, music must be played. The Jury should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the matches.

6.20.4.8 **Malfunctions During Final (Parts 1 and 2).**

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Mixed Team) must withdraw. After the malfunction is corrected, the Final must continue.
- b) If a withdrawal of a team occurs during Final Stage 1 or 2 the remaining Mixed Team must be declared as the winner.
- c) A Mixed Team is allowed a maximum of two (2) malfunctions during a Final,

including any shoot-offs, whether or not there was an attempt to correct the malfunction.

d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

6.20.5 **Protest During Final (Stages 1 and 2).**

a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), the athlete must act immediately, before the next athlete fires, by raising an arm and saying "**PROTEST.**"

b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.

c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.

d) If a protest in a Final for any matter other than Referee decisions on "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Mixed Team).

6.20.5.1 **Colour of Targets**

Qualification: Normal targets

Final: Flash targets

6.20.5.2 **Irregular or Disputed Cases**

a) The General Technical Rules will apply to matters not mentioned in the above paragraphs.

b) Irregular or disputed matters will be decided by the Jury according to the General Technical Rules or other relevant Rule for each event.

6.21 FORMS

Forms to be used in conducting ISSF Championships are provided on the following pages as follows:

- a) **PROTEST FORM (Form P)**
- b) **APPEAL FORM (Form AP)**
- c) **Range Incident Report Form (Form IR)**
- d) **Scoring and Results Office Score Notification Form (Form CN)**
- e) **25m Rapid Fire Pistol Men Malfunction Score Computation Form (Form RFPM)**
- f) **25m Standard Pistol Men Malfunction Score Computation Form (Form STDP)**
- g) **Dress/Advertising Code Violation Warning Form (Form DC)**

PROTEST FORM – PAGE 1

 <p>ISSF</p>	<h1>PROTEST FORM</h1>	<h1>P</h1>
<p>Protest Information (To Be Completed By Athlete or Team Official)</p>		
<p>Event:</p>		
<p>Protest to Jury:</p>		
<p>Date _____ and time _____ of action or decision being protested.</p>		
<p>Action or Decision Being Protested (describe in writing):</p>		
<p>Reason for Protest (also list ISSF Rules concerned):</p>		
<p>Protest Submitted By:</p>		
<p><i>The personal data provided by you is only used for the processing of your Protest. By submitting the Protest, you confirm that you have read and understood the ISSF Data Protection Regulation as published in the „Rules“ section on www.issf-sports.org</i></p>		
<p>Name and Signature</p>		
<p>Protest RECEIPT (To Be Completed By Official Receiving Protest)</p>		
<p>Protest received: Date: _____ Time: _____</p>		
<p>Amount Fee Paid: _____ Received by: _____</p>		
<p>Printed Name and Signature of official receiving protest:</p>		

 <p>ISSF</p>	<h1>APPEAL OF A JURY DECISION TO THE JURY OF APPEAL</h1>	<h1>AP</h1>
<p>To Be Completed By Team Leader Or Representative</p>		
<p>If there is continued disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal. A copy of the previous Protest Form (P) must be attached.</p>		
<p>Reason for Appeal:</p>		
<p>Appeal Submitted By: <i>The personal data provided by you is only used for the processing of your Appeal. By submitting the Appeal, you confirm that you have read and understood the ISSF Data Protection Regulation as published in the "Rules" section on www.issf-sports.org</i></p> <p style="text-align: right;">Name – Nation – Signature</p>		
<p>Appeal information (To Be Completed By Official Receiving Appeal)</p>		
Appeal received:	Date:	Time:
Amount Fee Paid:	Received by:	
Printed Name and Signature of official receiving protest:		

		<h1>RANGE INCIDENT REPORT FORM</h1>				<h1>IR</h1>	
Incident Report Serial Number: (A record must be kept in Range Register)							
Date of Incident:				Time of Incident:			
Event:		Relay:		Firing Point:			
Athlete's Name:				Stage:			
Bib Number:		Nationality:		Series:			
Brief Details of Incident:							
Applicable ISSF Rules:							
Penalty imposed:							
Signature of Range Officer Initiating Report:		Printed Name:		Time:			
Signature of Competition Jury Member:		Printed Name:		Time:			
Signature of RTS Officer:		Printed Name:		Time:			
Signature of RTS Jury Member:		Printed Name:		Time:			
Signature of Ranking Technical Officer:		Printed Name:		Time:			
Score Amendment Reference:		Ref:					

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

 ISSF	<h1>RTS OFFICE SCORE NOTIFICATION FORM</h1>		<h1>CN</h1>	
EVENT:		DATE:		
RELAY:		ELIMINATION / QUALIFICATION:		
PRELIMINARY RESULT POSTED BY (NAME):			TIME:	
PROTEST TIME ENDED AT:			TIME:	
THERE WERE NO PROTESTS (NAME):			RESULTS CONFIRMED:	
OR...				
PROTEST SUBMITTED (SEE ATTACHED PROTEST FORM)		TIME PROTEST RECEIVED:		
RESULTS NOT YET CONFIRMED				
SIGNATURE OF RTS OFFICER:			TIME:	
SIGNATURE OF RTS JURY MEMBER:			TIME:	
SIGNATURE OF RANKING TECHNICAL OFFICER:			REF:	

NOTE: When completed by the RTS Officer, a copy of this form must be sent to the Range (EST) Control Room immediately.

		<h1>25m Rapid Fire Pistol Men Malfunction Score Computation</h1>				<h2>Form RFPM</h2>	
Stage and Relay		Series and		1st / 2nd		Time of Malfunction	
		Time Stage		8s / 6s / 4s			
Firing Point Number		Athlete's Name					
Bib Number		Nationality		Date			
For ALLOWABLE malfunction insert "AM," for NON-ALLOWABLE insert "NAM 0," for UNFIRED SHOTS insert "0" – only for misses, or for shots not fired on each single target in both series:							
Shot:		Left Monitor	Monitor	Middle Monitor	Monitor	Right Monitor	Total
Series:							
Competition							
Malfunction Repetition							
Final Score							
(Final Score equals the total of the lowest value score in each column.)							
If second part of a ten shot series, the total of the previous (first) five shots must be recorded; if not, leave blank.			Previous five shot score:				Correct ten shot score:
Range Officer's Signature				Range Officer's Name (Printed)			
Range Jury Member's Signature				Range Jury Member's Name (Printed)			
RTS Officer's Signature				RTS Jury Member's Signature			
Confirmation of Manual Intervention of Computer Result at Ranking Computer					Technical Officer's Signature		
RTS Jury Member's Signature					Correction Reference Number		

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

		<h1>25m Standard Pistol Men Malfunction Score Computation</h1>			<h2>Form STDP</h2>	
Relay	Series and	1st / 2nd / 3rd / 4th		Time of Malfunction		
	Time Stage	150 / 20 / 10 sec				
Firing Point Number		Athlete's Name				
Bib Number		Nationality		Date		
<p>For ALLOWABLE malfunction insert "AM," for NON-ALLOWABLE insert "NAM 0," for UNFIRED SHOTS insert "0" – only for misses, or for shots not fired (by shot number) on the target in both series:</p>						
Shot:	1	2	3	4	5	Total
Series:						
Competition						
Malfunction Repetition						
Final Score						
(Final Score is the total of the five lowest value shot-scores overall.)						
If second part of a ten shot series, the total of the previous (first) five shots must be recorded; if not, leave blank.		Previous five shot score:			Correct ten shot score:	
Range Officer's Signature			Range Officer's Name (Printed)			
Range Jury Member's Signature			Range Jury Member's Name (Printed)			
RTS Officer's Signature			RTS Jury Member's Signature			
Confirmation of Manual Intervention of Computer Result at Ranking Computer				Technical Officer's Signature		
RTS Jury Member's Signature				Correction Reference Number		

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

6.22 THE ISSF DRESS CODE

ISSF Rule General Technical Rule 6.7.5 states:

“It is the responsibility of athletes, coaches and officials to appear on the range dressed in a manner appropriate for a public sports event. Clothing worn by athletes and officials must comply with the ISSF Dress Code.”

This Rule is the foundation of the **ISSF Dress Code**.

6.22.1 GENERAL

All sports are concerned with the images they present to youth, the public and media. Olympic sports, in particular, are judged by whether their athletes, coaches and officials present professional images that demonstrate their best qualities. Shooting's ability to grow as a sport, to attract new participants and fans and to secure its status as an Olympic sport are affected by how its athletes and officials' dress. This **ISSF Dress Code** provides regulations and guidelines for the implementation of Rule 6.7.5.

6.22.2 DRESS REGULATIONS FOR ATHLETES

6.22.2.1 All clothing worn by athletes in Training, Eliminations, Qualifications and Finals must be clothing that is appropriate for wear by athletes in international-class sports competitions. Athletes' clothing must convey positive images of shooting athletes as Olympic sport athletes.

6.22.2.2 When they appear in competitions, Rifle, Pistol, Shotgun and Running Target athletes should wear sports-type clothing that incorporates or displays national, NOC or National Federation colours and emblems. Appropriate clothing for wear during competitions includes training suits, tracksuits or warm-up uniforms, etc. as issued by National Federations or NOCs.

6.22.2.3 Members of a team participating in a Team event should wear the same uniform reflecting the nation they represent.

6.22.2.4 During Victory Ceremonies or other ceremonies, athletes are required to be dressed in their official national uniform or national training suits. For teams, all members of the team must wear appropriate national uniforms. If an athlete reports for a Victory Ceremony without a national team uniform, a Jury member may delay the ceremony and require the athlete to change into appropriate clothing before the ceremony can proceed.

6.22.2.5 Rifle athletes' clothing must comply with Rifle Clothing Regulations described in Rule 7.5. If they do not wear special shooting trousers or shoes, the clothing worn during competitions must comply with this ISSF Dress Code.

6.22.2.6 During all Pistol training and competition, women are required to wear dresses, skirts, divided skirts, shorts or trousers, and blouses or tops (must cover the front and back of the body and be over each shoulder). Men are required to wear full-length trousers or shorts and long or short sleeved shirts. Athletes are not permitted to wear any form of performance enhancing clothing. All athlete clothing must comply with the ISSF Dress Code (Rule 6.7.5 and 6.22).

6.22.2.7 Shotgun athletes must comply with Shotgun Clothing Regulations described in Rule 9.13.1.

6.22.2.8 If shorts are worn during competitions, the bottom of the leg must be not more than 15cm above the centre of the knee cap. Skirts and dresses must also comply with this measurement.

6.22.3 **PROHIBITED ITEMS**

- 6.22.3.1 Prohibited clothing items for competitions and Victory Ceremonies include blue jeans. Also, jeans or similar trousers in colours not appropriate, camouflage clothing, sleeveless T-shirts, shorts that are too short (see 6.22.2.8), ragged cut-off shorts, trousers with patches or holes as well as shirts or trousers with non-sporting or inappropriate messages (see Rule 6.12.1, no propaganda is permitted). Sporting colours should be national uniform colours. If national colours are not worn, non- appropriate colours that must be avoided are camouflage, plaids, khaki, olive or brown.
- 6.22.3.2 Athletes may not wear sandals of any type or remove their shoes (with or without socks).
- 6.22.3.3 Changing clothes must be done in designated areas and not on the field of play. Changing on the firing points or in the ranges is not permitted.
- 6.22.3.4 All clothing must comply with ISSF Eligibility, Commercial Rights, Sponsorship and Advertising Rules regarding the display of manufacturer and sponsor marks. During the Olympic Games compliance with IOC Rule 50 is required.

6.22.4 **DRESS REGULATIONS FOR COACHES AND OFFICIALS**

- 6.22.4.1 The ISSF Dress Code applies to ISSF Jury Members and National Technical Officials including Range Officers and Shotgun Referees. The ISSF Dress Code also applies to coaches when they are working on the field of play during training, competitions or Finals.
- 6.22.4.2 Unless the organizer provides special official clothing, Jury members should wear dark trousers, or skirts, with light coloured shirts with collars and long or short sleeves. If, due to the climate, a warm sweater or jacket is necessary it should preferably be of a dark colour. In warm climates, lightweight trousers are recommended. Dark normal shoes or sporting shoes are recommended.
- 6.22.4.3 While on duty, Jury Members must wear the approved ISSF red Jury vests that are available from ISSF Headquarters.
- 6.22.4.4 While on duty, Shotgun Referees must wear the ISSF official blue Referee vests that are available from ISSF Headquarters.
- 6.22.4.5 Competition officials and coaches may not wear any prohibited clothing items that are described in paragraph 6.22.3 above.

- 6.22.5 **DRESS REGULATIONS FOR PHOTOGRAPHERS, COMMENTATORS AND TV CAMERA CREWS.**
- 6.22.5.1 Accredited photographers, Commentators and TV camera crews with access to the FOP must respect the ISSF Dress Code because they are working in the public view.
- 6.22.5.2 Photographers and TV cameramen should not wear sleeveless shirts, cut-offs, gym or running shorts. If they wear shorts, they must wear socks and shoes.
- 6.22.5.3 Photographers working on the FOP must wear the official POOL or NON-POOL PHOTOGRAPHER bib/vest that is issued by the ISSF. Photographer vests will bear the ISSF logo and may bear one sponsor logo not bigger than the ISSF logo. Photographer vests are numbered so photo coordinators or the ISSF Technical Delegate can identify photographers.
- 6.22.5.4 TV cameramen working on the field of play must wear the official TV CAMERAMAN bib/vest. These vests must bear the ISSF logo and have easily distinguishable numbers on the front and back of the bib vest so that TV cameramen can be identified.
- 6.22.5.5 Photographers and TV cameramen are not allowed to wear any other vest or jacket displaying advertising while working on the field of play.
- 6.22.6 **DRESS CODE ENFORCEMENT PROCEDURES**
- 6.22.6.1 ISSF Equipment Control, Rifle, Pistol and Shotgun Juries are responsible for enforcing ISSF Clothing Regulations and the ISSF Dress Code.
- 6.22.6.2 During ISSF Championships, ISSF Juries will issue written warnings with requests to correct clothing violations for first violations. Athletes who receive written warnings and do not correct clothing violations (change clothing) will be disqualified. Juries will normally give warnings during equipment inspection or training. Juries may allow an athlete to complete Pre-Event Training (Shotgun or 25m Pistol) before changing if sufficient time to change is not available. No athlete will be permitted to participate in a Qualification or Final competition or in a Victory Ceremony while wearing inappropriate or prohibited clothing.
- 6.22.6.3 Before and during the competitions, Juries must use the ISSF Dress/Advertising Code Violation Warning Form (Form DC) to inform Dress or Advertising Code violators and to request corrective action.

 <p>ISSF</p>	<h1>DRESS/ADVERTISING CODE VIOLATION WARNING</h1>		<h2>DC</h2>
Incident Report Number: (A record must be kept in Range Register)			
Date of Violation:		Time of Violation:	
Athlete's Name:			
Bib Number:		Nation:	
Description of Dress/Advertising Code Violation:			
Signature of Jury Member:	Printed Name:	Time:	

IMPORTANT: Athletes who receive a Dress/Advertising Code Violation Warning may be disqualified from a competition if the violation is not corrected.

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ANNEX – RULES FOR PAPER TARGET SCORING

Introduction:

Starting with the 2017-2020 ISSF Rules, ISSF rules for paper target scoring were removed from the *ISSF General and Special Technical Rules* and consolidated in this Annex A to the *ISSF General Technical Regulations*. The Olympic Games shooting events and all ISSF World Championships, World Cups and Junior World Cups must now be conducted on electronic scoring targets, but the ISSF recognizes that some Continental Championships and many national, regional and club level competitions continue to use paper targets. These *Rules for Paper Target Scoring* are valid for governing competitions that use paper target scoring. Other ISSF Rules, as appropriate, must be used to govern all other competition operations.

1 PAPER TARGETS AND SCORING GAUGES

1.1 Official ISSF Targets

- 1.1.1 The target and scoring ring dimensions and specifications for all ISSF approved targets shall be as described in Rule 6.3.4.
- 1.1.2 Targets are divided into scoring zones by scoring rings. The dimensions of all scoring rings are measured from the outside edges (outside diameter) of the scoring rings.
- 1.1.3 In ISSF Championships, only targets with one (1) black aiming area are permitted, except for Running Target.
- 1.1.4 Sighting targets must be marked clearly with a black diagonal stripe in the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance under normal light conditions (except for the 25m Rapid Fire Pistol Target and the 50m Running Target).

1.2 Target Testing Requirements (applies only to ISSF Championships)

- 1.2.1 Samples of all paper targets (5 of each type) that are to be used in ISSF Championships must be submitted to the ISSF Secretary General for testing, verification of specifications and approval at least six (6) months prior to each Championship.
- 1.2.2 **The quality and dimensions** of all targets must be examined again by the Technical Delegate(s) prior to the beginning of the Championship. Only targets that are the same as the approved samples may be used.

1.3 Target Scoring

- 1.3.1 Targets must be scored with scoring gauges that comply with Rule 1.4 (below) or with ISSF approved electronic scoring systems.
- 1.3.2 Rifle and Pistol targets may be scored in full ring values or if approved electronic scoring system are used, in decimal ring values. Decimal ring scores are determined by dividing the scoring area for one full ring into ten equal scoring rings that are designated with decimal values starting with zero (i.e. 10.0, 9.0, etc.) and ending with nine (i.e. 10.9, 9.9, etc.);
- 1.3.3 **Target paper** must have a non-reflecting colour and surface that makes the black aiming area (centre) clearly visible at appropriate distances under normal

light conditions. The target paper and scoring rings must retain dimensional accuracy under all weather and climatic conditions. The target paper must register shot holes without excessive tearing or distortion.

1.4 Scoring Gauges and Their Use

When paper targets are used, ISSF approved electronic scoring systems or scoring gauges must be used to score doubtful shot holes. Scoring gauges must comply with the following requirements:

1.4.1 25m Centre Fire Pistol

Measuring edge diameter:	9.65mm (+0.05/-0.00mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	According to the calibre being used
Spindle length:	10mm to 15mm
To be used for:	Centre Fire Pistol events

1.4.2 300m Rifle

Measuring edge diameter:	8.00mm (+0.05/-0.00mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	According to the calibre being used
Spindle length:	10mm to 15mm
To be used for:	300m Rifle events

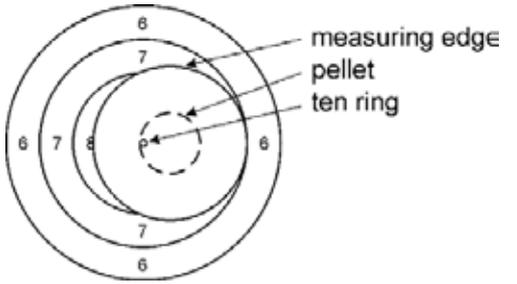
1.4.3 Small bore Rifle and Pistol 5.6mm (.22")

Measuring edge diameter:	5.60mm (+0.05/-0.00 mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	5.00mm (+0.05mm)
Spindle length:	10mm to 15mm
To be used for:	All events using 5.6mm ammunition

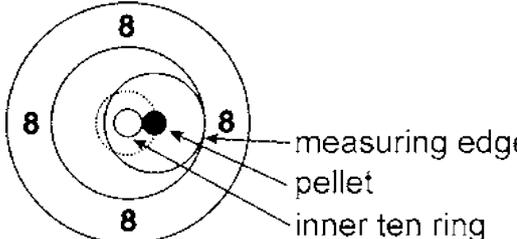
1.4.4 4.5 mm INWARD Gauges

Measuring edge diameter:	4.50mm (+0.05/-0.00mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	Measuring edge diameter minus 0.02mm (4.48mm)
Spindle length:	10mm to 15mm
To be used for:	Measuring the 1 and 2 rings of Air Rifle and 10m Running Targets. Measuring the 1 ring of Air Pistol Targets.

1.4.5 **Use of the Air Pistol OUTWARD scoring gauge for scoring Air Rifle Inner tens**

	<p>If the measuring edge of an Air Pistol Outward scoring gauge does not extend outside the 7 ring of an Air Rifle target, then the shot value is an inner ten.</p>
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1.4.6 **Use of the Air Pistol INNER TEN OUTWARD scoring gauge for scoring Air Pistol Inner tens**

Measuring edge diameter:	18.0mm (+0.00/-0.05mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	4.60mm (+0.05mm)
Spindle length:	10mm to 15mm
To be used for:	Measuring the inner tens of Air Pistol
	<p>If the measuring edge of an Air Pistol Inner Ten Outward scoring gauge does not extend outside the 9 ring of an Air Pistol target then the shot value is an inner ten.</p>

1.4.7 **4.5mm OUTWARD Gauge for 10m Air Rifle and 10m Running Target**

Measuring edge diameter:	5.50mm (+0.00/-0.05mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	4.60mm (+0.05mm)
Spindle length:	10mm to 15mm
To be used for:	10m Air Rifle and 10m Running Target, rings 3 to 10. Also the Running Target Inner Ten.

1.4.8 Use of the Air Rifle OUTWARD scoring gauge

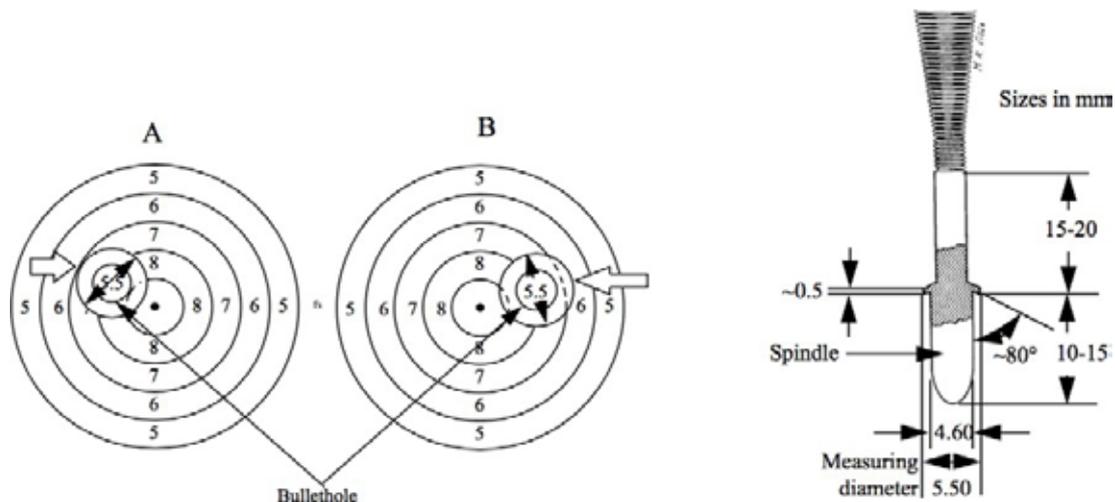


Illustration “A” depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying within the 7 ring; therefore the shot is scored a 9.

Illustration “B” depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying over the 7 ring and into the 6 zone; therefore the shot is an 8.

1.4.9 4.5mm OUTWARD Gauge for 10m Air Pistol

Measuring edge diameter:	11.50mm (+0.00/-0.05mm)
Edge thickness:	0.50mm approximately
Spindle diameter:	4.60mm (+0.05mm)
Spindle length:	10mm to 15mm
To be used for:	10m Air Pistol, rings 2 to 10.

1.4.10 Use of Air Pistol OUTWARD scoring gauge

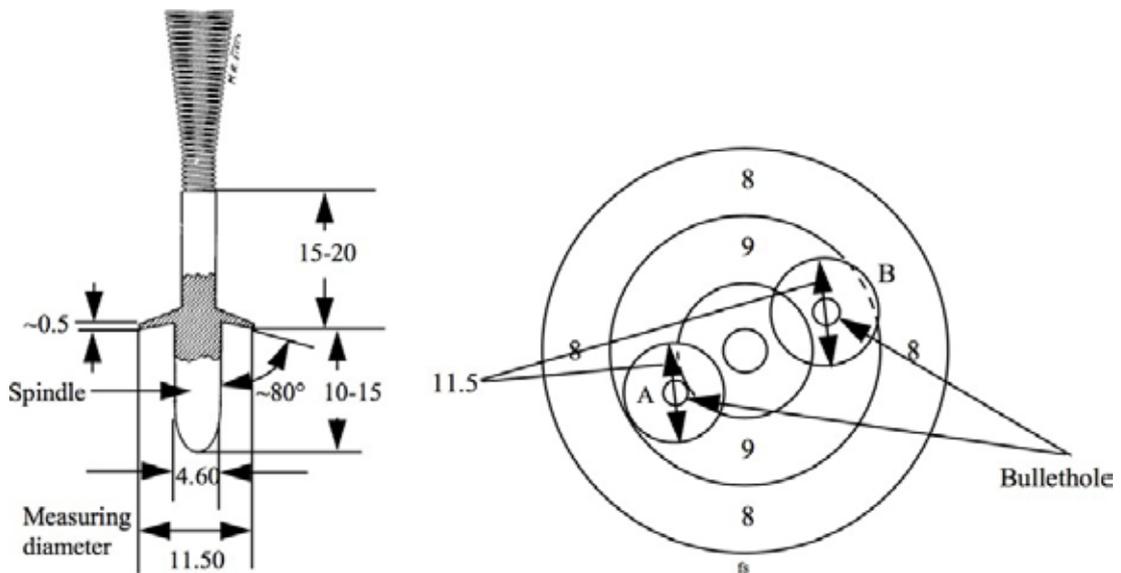


Illustration “A” depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is within the 9 ring; therefore the shot is scored a 10.

Illustration “B” depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is lying over the 9 ring line and into the 8 zone; therefore the shot is scored a 9.

1.4.11 Skid Gauge

The Skid Gauge is of flat, transparent plastic with two parallel lines marked on one side.

- For 25m Centre Fire Pistol (9.65mm) the lines are 11.00mm (+0.05mm - 0.00mm) apart measured between the inside edges; and
- For Small Bore Competitions (5.6mm) the lines are 7.00mm (+0.05mm - 0.00mm) apart measured between the inside edges. (To be used for 25m 5.6mm Pistol events).

2 RANGE AND FIRING POINT EQUIPMENT

2.1 Backing Targets

Backing targets must be used with 50m and 300m targets in accordance with 6.3.5.2. The area immediately behind the targets must be covered by Control Sheets. New Control Sheets must be provided for each athlete for each stage.

2.2 Backing Targets for 25m

- a) Backing Targets must be used for all 25m Pistol events to assist in the identification of shots that may have missed the targets;
- b) Backing Targets must, at a minimum, cover the entire width and height of the 25m frames (5 targets). They should be located a uniform distance of one (1) meter behind the competition targets. They must be continuous, or on adjoining frames, without any spaces between them, to register any shots between competition targets;
- c) Backing Targets must be made of non-reflecting paper of a neutral colour similar to the colour of the target; and
- d) For 25m events, new Backing Targets must be provided for each athlete for each stage.

2.3 Target Changing Systems

2.3.1 10m ranges must be equipped with target carriers or target changing systems that allow targets to be changed after each shot.

2.3.2 50m ranges must be equipped with target changing boxes, carriers or pit systems that allow targets to be changed after every shot.

2.3.3 300m ranges must be equipped with target carriers that allow targets to be pulled and marked after each shot.

2.4 Firing Point Requirements if Register Keepers are Used

2.4.1 A desk, chair and spotting telescope must be provided.

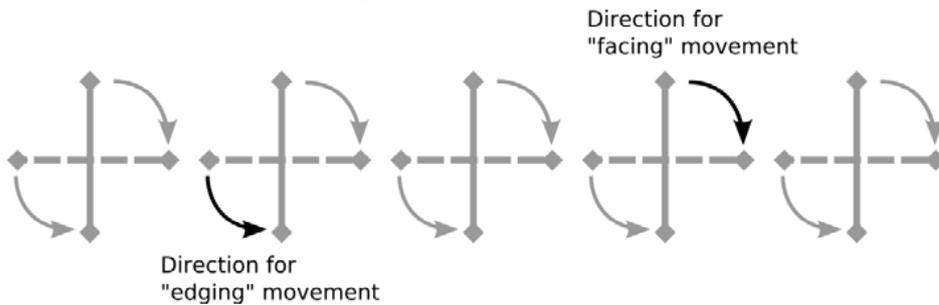
2.4.2 A scoreboard, approximately 50cm x 50cm, on which the Register Keeper can post unofficial scores for spectators should be provided. The scoreboard should be located so that it may easily be seen by spectators, but does not obscure their views of the athletes.

2.5 Standards for 25m Turning Target Installations

Target frames for the 25m Rapid Fire Pistol event must be placed in groups of five (5), all at the same height (+1cm), all functioning simultaneously and all facing one firing point which is centred on the middle target of the group. The distance between target centres, axis to axis, in a group of five (5) must be 75cm (+1cm).

- 2.5.1 Ranges must be equipped with target rotating or turning mechanisms that permit 90 degree (± 10 degrees) turning of the targets on their vertical axis. In precision stages of 25m Pistol events, stationary target frames may be used.
- The time for turning to face the athlete must not exceed 0.3 seconds;
 - When the targets turn, there must be no visible vibration to distract the athlete; and
 - When viewed from above, the targets must turn in a clockwise direction to the facing position and in a counter clockwise direction to the edge-on position.

Rotation of Turning Targets



- The targets in a section must all turn simultaneously which must be achieved by use of a mechanism that provides efficient operation and accurate timing.
- 2.5.2 The automatic turning and timing device must ensure, accurate and consistent timing and that targets remain in the facing position for the specified period of time and that targets return to the edge-on position after the specified time (+0.2 seconds – 0.0 seconds).
- Timing must start the moment the targets begin to face and stop the moment they begin to turn away; and
 - If the time is less than specified or greater than 0.2sec, the Range Officer, acting either on his own or on instructions from a Jury Member, must stop the shooting to allow the timing mechanism to be regulated. In such cases, the Jury may postpone the start or restart of shooting.
- 2.5.3 Facing times for 25m Pistol Qualification Events are:
- 25m Rapid Fire Pistol: 8, 6 and 4 seconds;
 - 25m Standard Pistol: 150, 20 and 10 seconds;
 - 25m Pistol and 25m Centre Fire Pistol Rapid Fire Stage: Facing for three (3) seconds for each shot, alternating with an edge-on face away time of seven (7) seconds (± 0.1 second); and
 - For all facing times, a tolerance of +0.2 seconds – 0.0 seconds is allowed.
- 2.5.4 If solid backing boards are used for the targets, the area corresponding to the eight (8) ring zone must either be cut out from the backing board or be made of cardboard to facilitate scoring.

3 COMPETITION OFFICIALS DUTIES

3.1 Jury Member Duties – 25m Events Only

- a) For 25m events when using paper targets, a Member of the RTS Jury and/or the Pistol Jury must be appointed for each Range Section or for each five (5) to ten (10) targets (i.e. one per Target Officer). He must accompany the Target Officer at the Target Line;
- b) The Jury Member must check that the targets are inspected before scoring commences, looking for the correct number of shots, proximity to the scoring lines, etc. Doubtful situations must be resolved before scoring commences;
- c) Decisions on doubtful shots must be made simultaneously by two (2) Jury Members and the Target Officer. One member of the Jury will act as chairman and will insert the scoring gauge, if necessary;
- d) The Jury Member at the Target Line must ensure that all results recorded by the Second Register Keeper at the Target Line are correct and that Jury decisions are duly noted and certified on the score cards; and
- e) The Jury Member must ensure that the targets are not patched, and shots are not indicated by the coloured discs until after doubtful shots have been resolved and the score has been recorded correctly by the Second Register Keeper.

3.2 Register Keeper Duties and Functions

When paper targets are used, a Register Keeper may be appointed for each firing point. Register Keepers must:

- a) Fill out or verify the corresponding information on the scorecard and scoreboard, (athlete's name, Bib Number, firing point number, etc.);
- b) Have a telescope if remote operated target changing is used. If the Register Keeper controls the target changing, he must wait a few seconds before signalling to change the target, in order to give the athlete the opportunity to spot his shot;
- c) Enter the preliminary value of every shot on the scorecard and on the scoreboard above or beside his desk for the benefit of the spectators; and
- d) On ranges where the targets are returned mechanically to the firing line, collect the targets immediately after each series of ten (10) shots and place them in a locked container to be collected by authorized personnel for delivery to the RTS Office.

3.3 Target and Pit Officers Duties and Functions – 50m and 300m

- a) The number of Pit Officers should correspond to the number of Range Officers. In pit operations, they are responsible for their assigned Range Section or group of targets to ensure that targets are changed rapidly, scored, marked and raised for the athlete's next shot. Pit Officers must:
- b) Ensure that there are no shot holes on the white surface of the target, and that any shot marks on the frame are clearly marked;
- c) If a shot hole cannot be located on a target, the Pit Officer is responsible for determining whether the shot hole is on a neighbouring target and, in consultation with the Jury and Range Officer, for resolving the situation;
- d) When automatic target boxes are used, Pit Officers are responsible for loading the correct targets in the boxes, for removing the targets and preparing

them for delivery to the Scoring and Results Office; and

e) They are also responsible for marking on the targets any irregularities that may have occurred.

3.4 **25m Target Officer**

A Target Officer must be appointed for each Range Section or for each five (5) to ten (10) targets. The number of Target Officers must correspond to the number of Range Officers. The Target Officer must:

- a) Be responsible for the group of targets entrusted to him;
- b) Must call all hits of doubtful value to the attention of the Jury Member and, after a decision is made, must signal the location and value of shots;
- c) Ensure that targets are scored rapidly, accurately and efficiently marked, patched and/or changed, as necessary and as required by the Rules; and
- d) Assist in the resolution of doubtful situations according to ISSF Rules in co-ordination with the Range Officer and the Jury.

3.5 **Second 25m Register Keeper – Paper Targets**

All stages of all the 25m events are scored officially on the range. The Second Register Keeper is at the target line. He must record scores on scorecards as called by the Target Officer. If there is a difference between the score marked by the Register Keeper and the Second Register Keeper that cannot be resolved, the score recorded by the Second Register Keeper will be valid.

3.6 **25m Target Marker – Paper Targets**

After scoring is completed, the Target Marker will patch the holes on the target, Control Sheets, and Backing Targets, or change the targets or Control Sheets as directed.

4 **COMPETITION PROCEDURES**

4.1 **Handling 10m Air Rifle and Air Pistol Paper Targets**

- a) Changing targets is done by the athletes under the supervision of the Range Officers;
- b) The athlete is responsible for shooting on the correct targets; and
- c) Immediately after each series of ten (10) shots, the athlete must put the ten (10) targets in a convenient place for the Register Keeper who must put them in a secure container to be collected by authorized personnel for delivery to the RTS office.

4.2 **Handling 50m Rifle and 50m Pistol Paper Targets**

- a) If **automatic target carriers** or changers are used, the athlete may control target changing or target changing may be controlled by the Register Keeper;
- b) In either case, the athlete is responsible for shooting on the correct target; and
- c) If the athlete considers the **marking or target changing to be too slow**, he may report this to a Range Officer. If the Range Officer or the Jury considers the claim justified, they must correct the situation. If the athlete or a team official considers there is no improvement, the athlete or a team official may protest to the Jury. The Jury may grant a time extension up to a maximum of

10 minutes. Such claims cannot be made in the last 30 minutes of MATCH firing except in unusual circumstances.

4.3 **Too many shots per paper target**

- a) If an athlete fires **more shots** at one of his MATCH targets than are provided for in the event, he must not be penalized for the first two (2) shots;
- b) For the third and all succeeding such misplaced shots he must be penalized by a deduction of two (2) points for the third and subsequent misplaced shots in that event;
- c) The two (2) point deduction must be taken from the series in which the third or any subsequent misplaced shots occur. He must also fire a fewer number of shots at the remaining targets so that the number of shots does not exceed that provided for in the program;
- d) The scoring process in this situation requires the transfer of the value of the excessive shot(s) to targets with less than the originally programmed number of shots, thus bringing each target to the full number of shots designated in the program and the Rules;
- e) If the actual shot(s) to be transferred cannot be clearly established, the shot(s) with the lowest value must be transferred forward to the next target(s) or the shot(s) with the highest value must be transferred back to the previous target(s) so that the athlete will gain no advantage in a “count back” situation; and
- f) All Three-Position Rifle events are considered to be one (1) event.

- 4.4 **When Sighting Shots Are Authorised.** When sighting shots are authorized during a competition because an athlete is interrupted or moved to another firing point and the use of automatic paper target systems makes it impossible to provide a new sighting target, the sighting shots should be fired on the next unused competition target. Two (2) competition shots should be fired at the next competition targets according to the instructions given by the Range Officer or Jury Members;

5 **SCORING PROCEDURES**

5.1 **RTS Office Scoring**

When paper targets are used for the following events, those targets must be scored in the RTS Office:

- a) 10m, 50m and 300m Rifle events;
- b) 10m and 50m Pistol events;
- c) 10m and 50m Running Target events; and
- d) All results in these events or stages that are scored at the shooting range are considered preliminary results.

- 5.1.1 The **RTS Jury** must supervise the scoring and all work done in the Scoring and Results Office and, when paper targets are used, on the 25 metre target line. It directs how questionable shots are scored, determines their value, and resolves any questions or scoring protests.

- 5.1.2 All targets for events to be scored in the RTS Office must be transported in a locked container from the target line to the RTS Office under suitable security immediately after they have been fired.

- 5.1.3 Competition targets for events that are scored in the RTS Office must be numbered and must agree with the scorecard. The RTS Office is responsible for the correct numbering of the targets and must verify the targets prior to every event before they are released to the Chief Range Officer or other range officials.
- 5.1.4 In the RTS Office, the following scoring procedures must be checked by a second official:
- a) Determining the value of individual shots;
 - b) Determining and counting inner tens;
 - c) Adding shot values or points to be deducted;
 - d) Adding the individual series and overall total; and
 - e) Each official must certify his work by initialling the target, scorecard or results list.
- 5.2 **Determining Shot Values – Paper Targets**
- 5.2.1 All shot holes are scored according to the highest value of any target scoring zone or ring that is hit or touched by that bullet hole. If any part of a higher value scoring ring is touched by a bullet hole, the shot must be scored the higher value of the two scoring zones. This is determined by whether the bullet hole or a plug gauge inserted in the hole touches any part of the outside edge of the scoring ring.
- An exception to this Rule is the scoring of inner tens on the Air Rifle target.
- 5.2.2 Shots in dispute must be determined as to value by means of a gauge or other device. Gauges must always be inserted into the shot hole with the target in a horizontal position.
- 5.2.3 When the accurate use of the scoring gauge is made difficult by the close proximity of another bullet hole, a badly torn bullet hole or overlapping bullet holes, the shot value must be determined by using a flat, transparent material (overlay) with an engraved ring of the appropriate size on it. Such a scoring gauge will aid in reconstructing the true position of a bullet hole and scoring ring.
- 5.2.4 If two scoring officials do not agree on the value of a shot, a decision from the Jury must be requested immediately.
- 5.2.5 The scoring gauge may be inserted only once in any bullet hole and only by a Jury Member. For this reason, the use of a gauge must be marked on the target by the scoring officials, together with their initials, and showing the result.

5.3 **25m Paper Targets Scoring Procedures**

The Jury must supervise all scoring procedures. The scorecard (kept by the Second Register Keeper) must be signed by the Target Officer and the Target Line Jury Member. This original card must be sent to the RTS Office by a secure means, for verification of addition and final recording.

5.3.1 **Skid Shots**

a) Shots fired while the target is in motion must not be scored as hits unless the greatest horizontal dimension of the bullet hole (surface lead/bullet marking on the target is ignored) is less than 7.0 mm in the 25m rimfire 5.6 mm (.22" cal.) events, or 11.0 mm in the 25m Centre Fire Pistol event; and

b) The horizontally elongated bullet hole in the target must be measured with a skid gauge. When the inside edge of the engraved lines on the skid gauge touches a scoring ring, the score will count as the higher value of the two zones.

5.3.2 As soon as the Target Officer receives the signal that the range is safe, the targets must be faced. The Target Officer, along with at least one Jury Member, must signal the values of the bullet holes on each target and call them loudly to the Register Keeper on the firing line. The Register Keeper records them on the Range Register and/or on the small scoreboard near his desk. The Second Register Keeper must accompany the Target Officer and record the shot values on a scorecard. The position and value of the shot on the target must be indicated to the athlete and spectators as follows:

a) By using coloured spotting discs in the 25m Rapid Fire Pistol event: These discs should have a diameter of 30 mm to 50 mm. They must be coloured red on one side and white on the other. They should have a spindle through the centre of the disc extending on both sides of approximately 5 mm diameter and 30 mm in length. After every five (5) shot series, and after the value of the shots has been decided and called, the discs must be placed in the bullet holes by the Target Officer;

b) A ten must be indicated with the red side facing the athlete. Values less than ten must be indicated with the white side facing the athlete. After the hits have been indicated in this manner, the total result for the series must be shown the small scoreboard near his desk, and recorded by the Second Register Keeper. The series total must also be announced. The discs must then be removed and the targets patched;

c) In the 25m Standard Pistol, 25m Pistol and 25m Centre Fire Pistol events, shot values and locations are indicated by means of a wand with a handle approximately 300 mm long and with a small disc on one end with a diameter of 30 mm to 50 mm, coloured red on one side and white on the other. The disc must be placed over the bullet hole(s) in the ten ring with the red side facing the athlete, as the Target Officer calls the value of the hit(s). For bullet holes with a value less than ten, the white side must be shown. Where a series of shots are fired at the same target, the scores should be called commencing with the tens. The total for the series should be called after all shots have been indicated individually; and

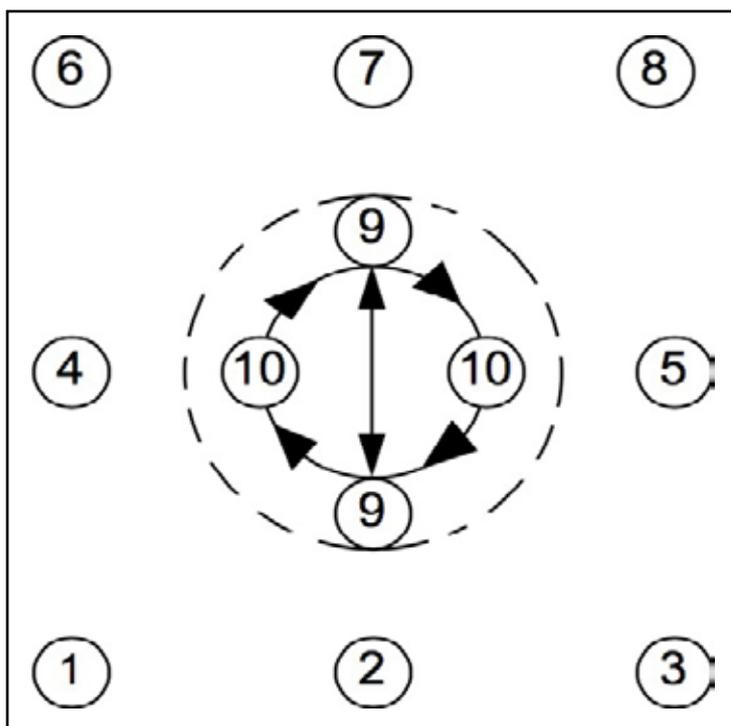
d) Sighting shots must be indicated and recorded.

- 5.3.3 The Target Officer and the Range Officer must verify that the results on the scoreboard are the same as recorded at the Target Line. Should there be any difference of opinion regarding the recording of a shot value, the matter must be resolved immediately.
- 5.3.4 As soon as shots are indicated and recorded:
- a) The targets must be patched and made ready for the next series (Rapid Fire Pistol event and Rapid Fire Stages); or
 - b) The targets must be replaced and the Backing Targets patched or replaced for the next series; or
 - c) The targets and Backing Targets must be removed and replaced with new targets for the next athlete.
- 5.3.5 Before leaving the range, the athlete should sign the completed scorecard next to the score total to identify his score.
- 5.4 **Tie-Breaking**
- Tie breaking shall be done according to GTR 6.15
- 5.5 **Paper Target Score Protests**
- 5.5.1 When using paper targets, an athlete or team official who considers that a shot was scored or recorded incorrectly may protest that score, except that decisions made regarding the value of shots by using gauges are final and cannot be protested. A protest can only be made for one specific shot. Should other shots be protested, a separate fee is payable.
- 5.5.2 Scoring protests may only be made on scores that have been decided without using a gauge or when incorrect entries in the result list or score card appear to have been made.
- 5.5.3 The protest fee (50,00 EUR) must be paid when the protest is made.
- 5.5.4 When paper targets are used and scored in the RTS Office, the team official or athlete has a right to see the protested shot hole(s), but is not permitted to touch the target(s).

6 300M SCORING AND MARKING PROCEDURES

- 6.1 As soon as the Target Marker receives a signal that a shot has been fired on that target, he must indicate the shot. The **indication of shots** must be carried out in accordance with the following system. As soon as the Marker in the pit receives a signal for marking, he must:
- Lower** the target;
 - Cover the hole with a transparent sticker and overlay a contrasting sticker** to mark the location of the last shot;
 - Raise the target; and**
 - Show** the value of the hit by the discing system.
- 6.2 When a spotting disc is used to indicate shot values, it must be done with a circular disc 200 mm to 500 mm in diameter. It is painted black on one side and white on the other and mounted on a thin staff which is normally fastened on the white side 30 mm to 50 mm to the right of the centre.
- 6.3 The **value** of hits will be shown as follows (see diagram):
- The position of the last **hit** must be marked;
 - The value of hits scoring 1, 2, 3, 4, 5, 6, 7 or 8 points must be shown by placing the disc, **black side toward the firing line**, on the appropriate spot on the target frame in the raised position as shown in the following figure;
 - If the **hit is a nine**, the disc must be moved up and down twice over the black aiming bulls-eye on the target with the white side of the disc facing the firing line;
 - If the **hit is a ten**, the disc, with the white side facing the firing line, must be moved twice in a clockwise circle in front of the black aiming mark, as shown in the following figure;
 - A shot that does **not hit the target** is marked only by moving the black side of the marking disc three (3) or four (4) times sideways across the face of the target; and
 - If the hit is on the target card, but **not in the scoring area**, it is marked by first indicating a miss and then by showing the position of the hit.

6.4 Shot Signal Diagram



- 6.5 The sighting target must be marked clearly with a black diagonal stripe on the upper right-hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance in normal light conditions. In the case of pit operated targets, the sighting target must not appear at all while the athlete is firing MATCH shots.