



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

6. GENERAL TECHNICAL RULES



Chapters

6.1 GENERAL	223
6.2 SAFETY	225
6.3 TARGETS AND TARGET STANDARDS	229
6.4 RANGES AND OTHER FACILITIES	244
6.5 GAUGES AND INSTRUMENTS	273
6.6 CHAMPIONSHIP ADMINISTRATION	275
6.7 COMPETITION CLOTHING AND EQUIPMENT	280
6.8 COMPETITION JURY DUTIES AND FUNCTIONS	285
6.9 ORGANIZING COMMITTEE COMPETITION OFFICIALS	287
6.10 EST COMPETITION OPERATIONS	288
6.11 COMPETITION PROCEDURES (see also 6.17, Finals Competition Procedures)	296
6.12 RULES OF CONDUCT FOR ATHLETES AND OFFICIALS	302
6.13 MALFUNCTIONS	305
6.14 SCORING AND RESULTS PROCEDURES	306
6.15 TIE-BREAKING	310
6.16 PROTESTS AND APPEALS	310
6.17 FINALS IN OLYMPIC RIFLE AND PISTOL EVENTS	313
6.18 AIR RIFLE AND AIR PISTOL MIXED TEAM EVENTS	333
6.19 FORMS	340

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.



6.20 THE ISSF DRESS CODE	349
6.21 INDEX	353
1 PAPER TARGETS AND SCORING GAUGES	367
2 RANGE AND FIRING POINT EQUIPMENT	372
3 COMPETITION OFFICIALS DUTIES	375
4 COMPETITION PROCEDURES	377
5 SCORING PROCEDURES	379
6 300m SCORING AND MARKING PROCEDURES	383



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 and Running Target Rules.

Term	Definition
Athletes	Competitors or participants in a sports competition. Athletes in the sport of shooting are sometimes called shooters.
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 program of events. A Championship (capital C) is a competition that is authorized and supervised by ISSF rules, Technical Delegates, Juries and anti-doping controls.
Classification	An obsolete term used in previous ISSF Rulebooks to categorize "scoring, timing and results." See "RTS."
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 four (4) disciplines: 1) Rifle, 2) Pistol, 3) Shotgun and 4) Running Target.
EST	Electronic scoring target(s)
Event	A unique shooting contest with a specific course of fire and rules of conduct. The ISSF also recognizes many additional events for individual and team competitions for open and junior age groups.
Final	The Final is the last stage of an Olympic competition event. In a Final, the best six or eight athletes in the Qualification have a new (start-from-zero) competition to decide their final ranking.
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	Scoring or record shots that count in an athlete's score.
Medal Match	10m Running Target 60 and 40-shot events are concluded with Medal Match duels that decide the final rankings of the top four athletes.
Min.	Minute, minutes
Olympic Event	A Shooting event accepted by the International Olympic Committee for inclusion in the Olympic program. Shooting has 15 Olympic events. Each Olympic event has a Qualification and a Final.
PET	Pre-Event Training



Term	Definition
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 distribution 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. Most shooting events have 10-shot series; 25m Pistol events have 5-shot series; Shotgun events have 25 or 30 target series. Series in Shotgun events are often called rounds.
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 Summer Olympic sports.
Sport Presentation	Visual, audio and information enhancements such as announcements, music, color 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 an event to relays and firing points in Rifle-Pistol events or the assignment of athletes to specific squads in Shotgun events. This process produces 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.



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) competitions as stated in these Regulations and the Competition Program (3.7).
- Status indicates the recognition status for each event:
 - M = the event is recognized as a men's event.
 - W = the event is recognized as a women's event.
 - MJ = the event is recognized as a men junior event.
 - WJ = the event is recognized as a women junior event.
 - Olympic = the event is recognized by the IOC for inclusion in the Olympic Program.
 - WCH = the event is a mandatory World Championship event.
 - 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 3.3.3.4).
 - Olympic events have a Qualification and Final. Non-Olympic events have only a "full program" with no Finals.
 - Technical Rules for all ISSF events are found in the General Technical Rules 6.0 and in the Rifle, Pistol, Shotgun and Running Target Rules (7.0, 8.0, 9.0, 10.0)
 - Technical Rules for Rifle and Pistol Finals are found in 6.17; Rules for Shotgun Finals are found in 9.18; Rules for Running Target Medal Matches are found in 10.8.
 - Technical Rules for the Mixed Team events are found in 6.18 and 9.19.



EVENTS FOR MEN AND MEN JUNIOR				
Event Name	Abbrev.	Status	Qualification or Full Program	Final
10m Air Rifle (standing)	AR60	M, MJ, Olympic, WCH	60 Shots	24 shots max.
50m Rifle 3-Positions (kneeling, prone, standing)	FR3X40	M, MJ, Olympic, WCH	3 x 40 shots	3 x 15 shots max.
50m Rifle Prone	FR60PR	M, MJ, WCH	60 shots	
300m Rifle 3-Positions (kneeling, prone, standing)	300FR3X40	M, WCHS	3 x 40 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 max.
25m Rapid Fire Pistol (8, 6 and 4 second series)	RFP	M, MJ, Olympic WCH	30 + 30 shots	8 x 5 shots max.
25m Standard Pistol (150, 20 and 10 sec. series)	STP	M, MJ, WCH	20 + 20 + 20 shots	
25m Center 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 max.
50m Rifle 3-Positions (kneeling, prone and standing)	R3X40	W, WJ, Olympic, WCH	3 x 40 shots	3 x 15 shots max.
50m Rifle Prone	R60PR	W, WJ, WCH	60 shots	
300m Rifle 3-Positions (kneeling, prone and standing)	300R3X40	W, WCHS	3 x 40 shots	
300m Rifle Prone	300R60PR	W, WCHS	60 shots	
10m Air Pistol	AP60W	W, WJ, Olympic, WCH	60 shots	24 shots max.
25m Pistol (precision and rapid-fire series)	SP	W, WJ, Olympic, WCH	30 + 30 shots	10 x 5 shots max.
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 2-PERSON TEAMS (ONE MALE & ONE FEMALE)				
Event Name	Abbrev .	Status	Qualification	Final
10m Air Rifle (standing)	ARMIX	M, W, MJ, WJ	30 + 30 (part 1) 20 + 20 (part 2)	Medal Matches The MT to reach 16 points wins
10m Air Pistol	APMIX	M, W, MJ, WJ	30 + 30 (part 1) 20 + 20 (part 2)	Medal Matches The MT to reach 16 points wins
Trap	TRMIX	M, W, MJ, WJ	75 + 75	Medal Matches 25 + 25
Skeet	SKMIX	M, W, MJ, WJ	75 + 75	Medal Matches 20 + 20
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 sport of shooting to govern the conduct of shooting events recognized by the ISSF (ISSF General Regulations, 3.3). The objective of ISSF Technical Rules is to achieve uniformity in the conduct of the 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 four (4) shooting disciplines: Rifle, Pistol, Shotgun and Running Target;
- 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 fulfill ISSF standards for supervision (i.e. Technical Delegate, Juries, doping control, entry procedures, results management, etc.) as competitions where MQS scores may be obtained and where World Records may be established.
- 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 program;
- e) All competition officials, athletes, coaches and team leaders must be familiar with the ISSF Rules and must ensure that they are enforced;
- f) It is the responsibility of every athlete to comply with these Rules;
- g) When a Rule refers to right-handed athletes, the reverse of that Rule applies to left-handed athletes; and
- h) 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.
- i) 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 Jury(ies);
- c) A Jury of Appeal; and
- 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 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 fulfill 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 program.
- 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 are urged to 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 are urged to 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 may 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	100 mm	(±0.5 mm)	5 Ring	600 mm	(±3.0 mm)
9 Ring	200 mm	(±1.0 mm)	4 Ring	700 mm	(±3.0 mm)
8 Ring	300 mm	(±1.0 mm)	3 Ring	800 mm	(±3.0 mm)
7 Ring	400 mm	(±3.0 mm)	2 Ring	900 mm	(±3.0 mm)
6 Ring	500 mm	(±3.0 mm)	1 Ring	1000 mm	(±3.0 mm)

Inner Ten = 50 mm (±0.5 mm).

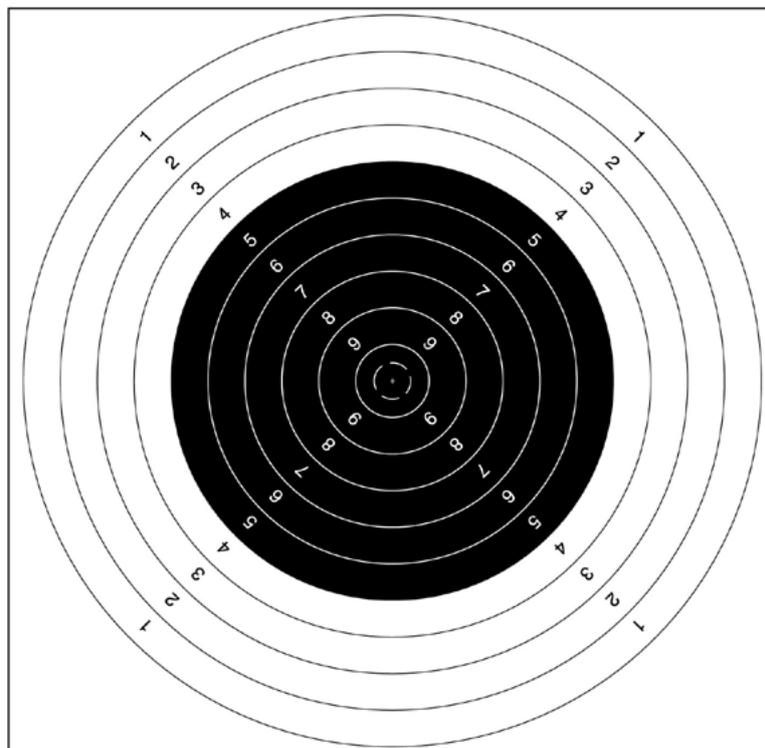
Black from 5 to 10 rings = 600 mm (±3.0 mm).

Ring Thickness: 0.5 mm to 1.0 mm.

Minimum visible size of target card: 1300 mm x 1300 mm (or minimum 1020 mm x 1020 mm providing the background on which the target is mounted is the same color 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	10.4 mm	(± 0.1 mm)	5 Ring	90.4 mm	(± 0.5 mm)
9 Ring	26.4 mm	(± 0.1 mm)	4 Ring	106.4 mm	(± 0.5 mm)
8 Ring	42.4 mm	(± 0.2 mm)	3 Ring	122.4 mm	(± 0.5 mm)
7 Ring	58.4 mm	(± 0.5 mm)	2 Ring	138.4 mm	(± 0.5 mm)
6 Ring	74.4 mm	(± 0.5 mm)	1 Ring	154.4 mm	(± 0.5 mm)

Inner Ten = 5 mm (± 0.1 mm).

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

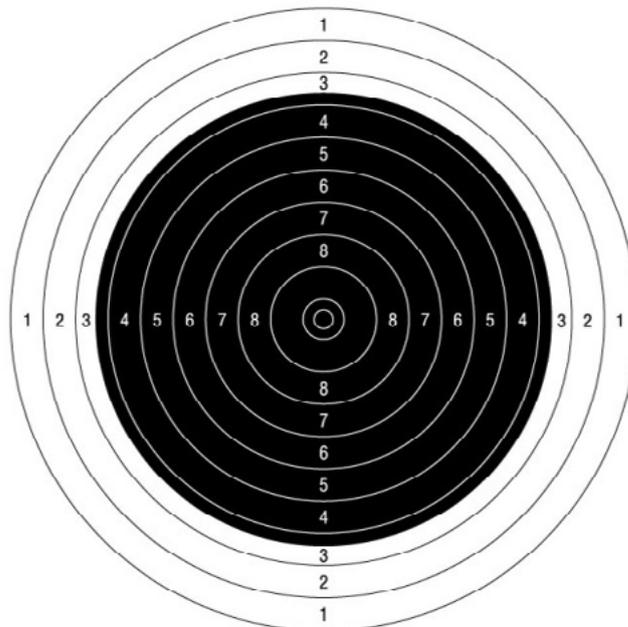
Ring Thickness: 0.2 mm to 0.3 mm.

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

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 (200 mm x 200 mm) may be used.



50m Rifle Target



6.3.4.3 10m Air Rifle Target

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

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 = 30.5 mm (±0.1 mm).

The ten ring is a white dot = 0.5 mm (±0.1 mm).

Ring thickness: 0.1 mm to 0.2 mm.

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

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 170 mm x 170 mm, similar in color 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 Center Fire and 25m Pistol events):

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

Inner Ten: 50 mm (±0.2 mm).

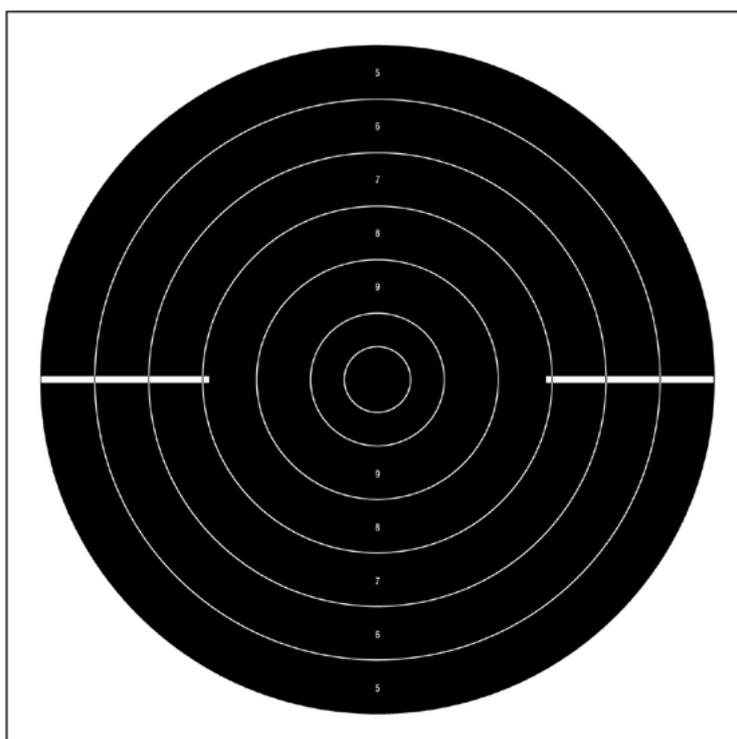
Black from 5 to 10 rings = 500 mm (±2.0 mm).

Ring thickness: 0.5 mm to 1.0 mm.

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

height: 520 mm – 550 mm.

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 5 mm high and 0.5 mm thick. White horizontal aiming lines replace the ring values at the left and the right side of the target center. Each of the lines is 125 mm long and 5 mm 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 Center Fire and the 25m Pistol events)

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

Inner ten: 25 mm (±0.2 mm).

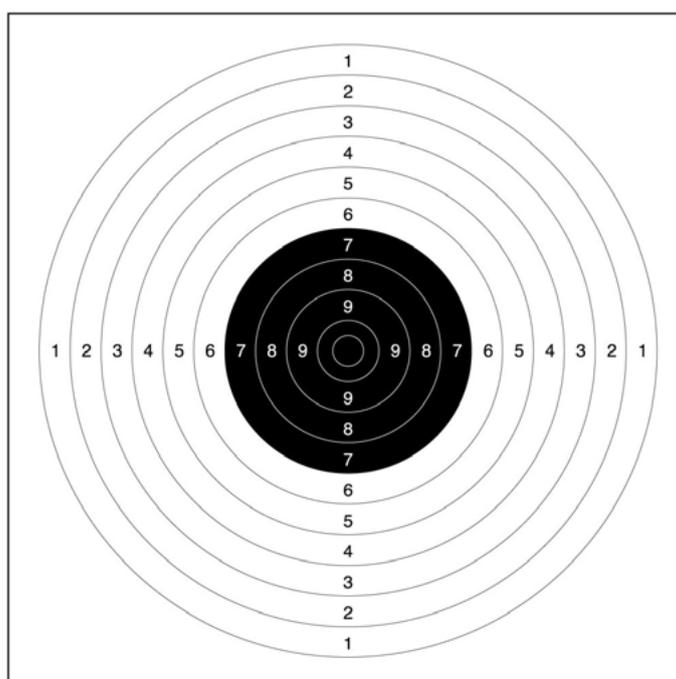
Black from 7 to 10 rings = 200 mm (±1.0 mm).

Ring thickness: 0.2 mm to 0.5 mm.

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

height: 520 mm - 550 mm.

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

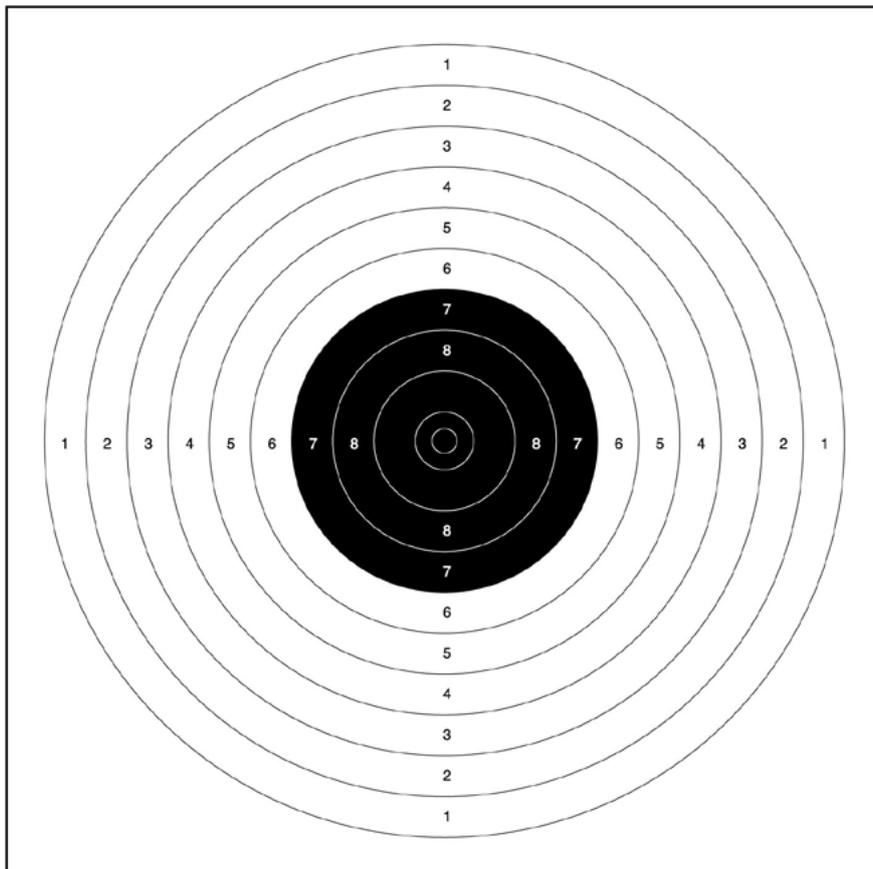
Inner ten: 5.0 mm (±0.1 mm).

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

Ring thickness: 0.1 mm to 0.2 mm.

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

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 2 mm high.



10m Air Pistol Target



6.3.4.7 50m Running Target

The 50m Running Target depicts a running wild boar with scoring rings printed on the shoulder of the animal. Targets must be printed in one color only. The Running Target is printed to show the animal running in left and right directions. The animal must be printed on a rectangular-shaped target paper. Trimming the frame to the shape of the animal is not permitted (see Figure A).

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

Inner ten: 30 mm (±0.2 mm).

Ring thickness: 0.5 mm to 1.0 mm.

The center of the 10 ring must be 500 mm from the tip of the nose of the boar 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.

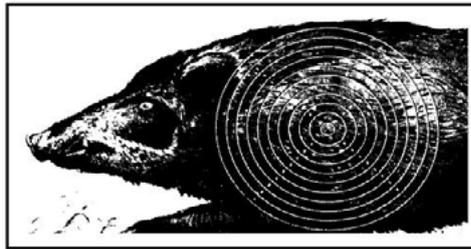
Repair centers (C) or half targets (B) may be used. The repair centers or half targets must be correctly placed on the full target.

A single 50m Running Target with two heads, one running in each direction, and with two scoring ring areas may be used for Paper Targets (D).

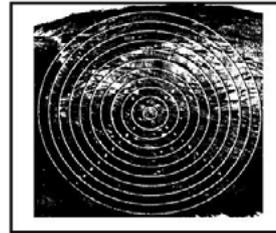
A single 50m Running Target with two heads, one running in each direction, and with one scoring ring area may be used for ESTs (E).



A

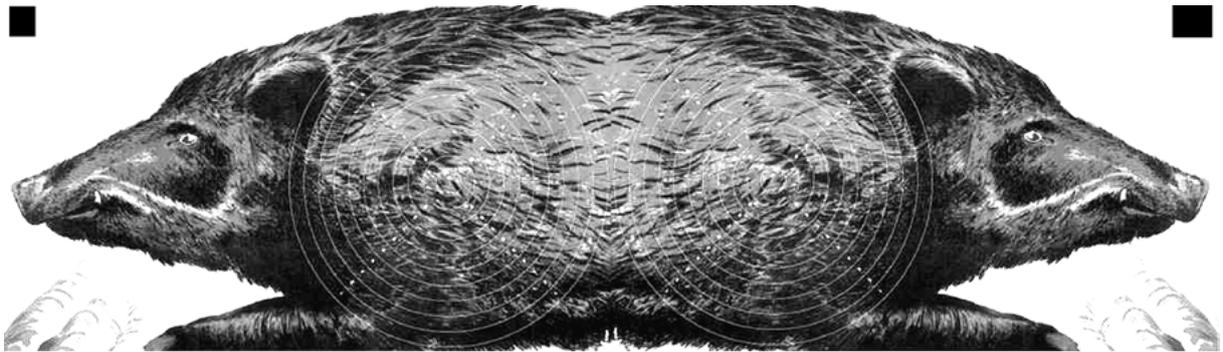


B



C

50m Running Target for Paper Targets



D) 50m Running Target for ESTs





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 center.

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

Inner ten is white: 0.5 mm (±0.1 mm), gauged in the same way as rings 3 – 10.

Black from 5 to 10 rings = 30.5 mm (±0.1 mm).

Ring thickness: 0.1 mm to 0.2 mm.

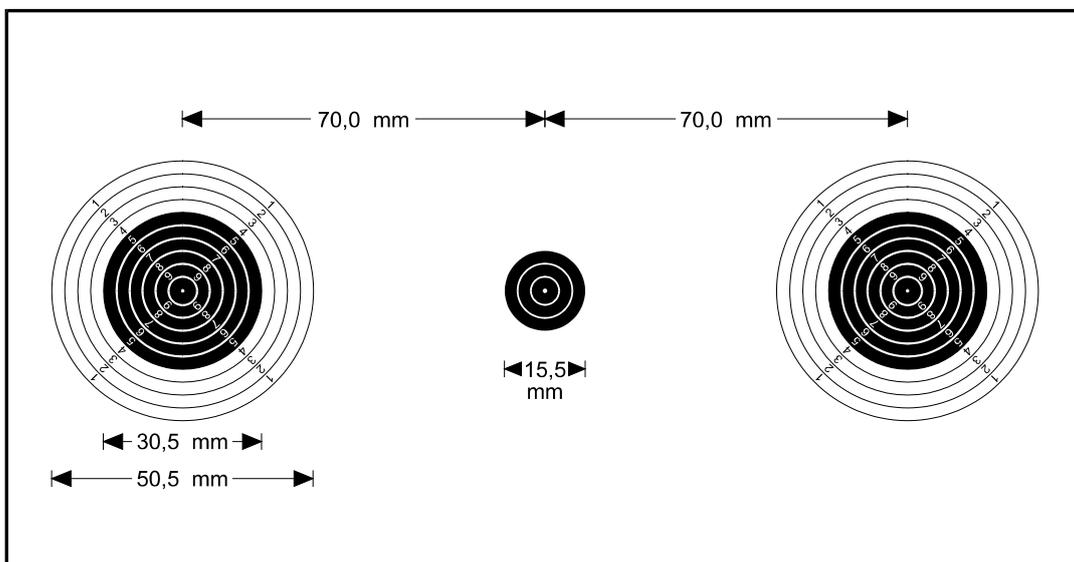
Recommended size of target card: 260 mm x 150 mm (minimum 260 mm x 140 mm).

The center of the 10 ring must be 70 mm (±0.2 mm) from the center 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.

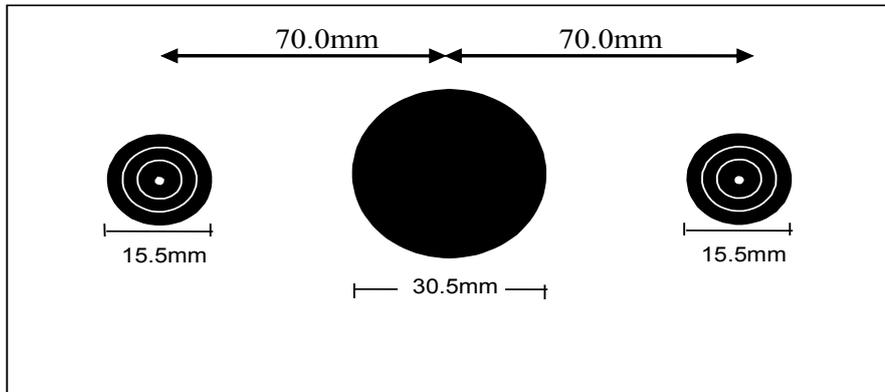
The aiming mark is black with an outside diameter of 15.5 mm and must include white rings of the size of the 10 (5.5 mm) and 9 (10.5 mm) rings and a white central dot (0.5 mm).

10m Running Target Paper Target





10m Running Target Electronic Target



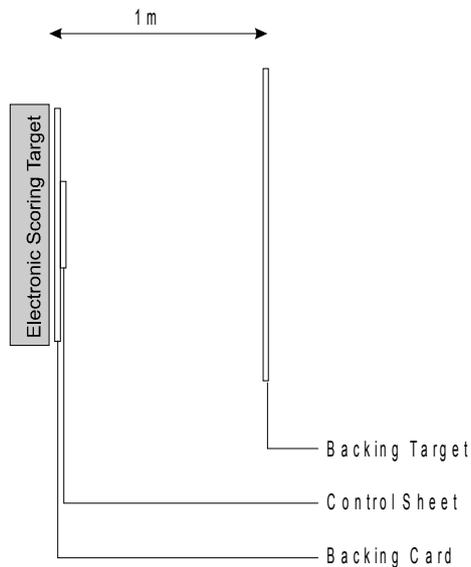
The 30.5 mm diameter is a hole.

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 0.5 m – 1.0 m 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 color similar to the color 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:	110 mm (± 1 mm).
Height:	25 mm to 26 mm.
Weight:	105 g (± 5 g).

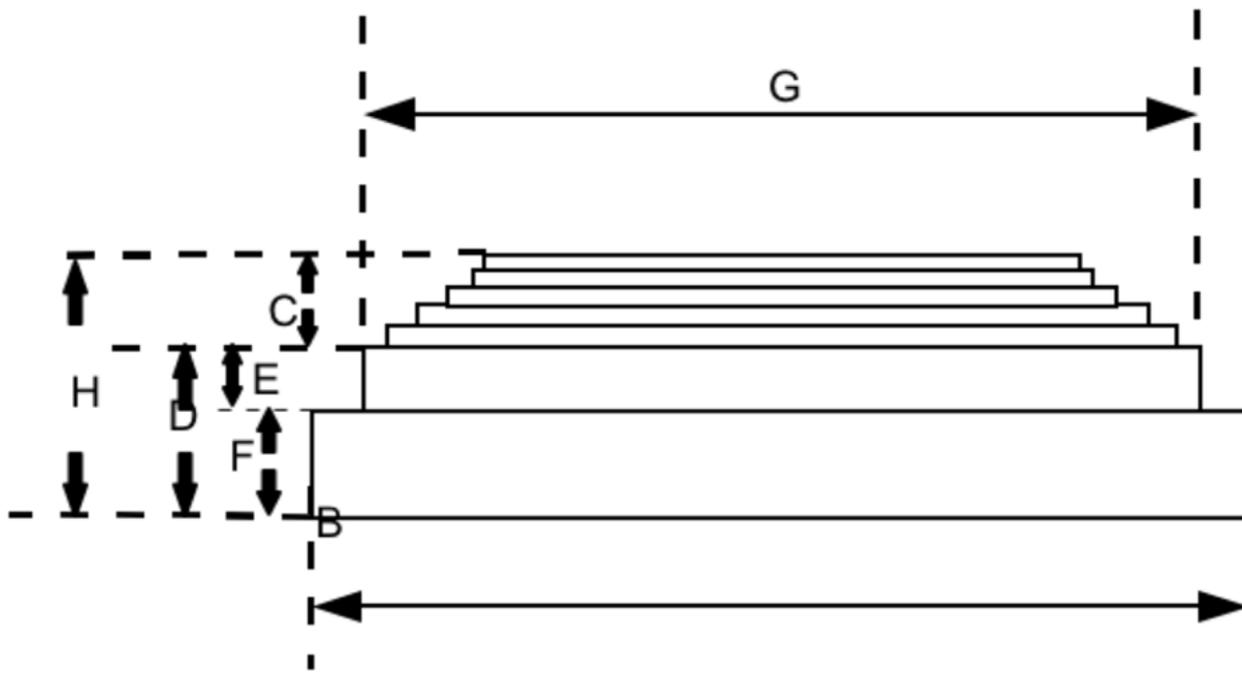
The color of the targets may be all black, all white, all yellow, all orange; or the full dome may be painted white, yellow, or orange; or a ring may be painted around the dome in white, yellow or orange.

The clay target color must be specified in the program of each ISSF Championship with Shotgun events. The target color must be clearly visible against the range background under all normal light conditions. The same color targets must be used for training.'

Clay targets used in the Olympic Games, World Championships, World Cups, World Cup Finals and Junior World Cups must 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	105 g ± 5 g	E-Rotating Ring Height	7 mm ± 1 mm
B-Base Ø	110 mm ± 1 mm	F-Base Height	11 mm ± 1 mm
C-Dome Height*	8 mm ± 1 mm	G-Rotating Ring	95 mm – 98 mm
D-Base & Ring Height	18 mm ± 1 mm	H-Total Height	25 mm to 26 mm

“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 m and to be easily breakable when hit with normal ISSF Skeet and Trap cartridges within normal shooting distances.



6.3.6.2 **“Flash” Targets**

- a) In Shotgun Finals, “Flash” targets containing colored, 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, colored powder may be used.
- c) If a target of the same external color, but containing the incorrect colored 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.

6.3.6.3 **Clay Target Testing**

An ISSF approved clay target testing device must be used to test the breakability of clay targets. Standards for the use of such devices will be established by the ISSF Shotgun and Technical Committees.

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 3.5.1. 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 Ranges should be on the same field.
- 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 armory 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) 50m and 25m ranges should, whenever possible, be outdoor ranges, but may, exceptionally, be indoor or closed ranges if required by legal or climatic conditions;
 - e) 300m ranges should have at least 285 m open to the sky;
 - f) 50m ranges should have at least 35 m open to the sky;
 - g) 25m ranges should have at least 12.5 m 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 7.0 m 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 colors.

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 color of the wind flags must contrast with the background. Dual color 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	50 mm x 400 mm
300m Ranges	50m	50 mm x 400 mm
	100m and 200m	200 mm x 750 mm

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

6.4.5.3 In combined 50m Rifle, Pistol and Running Target ranges, the allowable variation can be increased to +2.50 m 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 Center Locations

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

6.4.6.1 Height of Target Centers

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

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

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

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

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

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



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

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

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

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

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 1.20 m 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 centimeters drop.

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



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

- a) A bench or stand, 0.70 m – 1.00 m 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 50 mm thick, and approximately 50 cm x 80 cm in size and measuring not less than 10 mm 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 50 mm and a minimum thickness of 2 mm. The minimum overall size must be 80 cm x 200 cm. 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 50 cm forward of the firing line, and be approximately 2.00 m high.

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

The size of the firing point must not be less than 1.60 m wide x 2.50 m 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 2.50 m in length and
- b) If the firing point is also used for 300m shooting, the firing point must be a minimum of 1.60 m wide.



6.4.10 Range and Firing Point Standards for 10m Ranges

- a) The firing point must be a minimum of 1.00 m wide;
- b) The nearest edge of the bench or stand must be placed 10 cm 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 1.25 m 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 2.20 meter 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 Center 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	1.50 m	1.50 m
25m Pistol 25m Center Fire Pistol 25m Standard Pistol	1.00 m	1.50 m

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 0.50 m x 0.60 m in size and 0.70 m to 1.00 m high;
- b) In Qualification competitions, athletes may place items or support stands on a table to increase the table to a maximum height of 1.00 m;
- 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 1.0 m; 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 Center 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 0.2 sec. after-time.



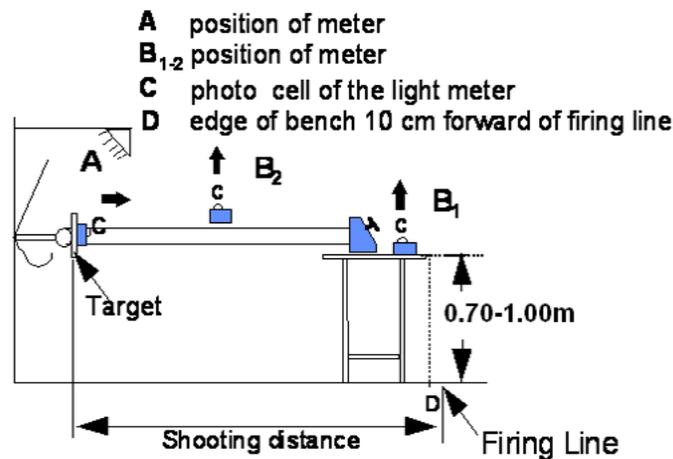
6.4.14 Indoor Range Light Requirements (Lux)

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 color.
- 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 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 color differing from that of the target.
- 6.4.15.3 Targets for 50m are placed on a trolley or target carrier constructed so that the two targets (one running to the left and one to the right) can be alternately shown. 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 1.00 m wide and aligned with a center-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 0.70 m – 1.00 m 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:

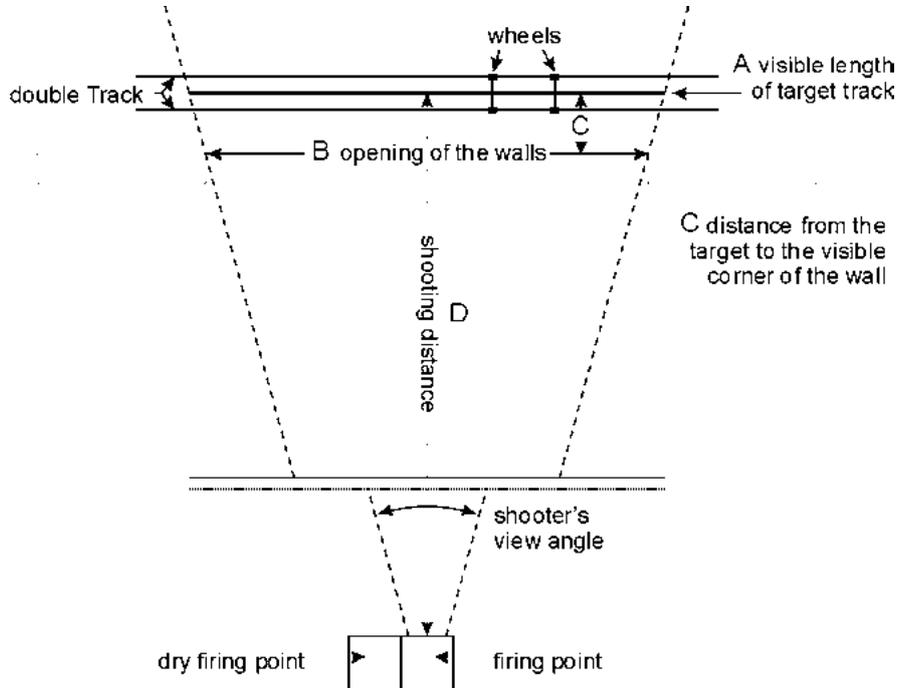
Slow runs:	5.0 seconds, +0.2 seconds – 0.0 seconds
Fast runs:	2.5 seconds, +0.1 seconds – 0.0 seconds

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= 0.20 m	$B = 10.00 \text{ m} \times (50.00 \text{ m} - 0.20 \text{ m}) / 50.00 \text{ m}$ $B = 10.00 \text{ m} \times 49.80 / 50.00 = 10.00 \text{ m} \times 0.996$ $B = 9.96 \text{ m}$
Example (10m): C= 0.15 m	$B = 2.00 \text{ m} \times (10.00 \text{ m} - 0.15 \text{ m}) / 10.00 \text{ m}$ $B = 2.00 \text{ m} \times 9.85 / 10.00 = 2.00 \text{ m} \times 0.985$ $B = 1.97 \text{ m}$



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: **10.00 m (+0.05 m/-0.00 m)** 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: **2.00 m (+0.01 m/-0.00 m)** 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 20 m from end to end, 2.00 m from front to rear, and 2.00 m to 2.10 m from the floor to the under side 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 center of machine 15 on Range A and the center of the machine one (1) on Range B must not be less than 35 m. For pre-existing ranges with a distance less than 35 m, 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 center 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 center trap of each group at which a target must emerge when set to throw at zero (0) degrees. The distance between traps within each group must be equal, from 1.00 m to 1.10 m. The distance between the center traps of adjacent groups should be 3.00 m to 3.30 m. For existing ranges this may be 3.00 m to 6.00 m.

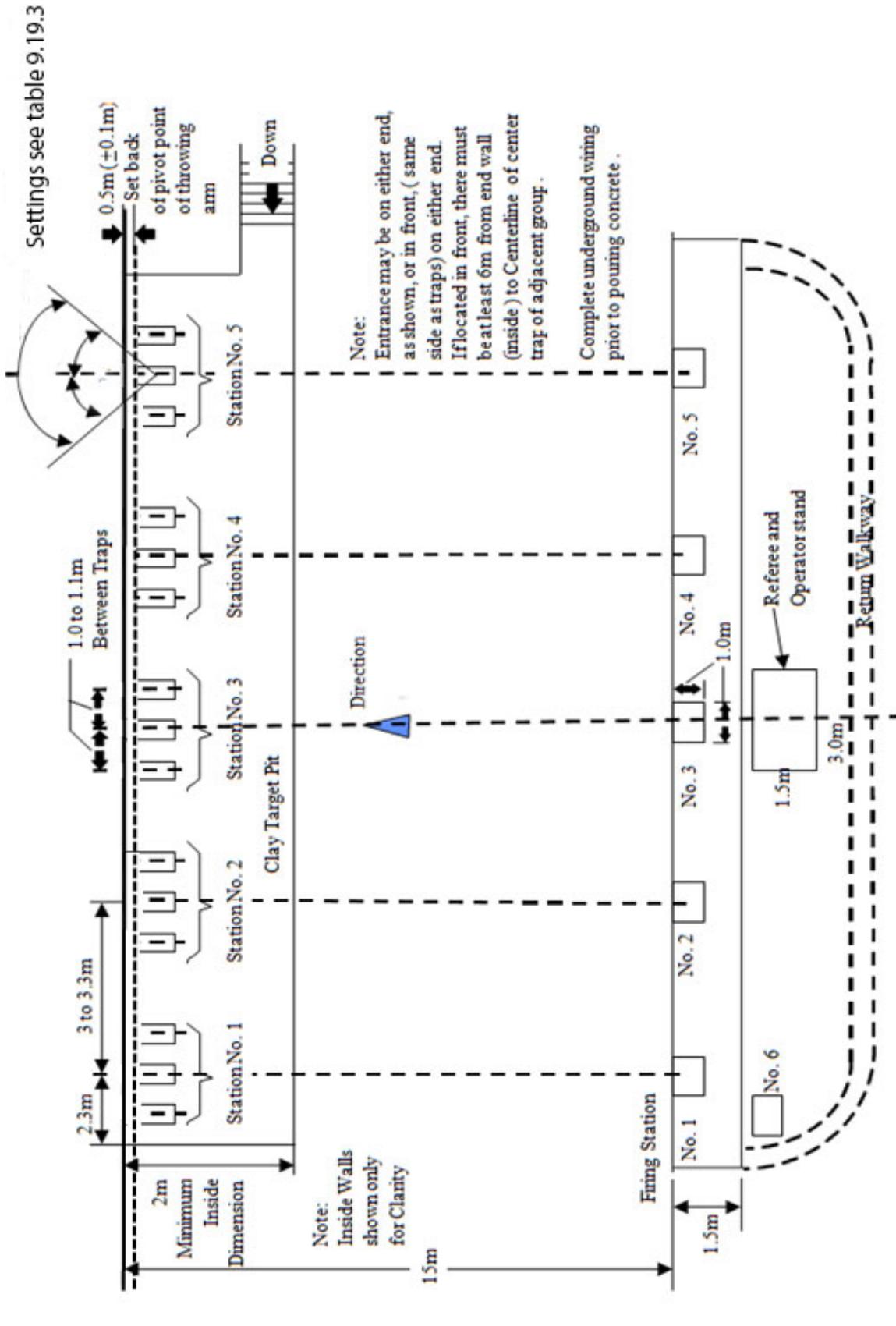
- a) In the case of use of machines with left-hand (clockwise) rotation of throwing arms the distance between the left side (viewed from behind) and the center machine in each group may be reduced to less than the prescribed 1.00 m to 1.10 m (see also Rule 6.4.19.3).
- b) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (± 0.10 m) below the top surface of the roof of the trap pit and set back 0.50 m (± 0.10 m) from the front edge of the roof when the trap is set at the 2 m elevation. This is defined as the Throwing Point. Traps may be fully automatic (self loading and cocking), semiautomatic (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 center. 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 center trap as the athletes progress from station 1 to 5. After every five (5) targets the selector index must be advanced one step.
- d) The five (5) shooting stations must be arranged on a straight line at a distance 15 m to the rear of the front edge of the trap pit. Each station must be prominently marked with a square 1.00 m x 1.00 m 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. A sixth station must be marked about 2.00 m 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 15 cm square or round upon which the athlete may rest his gun.

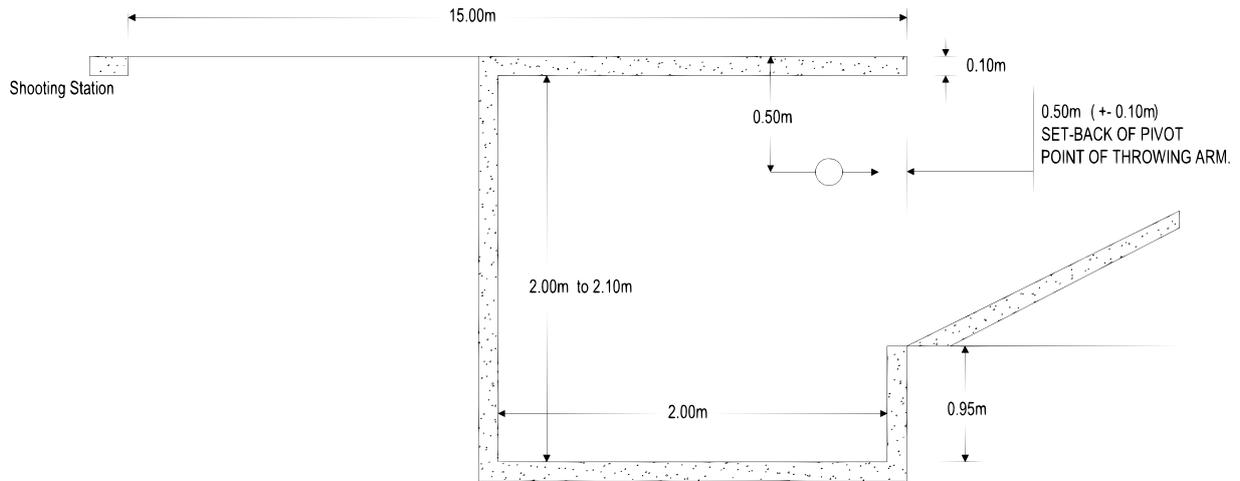
- e) For Trap Finals, medium intensity colored lamps must be fitted to each microphone stand at a height of 40 cm to 75 cm to indicate when the microphone is live. The lamp system must be constructed to indicate a pause (microphone dead) of 5-25 seconds after each athlete has shot at a pre-determined 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) 3.00 m to 4.00 m 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 7.00 m to 10.00 m 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 Trap Range





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 center 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 center machine on one field to the center machine on the adjoining field should not be less than 35.00 m. (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 center 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 1.00 m to 1.10 m (see Rule 6.4.18.3). Traps number 1 and number 3 should be a minimum of 1.50 m from the end walls.

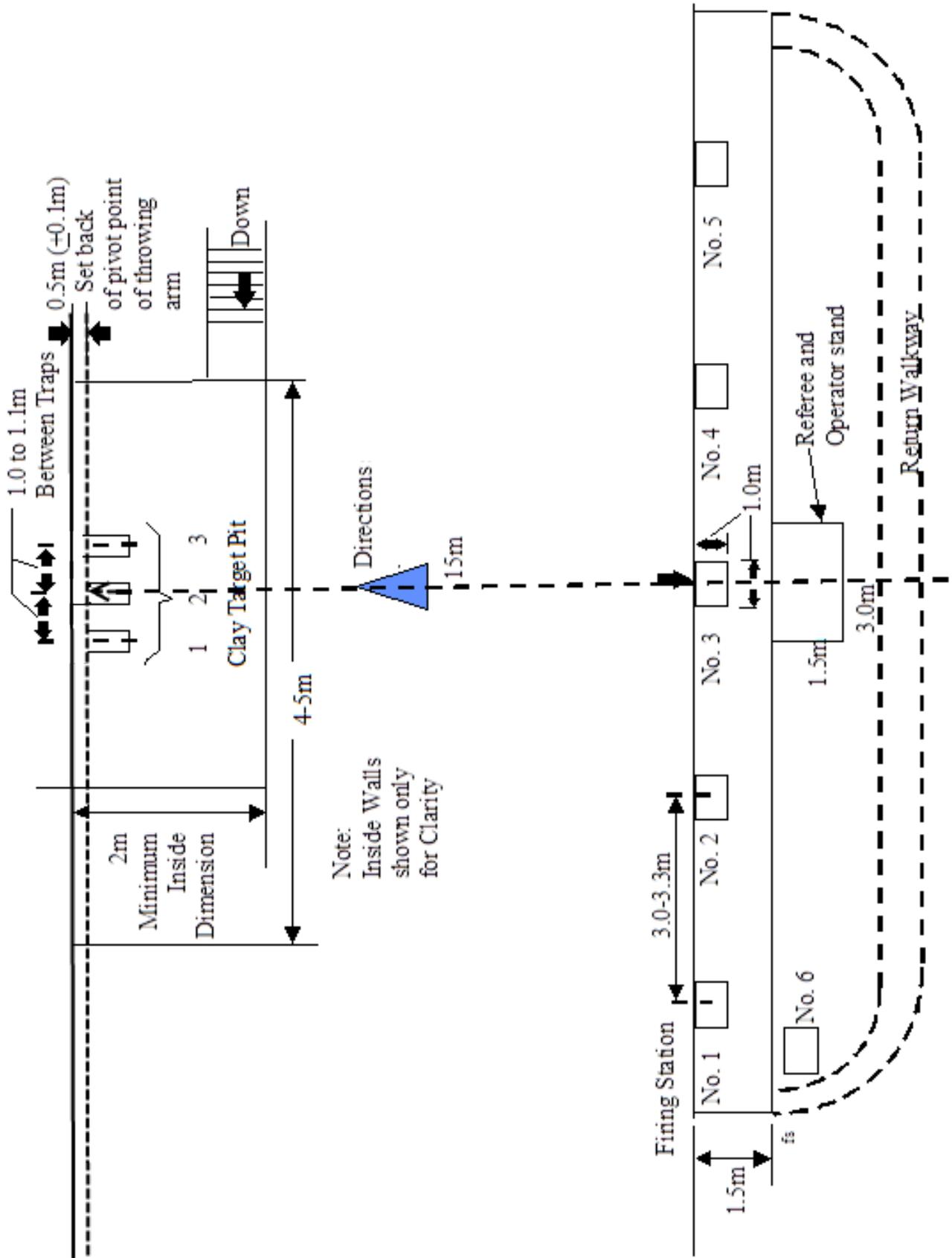
- a) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (± 0.10 m) below the top surface of the roof of the trap house and set back 0.50 m (± 0.10 m) from the front edge of the roof when the trap is set at the 2.00 m elevation (see Figures). Traps may be fully automatic (self loading and cocking), semiautomatic (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 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 m x 1.00 m. Station 3 must be centered 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 m – 3.30 m to the left of Station 3 and Station 1 is equidistant to the left of Station 2. Likewise Station 4 is 3.00 m – 3.30 m to the right of Station 3 and Station 5 equally 3.00 m – 3.30 m to the right of Station 4 (see Figure, Separate Double Trap range). A sixth Station must also be marked about 2 m 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 15 cm square or round upon which an athlete may rest his gun.



- d) 3.00 m to 4.00 m 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 7.00 m to 10.00 m 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 19.20 m radius and a base chord of 36.80 m (with a tolerance of ± 0.25 m) which is 5.50 m from the center point of the circle which is marked by a stake.
- a) The center 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 center stake. Stations 2 through 6 are located on the segment of the circle at points equidistant from each other (the distance between the center of the front of the stations 1 and 2, 2 and 3, etc., is 8.13 m ± 0.05 m on chord). Stations 8 and 4 are located at the center of the base chord (see Figure).
 - c) Shooting stations 1 through 7 are 0.90 m ± 0.05 m x 0.90 m ± 0.05 m square, with two sides parallel to a radius of the circle drawn through the station marker (center of the station). Shooting station 8 is rectangular, 0.9 m ± 0.05 m wide by 1.85 m ± 0.05 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 center of the side nearest the target crossing point. The marker for shooting station 8 is on the center point of the base chord. All eight (8) shooting stations must be on the same level, within ± 0.05 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 $3.05\text{ m} \pm 0.05\text{ m}$. 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 center 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 67.00 m and 69.00 m 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 7.00 m to 10.00 m behind Station 4 and parallel to the base chord. No spectators are allowed within this barrier. The Referee and Jury Members are responsible for enforcing 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



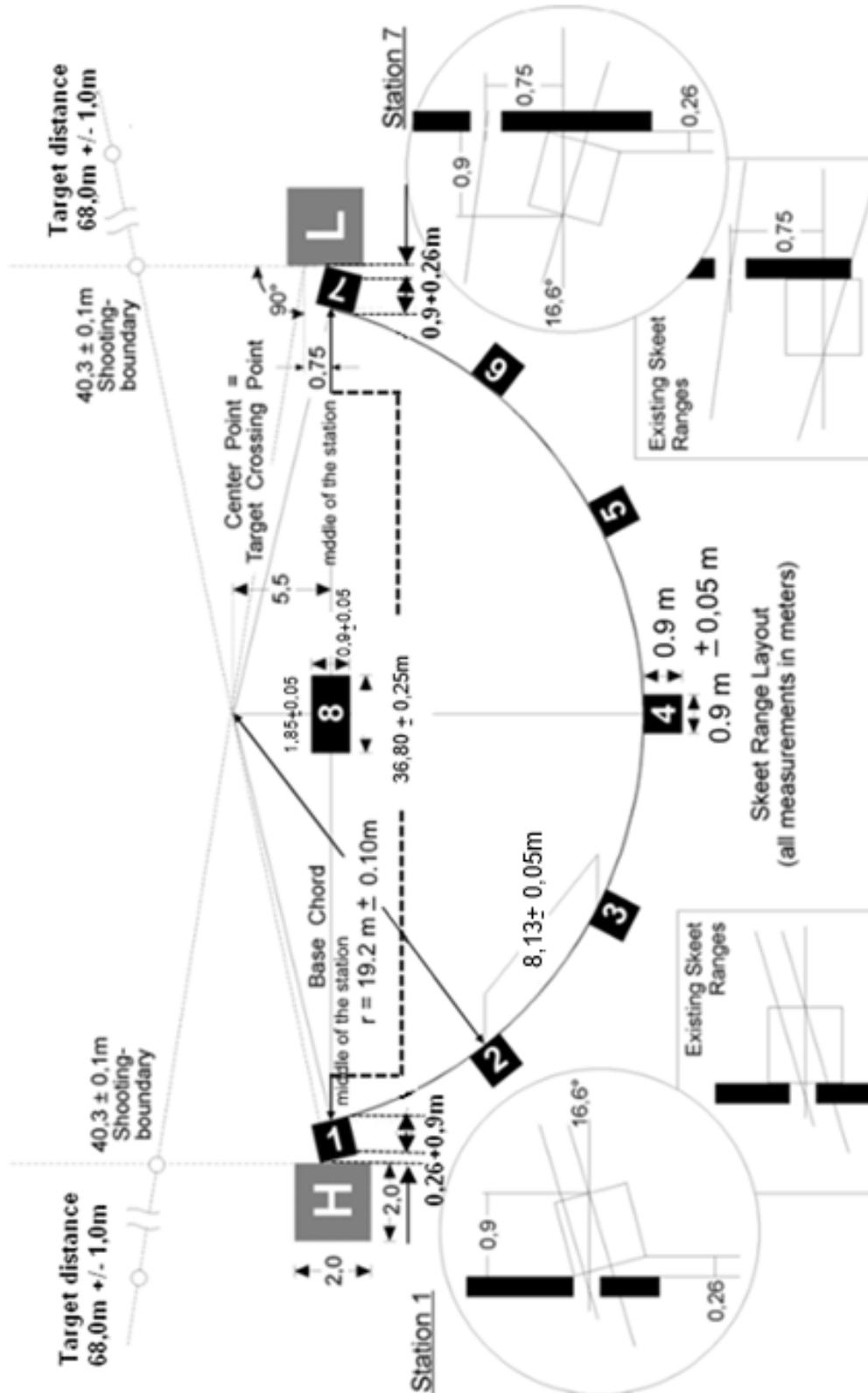
release device must be designed so that only one (1) button (or switch) can be used to release double targets.

- 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 colored 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 m – 2.80 m on the high house and 1.60 m – 2.00 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 millimeter (0.1 mm). Measurements must be taken with a 5.0 kg weight applied. The device must have two (2) circular flat surfaces facing each other, each 30 mm in diameter.

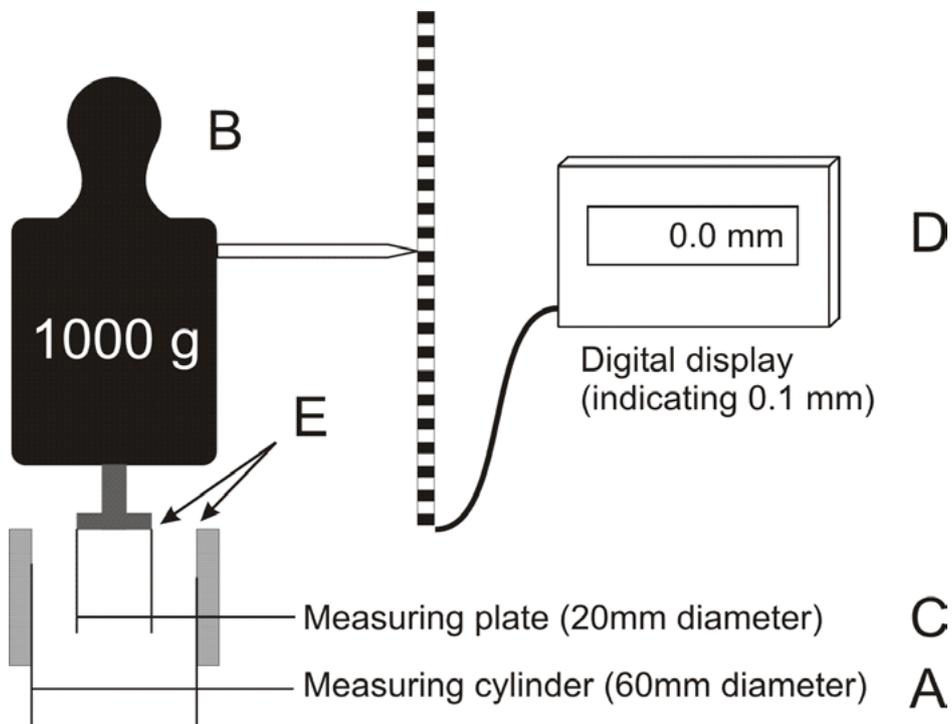


6.5.2 Stiffness Measurement Device

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

A	Measuring cylinder	=	60 mm diameter
B	Measuring weight	=	1000 g (including grip and measuring plate C)
C	Measuring plate	=	20 mm diameter
D	Digital display		indicating 0.1 mm
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.		

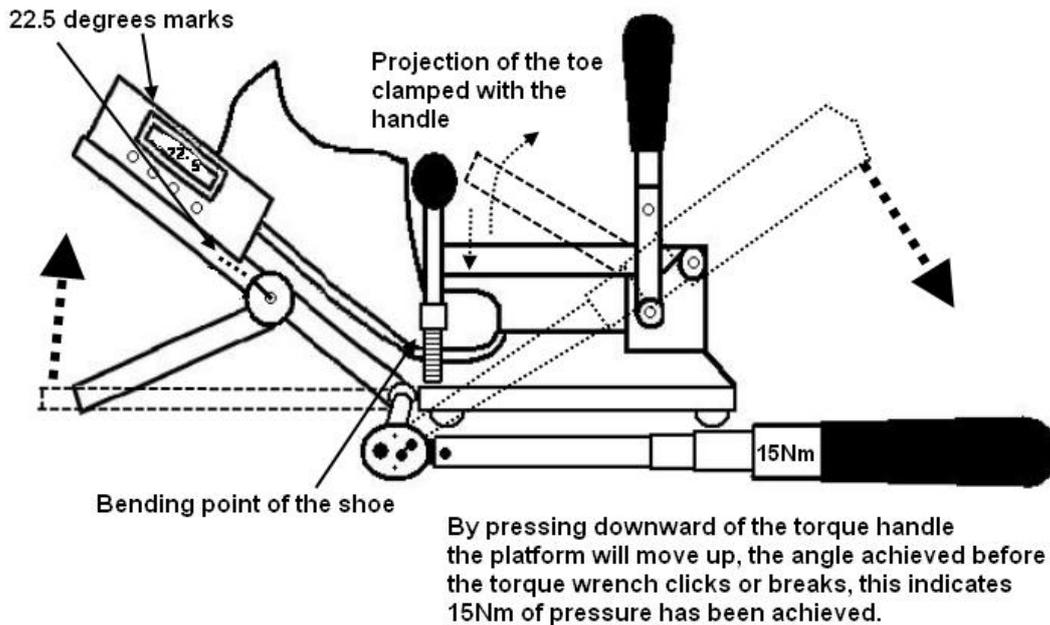
- Stiffness measurements must be made with the fabric/material laid flat, without stretching, on measuring cylinder "A;" and
- Measuring weight "B" presses measuring plate "C" onto the fabric/material on measuring cylinder "A."





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 Program 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 Program.** The office of the ISSF Secretary General will provide a standardized Championship Program and coordinate the preparation of an **Official Championship Program** 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 Program**, 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 Program** 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, 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 16 days. Ranges may be open for additional Unofficial Training before the Official Training day 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. They must be published on the ISSF website as soon as possible after the annual ISSF Workshop for Organizers in November of the year before the Championship. 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 athletes per nation per event who are competing for awards (in-competition) in ISSF Championship events. In addition, World Cups may, at the option of the Organizing Committee, accept a maximum of two additional athlete entries per nation per event that may compete for 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 program. 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.** For World Cups, one full day of Official Training must be scheduled on the day following the official arrival day.

6.6.3.2 **Pre-Event Training (PET).** Pre-Event Training must be provided for every individual event on the program on the day before Elimination or Qualification competition for that event starts. 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. 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. This is in addition to the Official Training day(s) in the program (for Shotgun, see Rule 9.6.2.1).

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.

6.6.4 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 3.7.3.2).

- 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 3.7.3.4);
- b) Entry Confirmations and the payment of applicable entry fees to the Organizing Committee must be completed by team leaders upon arrival (Rule 3.7.4); and
- c) **Entry Changes** can only be made in accordance with Rule 3.7.3. Entry Changes must be completed not later than 12:00 hours 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;
- 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 be replaced by an already registered athlete not later than 30 min. 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

- a) The random allocation of athletes to firing points and relays must be done under the supervision of the Technical Delegate with a computer program designed for this purpose or by the drawing of lots;
- b) 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 athletes in specific sections of a range.
- c) Individual athletes and teams (nations) should be able to shoot under conditions that are as nearly equal as possible;
- d) Athletes from the same nation should not be allocated adjacent firing positions;
- e) Athletes from the same nation should be divided as equally as possible between relays;
- f) 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;
- g) If more than one relay is used in team competitions, team members must be distributed equally between the relays;
- h) 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
- i) 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;
- b) Elimination relays should be scheduled on the day before the Qualification is scheduled;
- c) Qualification athletes must consist of a proportionate number of highest ranking athletes from each Elimination relay, taking the number of starts on the startlists into account. The number of athletes who qualify must be announced as soon as possible;
- d) **Formula:** The usable number of firing points is divided by the total number of athletes on the startlists multiplied by the number of athletes on the startlist 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 @ 32 athletes forward;

2nd relay: 47 athletes = 27.92 @ 28 athletes forward;

- e) When Eliminations are required for team events, team members/nations must be equally divided between the Elimination relays. Team scores are taken from these relays;
- f) 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;
- g) An athlete who does not qualify must not be allowed to participate further in the event; and
- h) If there are tied scores for the last places in an Elimination the order of rank will be determined according to tie breaking rules.
- i) 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.



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 9.11.4.

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 6.20 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 (2013 and prior) fulfill 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 caliber 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.

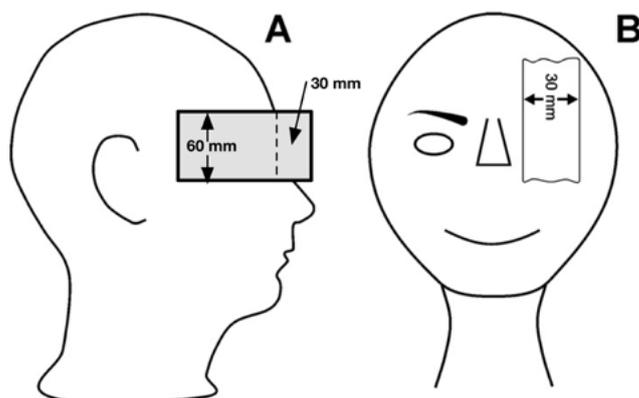


6.7.7 Bib (Start) Numbers and Items Worn by Athletes

- 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 20 mm (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 competition. If the Bib Number is available and not worn, the athlete may not compete.
- 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 30 mm forward of the center 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 30 mm 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 (50m, 10.4.3.6 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) 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 color) when on duty. Jury vests must be purchased from ISSF Headquarters. It is recommended that all Range Officers wear a distinctive vest or other means of identification (preferably in green color) 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 color 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, 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 printer strips before the end of the relay or event, except when authorized by the Jury;
- f) Athletes should sign the printer strip (next to the score total) before leaving the range to identify their score.
- g) When an athlete fails to sign the printer strip 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 10m 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 given 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 15 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) The Chief Range Officer must call athletes to the line at least 15 minutes before the Preparation and Sighting Time starts;
- e) 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;
- f) 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;
- g) Pre-competition checks by the Jury and Range Officers must be completed during the 15 minutes before the Preparation and Sighting Time starts;
- h) The Preparation and Sighting Time begins with the command “**PREPARATION AND SIGHTING TIME...START;**” No shot may be fired before the command “**START;**”
- i) 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);
- j) After 14 minutes, 30 seconds have elapsed in the Preparation and Sighting Time, the Range Officer must announce “**30 SECONDS.**”



- k) 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
- l) 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.

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. 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 program. 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 program, 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 program, 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 neighboring 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 center. 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.



6.12 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 program;
- 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 behavior 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. 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 off of 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.

- 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. This must be recorded on a Range Incident Report and noted on the Range Register. A warning may be given by an individual Jury Member;
- b) **Deduction (Green Card)**. Deduction of points from the score, expressed by a minimum of two (2) Jury Members, showing a **Green Card** with the word "**Deduction**." This must be recorded on a Range Incident Report Form, marked on the printer strip, and noted on the Range Register. A deduction may be given by an individual Jury Member; and
- 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 c). 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 Behavior (DQB)**. If an athlete is disqualified for an anti-doping violation, 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) 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 70 mm x 100 mm.
- f) 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."
- g) 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.



- 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 caliber 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 Medalists by name;
 - g) A list of Medals by Nation by number;
 - h) A list of New and Equaled 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) Women's 10m, 50m and 300m Rifle events; 6) Women's 10m and 25m Pistol events; 7) Women's Trap, Skeet and Double Trap events; and 8) Women's 10m Running Target Events.
- 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 Behavior
WR	New World Record
QWR	New Qualification World Record
EWR	Equaled World Record
EQWR	Equaled Qualification World Record
WRJ	New World Record Junior
QWRJ	New Qualification World Record Junior
EWRJ	Equaled World Record Junior
EQWRJ	Equaled Qualification World Record Junior
OR	New Olympic Record
EOR	Equaled Olympic Record
QOR	Qualification Olympic Record
EQOR	Equaled Qualification Olympic Record

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, printer strip 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 printer strips 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. 3.9 (see also 6.1.2 b) in all ISSF events where gold medals are awarded.

- 6.14.9.1 World Records (WR) for Olympic events will be established in the Finals of those events using Finals results only; World Records (WR) for recognized non-Olympic events will be established by using total results in those events.
- 6.14.9.2 Olympic Records (OR) may only be established in the Olympic Games.
- 6.14.9.3 World Records Junior (WRJ) for Olympic events will be established in the Finals of those events using Finals results only; World Records Junior (WRJ) for recognized non-Olympic events will be established by using total results in those events.
- 6.14.9.4 Qualification World Records (QWR) and Qualification World Records Junior (QWRJ) will be established by using total results in Qualification competitions in all Olympic events.
- 6.14.9.5 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 totaling 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 program 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 Program.

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

6.17.1.1 **Qualification for Finals.** All athletes entered in an event will fire the Qualification course (Rule 3.3.2.3 and 3.3.4) 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 released. 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.

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 refire 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.



- 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 color, 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 **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) 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 18:00 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. Athletes and coaches must then return to the Preparation Area to be called to the firing line for their warm-up period and presentation.
- c) 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.
- d) 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) 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) 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) 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) 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) 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) 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) 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.
- l) 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) Non-verbal coaching is permitted during all Finals. Verbal coaching is permitted only during 3-Position Rifle Final changeover times.

6.17.1.14 **Presentation of Medalists.** After the CRO declares “**RESULTS ARE FINAL,**” the Jury must assemble the three medalists 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)**”

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)</p> <p>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)</p> <p>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.</p> <p>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)</p> <p>EQUIPMENT SET-UP TIME</p> <p>18:00 min before</p>	<p>Finalists or their coaches must be allowed to place guns and equipment on their firing points not less than 18 min. before the Start Time.</p>
<p>d)</p> <p>WARM-UP PERIOD</p> <p>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.”</p> <p>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.</p> <p>At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “30 SECONDS.”</p> <p>After five (5) minutes, the CRO will command “STOP...UNLOAD.”</p> <p>No score announcements are made during sighting shots.</p>
<p>e)</p> <p>PRESENTATION OF FINALISTS</p> <p>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.</p> <p>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.</p> <p>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)</p> <p>FINAL PREPARATION TIME</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.”</p> <p>The targets and scoreboard must be cleared for MATCH shots.</p> <p>After 60 sec., the CRO will begin commands for the first MATCH series.</p>



<p>g)</p> <p>1st COMPETITION STAGE</p> <p>2 x 5 Shots</p> <p>Time limit: 250 sec. for each series</p> <p>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.”</p> <p>Finalists have 250 sec. to fire five (5) shots.</p> <p>At 250 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 5 sec., the CRO will command “START.”</p> <p>At 250 sec. or after all finalists have fired five (5) shots, the CRO will command “STOP.”</p> <p>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)</p> <p>2nd COMPETITION STAGE</p> <p>SINGLE SHOTS</p> <p>14 x 1 Shot</p> <p>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.”</p> <p>Finalists have 50 sec. to fire each shot.</p> <p>At 50 sec., the CRO will command “STOP” and the Announcer will give comments about the Finalists and their scores.</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.”</p> <p>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)</p> <p>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:</p> <p>After 14 shots – 7th place</p> <p>After 16 shots – 6th place</p> <p>After 18 shots – 5th place</p> <p>After 20 shots – 4th place</p> <p>After 22 shots – 3rd place (bronze medal winner is decided)</p> <p>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.</p> <p>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.”</p> <p>The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</p>



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

<p>a)</p> <p>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>b)</p> <p>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.</p> <p>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)</p> <p>EQUIPMENT SET-UP TIME</p> <p>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 18 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)</p> <p>PREPARATION AND SIGHTING</p> <p>KNEELING POSITION</p> <p>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.</p> <p>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.</p> <p>At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "30 SECONDS."</p> <p>After five (5) min., the CRO will command "STOP... UNLOAD."</p> <p>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)</p> <p>PRESENTATION OF FINALISTS</p> <p>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 finished.</p>



<p>f)</p> <p>KNEELING POSITION MATCH FIRING</p> <p>3 x 5-shot series</p> <p>Time limit: 200 sec. for each series</p> <p>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.</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 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>g)</p> <p>CHANGEOVER AND SIGHTING</p> <p>PRONE POSITION</p> <p>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)</p> <p>PRONE POSITION MATCH FIRING</p> <p>3 x 5-shot series</p> <p>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.”</p> <p>Finalists have 150 sec. to fire each 5-shot MATCH series in prone.</p> <p>The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position.</p> <p>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>i)</p> <p>CHANGEOVER AND SIGHTING</p> <p>STANDING POSITION</p> <p>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.</p> <p>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)</p> <p>STANDING POSITION MATCH FIRING</p> <p>2 x 5-shot series</p> <p>5 x 1 shots</p> <p>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.”</p> <p>Finalists have 250 sec. to fire each 5-shot MATCH series in standing.</p> <p>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.”</p> <p>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</p> <p>After 42 shots – 5th place</p> <p>After 43 shots – 4th place</p> <p>After 44 shots – 3rd place (bronze medal winner is decided)</p> <p>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 the next to the 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.”</p> <p>The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</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 is given. 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

a) FINALS FORMAT	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.
b) TARGETS	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.
c) SCORING	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.
d) REPORTING TIME 30:00 and 15:00 min before	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 15 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>e)</p> <p>CALL TO LINE, PREPARATION PERIOD AND SIGHTING SHOTS</p> <p>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.”</p> <p>After two (2) min., the CRO will command “END OF PREPARATION.”</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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)</p> <p>PRESENTATION OF FINALISTS</p> <p>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)</p> <p>DETAILED PROCEDURE FOR COMMANDS AND FIRING</p> <p>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.</p> <p>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>
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<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</p> <p>After 6 series – 4th place</p> <p>After 7 series – 3rd place (bronze medal winner is decided)</p> <p>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 medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</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 re-fired. 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)</p> <p>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)</p> <p>TARGETS</p>	<p>Two (2) groups of five (5) 25m ESTs must be used. The targets are labeled 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)</p> <p>SCORING</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>d)</p> <p>REPORTING TIME</p> <p>30:00 and 15:00 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 15 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)</p> <p>CALL TO LINE, PRE- PARATION PERIOD AND SIGHTING SHOTS</p> <p>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."</p> <p>After two (2) min., the CRO will command "END OF PREPARATION."</p> <p>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.</p> <p>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."</p> <p>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)</p> <p>PRESENTATION OF FINALISTS</p> <p>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)</p> <p>DETAILED PROCEDURE FOR COMMANDS AND FIRING</p> <p>Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.”</p> <p>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).</p> <p>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>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.</p> <p>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.”</p> <p>After the command “STOP,” the Announcer will give comments about the finalists’ rankings and scores.</p> <p>15 sec. after the Announcer finishes, the CRO will command “NEXT SERIES...READY.” After 15 sec., the CRO will command “ATTENTION.”</p> <p>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)</p> <p>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:</p> <p>After 5 series – 7th place</p> <p>After 6 series – 6th place</p> <p>After 7 series – 5th place</p> <p>After 8 series – 4th place</p> <p>After 9 series – 3rd place (bronze medal winner)</p> <p>After 10 series - 2nd and 1st places (silver and gold medal winners) are decided</p>
<p>i)</p> <p>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.</p> <p>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 medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</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 Protests in Finals

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

6.17.7 Victory Ceremonies

A Victory Ceremony to honor gold, silver and bronze medal winners must be conducted as soon as possible after each Final in accordance with Rule 3.8.5. 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 each nation (1 male & 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.
- b) The entry fee for each team is EUR 170.00 (Rule 3.7.4.1).

6.18.1.5 Competition Format

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

- a) QUALIFICATION (2 parts)
- b) FINAL (Consisting of a Bronze Medal Match and a Gold/Silver Medal Match)

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 Medal Matches, 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 "Time-out" by raising a hand immediately after the completion of a round whilst the announcements are being made. This may be requested once only during each Medal Match. The Coach may approach and speak to his/her athlete(s) on the firing line, for a maximum time of thirty (30) seconds, 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 thirty seconds have expired, and the Coach must immediately return to his/her seat. If a “Time-out” 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 Time-out.

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 6.18.4.7 for EST complaints during Final Medal Matches.

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 6.17.6.

6.18.1.11 Victory Ceremonies

Victory Ceremonies for Mixed Team events will be conducted according to Rule 6.17.7.

6.18.2 QUALIFICATION – Part 1

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.

6.18.2.3 Call to Line

- a) For each Qualification relay, the Chief Range Officer will call the athletes to the line fifteen (15) minutes before the scheduled start time.
- b) Athletes will be allowed five (5) 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 five(5) 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 Part 1, 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. The eight (8) top-ranked teams will proceed to Qualification part 2.
- b) Ties will be broken by applying Rule 6.15.1 to the team scores (total of the two team member scores).

6.18.3 QUALIFICATION – Part 2

6.18.3.1 Procedure

There should be a ten (10) minute break between Qualification Part 1 and the start of Preparation and Sighting time of Part 2.

The top eight (8) ranked teams from Qualification Part 1 will move to firing-points in a designated part of the range so that they are positioned next to each other, with a reserve firing-point between each team. Members of each team shoot next to each other. Firing-points for each team are allocated randomly by software.

Athletes who do not qualify for Part 2 should remove their equipment from the firing line as soon as possible.

6.18.3.2 Call to Line

Athletes will be called to the line ten (10) minutes before the scheduled start time of Part 2.

If there is only one relay in Qualification Part 1 and the schedule or range conditions make it more convenient, the athletes should remain on their original firing-points for Part 2. In this case, the Chief Range Officer will command athletes to, "**Take your positions**" five (5) minutes before the scheduled start time of Part 2.

6.18.3.3 Preparation and Sighting Time

Athletes who move firing points after Qualification Part 1 will have seven (7) minutes to set up their equipment followed by three (3) minutes to fire sighting shots.

Athletes who remain on their original firing-points after Qualification part 1 will have two (2) minutes to take their positions followed by three (3) minutes to fire sighting shots.

6.18.3.4 Number of Match Shots and Time Limit

In Qualification Part 2, each team member will fire twenty (20) Match shots (40 total shots per team), in a time limit of twenty (20) minutes.

6.18.3.5 Scoring

- a) Scoring will be as in Part 1 (Rule 6.18.2.6)
- b) Team scores from Qualification part 1 are not carried forwards to Part 2. All teams start from zero.
- c) The scores of each team member will be added together and the team results will be ranked. The four (4) top-ranked teams will proceed to the Finals.
- d) Teams ranked 1st and 2nd will compete against each other in the Gold Medal Match.
- e) Teams ranked 3rd and 4th will compete against each other in the Bronze Medal Match

6.18.4 FINAL (Medal Matches)

The Final consists of a Bronze Medal Match followed by a Gold/Silver Medal Match. The procedure for conducting both Medal Matches will be the same, with appropriate wording used by the CRO in each case.

6.18.4.1 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.

6.18.4.2 Procedure

- a) No bib numbers will be worn in the Medal Matches.
- b) Athletes in the Bronze Medal Match, 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.

6.18.4.3 Finals Officials

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

6.18.4.4 Reporting and Start Times

- a) The Start Time for the Final is when the CRO begins the commands for the first competition shot of the Bronze Medal Match.
- 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. 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 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.
- d) Athletes in the Bronze Medal Match, 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.
- e) Teams for each Medal Match and their Coaches must be assembled in firing point order, for the call to the line, ten (10) minutes before the Start Time.

6.18.4.5 Allocation of firing points

- a) For the Bronze Medal Match, the team ranked third after Qualification should take positions on firing points C and D, with the team ranked fourth on firing points F and G.

- b) For the Gold/Silver Medal Match, the team ranked first after Qualification should take positions on firing points C and D, 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, at the time of reporting for the Final, 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.

6.18.4.6 Scoring

- a) All shots in the Medal Matches, (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 Match, 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 Match.
- e) In case of a tie where both teams have scored at least sixteen (16) points, the Match 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.

6.18.4.7 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.

6.18.4.8 Call to Line

Eight (8) minutes before the published Start time of the Medal Match, the CRO will call all athletes in the Final to the firing line by commanding **“ATHLETES TO THE LINE.”** All athletes must pause on the firing line and turn to face the spectators as the CRO announces **“LADIES AND GENTLEMEN, PLEASE WELCOME THE ATHLETES IN THE (10 METER AIR RIFLE/AIR PISTOL) MIXED TEAM BRONZE/(GOLD) MEDAL MATCH”**. After pausing for applause, the CRO will command **“TAKE YOUR POSITIONS.”** The athletes must then turn and go directly to their assigned firing points.

6.18.4.9 Preparation and Sighting Time

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

“THREE MINUTES PREPARATION AND SIGHTING TIME...START”. After two (2) minutes and thirty (30) seconds, the CRO will announce:**“30 SECONDS.”** After three (3) minutes, the CRO will command **“STOP...UNLOAD.”**

6.18.4.10 Presentation of Teams

After the command **“STOP...UNLOAD,”** Finalists must open the rifle/pistol actions and insert their safety flags. Rifle finalists may remain their position during the presentation, but must lower their rifles from their shoulders, keep them down throughout the presentation and turn their heads towards the spectators. Pistol finalists must lay their pistols down and turn to face the spectators for the presentation. A Range Officer must verify that their rifle/pistol actions are open with safety flags inserted. After finalists' rifles/pistols are checked, the Announcer will introduce the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12. Immediately after the presentation, the CRO will command **“TAKE YOUR POSITIONS.”**

6.18.5. MEDAL MATCH PROCEDURE

- a) One (1) minute after the athletes have taken their positions, the CRO will command:
- b) **“FOR THE FIRST COMPETITON 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 Medal Match is decided.

6.18.5.1 Bronze Medal Match Completion

- a) As soon as the Bronze Medal Match is decided, CRO will command **“STOP...UNLOAD”** declare **“RESULTS ARE FINAL”** and announce the Bronze Medal Winning team.
- b) A Range Officer must verify that the rifle/pistol actions are open with the safety flags inserted.

6.18.5.2 Change-Over between Medal Matches

- a) The athletes in the Bronze Medal Match 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 the Gold/Silver Medal Match.
- b) After at least five (5) minutes, from the end of the Bronze Medal Match and after the targets have been checked by the RTS Jury and the CRO has

declared, "**Range clear**", athletes for the Gold/Silver Medal Match 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.

6.18.5.3 Gold/Silver Medal Match Completion

a) As soon as the Medal Match is decided CRO will command "**STOP...UNLOAD**" declare "**RESULTS ARE FINAL**" and announce 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.

6.18.5.4 Finals Production and Music

a) During the Qualification stage music is allowed.

b) During the Medal Matches music should be played.

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

6.18.5.5 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.



6.19 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 RFPM)**
- f) **25m Standard Pistol Men Malfunction Score Computation (Form STDP)**
- g) **Dress/Advertising Code Violation Warning (Form DC)**



PROTEST FORM – PAGE 1

 <p>ISSF</p>	<h1>PROTEST FORM</h1>	<h1>P</h1>
Protest Information (To Be Completed By Athlete or Team Official)		
Event:		
Protest to Jury:		
Date	and time	of action or decision being protested.
Action or Decision Being Protested (describe in writing):		
Reason for Protest (also list ISSF Rules concerned):		
Protest Submitted By:		
<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>		
		Name and Signature
Protest RECEIPT (To Be Completed By Official Receiving Protest)		
Protest received: Date:	Time:	
Amount Fee Paid:	Received by:	
Printed Name and Signature of official receiving protest:		

PROTEST FORM 2018/V1.1



 <p>ISSF</p>	<h2>APPEAL OF A JURY DECISION TO THE JURY OF APPEAL</h2>	<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:
<p>Printed Name and Signature of official receiving protest:</p>		

APPEAL OF A JURY DECISION TO THE JURY OF APPEAL 2018/V1.1



		<h1>RANGE INCIDENT REPORT FORM</h1>				IR	
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	RTS OFFICE SCORE NOTIFICATION FORM		CN	
EVENT:			DATE:	
RELAY:			ELIMINATION / QUALIFICATION:	
PRELIMINARY RESULT POSTED BY (NAME):				TIME:
PROTEST TIME ENDED AT:			TIME:	
THERE WERE NO PRO- TESTS (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.



		<h2>25m Rapid Fire Pistol Men Malfunction Score Computation</h2>				<h3>Form RFPM</h3>	
Stage & Relay	/	Series		1st / 2nd		Time of Malfunction	
		and					
		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.



		<h2 style="margin: 0;">25m Standard Pistol Men Malfunction Score Computation</h2>				Form STDP		
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			
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:								
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 Inter- vention of Computer Result at Ranking Computer					Technical Officer's Signature			
RTS Jury Member's Signature					Correction Refe- rence 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.



6.20 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***.

6.20.1 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.

6.20.2 DRESS REGULATIONS FOR ATHLETES

- 6.20.2.1 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.
- 6.20.2.2 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 colors and emblems. Appropriate clothing for wear during competitions includes training suits, tracksuits or warm-up uniforms, etc. as issued by National Federations or NOCs.
- 6.20.2.3 Members of a team participating in a Team event should wear the same uniform reflecting the nation they represent.
- 6.20.2.4 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.
- 6.20.2.5 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.



- 6.20.2.6 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 6.20).
- 6.20.2.7 Shotgun athletes must comply with Shotgun Clothing Regulations described in Rule 9.13.1.
- 6.20.2.8 If shorts are worn during competitions, the bottom of the leg must be not more than 15 cm above the center of the knee cap. Skirts and dresses must also comply with this measurement.

6.20.3 PROHIBITED ITEMS

- 6.20.3.1 Prohibited clothing items for competitions and Victory Ceremonies include blue jeans, jeans or similar trousers in non-sporting colors, camouflage clothing, sleeveless T-shirts, shorts that are too short (see 6.19.2.8), 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 colors should be national uniform colors. If national colors are not worn, non-sporting colors that should be avoided are camouflage, plaids, khaki, olive or brown.
- 6.20.3.2 Athletes may not wear sandals of any type or remove their shoes (with or without socks).
- 6.20.3.3 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.
- 6.20.3.4 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.

6.20.4 DRESS REGULATIONS FOR COACHES AND OFFICIALS

- 6.20.4.1 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.
- 6.20.4.2 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 color. In warm climates, light weight trousers are recommended. Dark normal shoes or sporting shoes are recommended.
- 6.20.4.3 While on duty, Jury Members must wear the red Jury vests that are available from ISSF Headquarters.



6.20.4.4 While on duty, Shotgun Referees must wear the blue Referee vests that are available from ISSF Headquarters.

6.20.4.5 Competition officials and coaches may not wear any prohibited clothing items that are described in paragraph 6.20.3 above.

6.20.5 DRESS REGULATIONS FOR PHOTOGRAPHERS AND TV CAMERAMEN

6.20.5.1 Accredited photographers and TV cameramen with access to the FOP must respect the ISSF Dress Code because they are working in the public view.

6.20.5.2 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.

6.20.5.3 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.

6.20.5.4 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.

6.20.5.5 Photographers and TV cameramen are not allowed to wear any other vest or jacket displaying advertising while working on the field of play.

6.20.6 DRESS CODE ENFORCEMENT PROCEDURES

6.20.6.1 ISSF Equipment Control, Rifle, Pistol and Shotgun Juries are responsible for enforcing ISSF Clothing Regulations and the ISSF Dress Code.

6.20.6.2 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.

6.20.6.3 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.



 ISSF	DRESS/ADVERTISING CODE VIOLATION WARNING		DC
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.



6.21 INDEX

10m Air Pistol –Target	6.3.4.6
10m Air Rifle –Target	6.3.4.3
10m Air Rifle + Pistol Mixed Team Events	6.18
10m Events – Specific Rules for 10m Air Gun Events	6.11.2
10m Indoor Air Gun Ranges	6.4.3.3 c
10m Ranges – Firing Point Standards	6.4.10
10m Ranges – Light Measurements	6.4.14
10m Running Target – Electronic Scoring Targets	6.4.16.2
10m Running Target –Target	6.3.4.8
25m and 50m Indoor Ranges	6.4.3.3 d
25m and 50m Precision Pistol –Target	6.3.4.5
25m EST – Control Sheets	6.3.5.4
25m Events – Targets - RFP	6.3.4.4
25m Events – Targets - Precision	6.3.4.5
25m Exposure Times	6.4.12
25m Outdoor Ranges – Open to the Sky	6.4.3.3 g
25m Ranges – Dimension of Firing Points	6.4.11.7
25m Ranges – Equipment of Firing Points	6.4.11.10
25m Ranges – Screens between the Firing Points	6.4.11.8
25m Ranges – Sections (Groups)	6.4.11.3
25m Ranges – Firing Point Standards	6.4.11
25m Rapid Fire Pistol Event – Allocation of Firing Points	6.6.6.2
25m Rapid Fire Pistol Event – Groups of Targets	6.4.11.3
25m Rapid Fire Pistol Event –Target	6.3.4.4
25m Targets – Exposure Times	6.4.12
25m Targets – Letters on the Targets	6.4.3.6
25m Timing of Electronic Scoring Targets	6.4.13
300m Electronic Scoring Targets – Crossfires	6.11.6.9 c
300m Outdoor Ranges – Open to the Sky	6.4.3.3 e
300m Ranges - Firing Point Standards	6.4.8
300m Rifle –Target	6.3.4.1
50m Outdoor Ranges – Open to the Sky	6.4.3.3 f
50m Ranges - Firing Point Standards	6.4.9
50m Rifle –Target	6.3.4.2
50m Running Target –Target	6.3.4.7



Abbreviations used in Results Lists	6.14.4.2
Additional Sighting Shots – Malfunction	6.13.4
Aiming Exercises - 10m and 50m	6.11.1.1 f
Allocation of Firing Points – 10m Events	6.6.6 f / 6.6.6 g
Allocation of Firing Points – 25m Rapid Fire Pistol	6.6.6.2
Allocation of Firing Points – Basic Principles	6.6.6
Allocation of Firing Points – Eliminations Events on Outdoor Ranges	6.6.6.1
Allocation of Firing Points – Equal Conditions	6.6.6 c
Allocation of Firing Points – Range Constraints	6.6.6 b
Allocation of Firing Points – Running Target (Rule 10.7.3.1)	6.6.6.5
Allocation of Firing Points – Shotgun (Rule 9.11.4)	6.6.6.4
Allocation of Firing Points – Supervised by the Technical Delegate	6.6.6 a
Allocation of Firing Points – Teams – More than one Relay	6.6.6 g
Allowable Malfunctions	6.13.2.1
Alteration of a Gun or Equipment	6.7.9.4
Annulment of a Shot	6.11.6.9
Annulment of a Shot – The Athlete did not fire: Confirmed	6.11.6.9 a / 6.11.6.7
Annulment of a Shot – The Shot is reported by another Athlete	6.11.6.9 b
Appeals	6.16.6
Appeals – Post Competition Test DSQ	6.7.9.3
Application of ISSF Rules	6.1.2
Appropriate Dress for a Public Event – Clothing Regulations	6.7.5 / 6.20
Backing Cards and Control Sheets 50m / 300m	6.3.5.5
Backing Targets – 25m	6.3.5.3
Backing Targets – 50m/300m	6.3.5.2
Bib (Start) Numbers	6.7.7
Blinders	6.7.8
Camouflage Clothing	6.20.3.1
Cases for Guns	6.2.2.8
Ceremonies – Appearance of the Athletes	6.20.2.4
Championship Administration	6.6
Championship Program and Schedule	6.6.1
Changing from Sighting to MATCH Shots	6.10.4
Changing of Wind Flags before the Preparation Time	6.4.4.6
Changing or Refilling – Gas or Air Cylinder	6.11.2.3
Chief Range Officer – Duties and Functions	6.9.1
Chief RTS Officer – Duties and Functions	6.9.3
Clay Target Testing	6.3.6.3



Clay Targets	6.3.6
Clocks on the Ranges	6.4.3.5
Clothing and Equipment	6.7
Clothing Regulations – Appropriate Dress	6.7.5 / 6.20
Coaching during any Event	6.12.5
Commands LOAD / START - UNLOAD / STOP	6.2.3.1
Common Range Standards	6.4.3
Communication Services on the Range	6.4.2 q
Competition Officials	6.9
Competition Rules 10m/50m Rifle & Pistol Events	6.11.1
Complaint concerning Failure to register or display a Shot (EST)	6.10.8 / 6.10.9.3
Complaint during Sighting Shots	6.10.5
Complaint during Sighting Shots - Finals	6.17.1.8 a
Concealed Violation	6.12.6.1 b
Conduct of ISSF Championships	6.1.5
Control Sheets – 25m EST	6.3.5.4
Crossfires	6.11.6
Crossfires – 300m Electronic Scoring Targets	6.11.6.9 c
Crossfires – Annulment of a Shot	6.11.6.7 / 6.11.6.9
Crossfires – Determination of a confirmed Crossfire	6.11.6.4
Crossfires – Determination of a not-confirmed Crossfire	6.11.6.5
Crossfires – Disclaim a Crossfire	6.11.6.6
Crossfires – Not confirmed by the Range Officer	6.11.6.8
Crossfires – Scoring	6.11.6.1
Crossfires – Sighting Shot on a MATCH Target of another Athlete	6.11.6.3
Crossfires – Sighting Shot on a Sighting Target of another Athlete	6.11.6.2
Crossfires – The Athlete did not fire: confirmed by the Range Officer	6.11.6.7
Cylinder Validity Date	6.2.4.2 / 6.7.6.2 g
Decimal Scoring	6.3.3.1 / 6.3.3.2 / 6.3.3.3
Decisions – Jury	6.8.8 / 6.8.9
Decisions – Jury – Cases not covered by the ISSF Rules	6.8.13
Decisions of the RTS Jury	6.10.3.1 / 6.16.5
Deduction	6.12.6.2 b
Deduction from the Score	6.14.7
Deduction of Points – False Information	6.12.6.1 c
Deduction of Points – Release of Propellant prior to Preparation Time	6.11.2.1
Deduction of Points – Shot(s) before the Command START	6.11.1.1 i



Deductions – Too many Shots in Event or Position	6.11.5
Definitions and Abbreviations	P211/2
Delaying Start of Final	6.8.12
Deviations of Specifications	6.4.1.10
Disqualification	6.12.6.2 c
Disqualification – Physical Abuse of Official or Athlete	6.12.6.4
Disqualification –Serious Safety Violations	6.12.6.3
Disqualification in a Final	6.12.6.2 c / 6.17.1.13 h
Disturbances	6.11.7
Disturbing other Athletes	6.12.4
Double Trap Ranges – Separate Double Trap Ranges	6.4.19.4
Double Trap Ranges – Standards	6.4.19
Double Trap Ranges – Using a Trap Range	6.4.1.4
Drawing of Lots – Allocation of Firing Points	6.6.6
Dress Code	6.7.5 / 6.20
Dress Code – Prohibited Items	6.20.3
Dry Firing	6.2.4.1 / 6.11.1.1 f
Dry Firing – Definition	6.2.4.1
Duties and Function of the Jury	6.8
Eco-friendly Clay Targets	6.3.6
Electronic Devices	6.7.4.4 / 6.11.8 f
Electronic Scoring Targets – Checked by the Technical Delegate	6.3.2.8
Electronic Scoring Targets – Responsibility of the Athlete	6.10.4
Electronic Scoring Targets (EST)	6.3.2
Electronic Scoring Targets changing to MATCH by Range Officials	6.10.4 b
Eligibility of Athletes (Rule 4.1)	6.7.7.3
Elimination Events	6.6.6.1
Entries – Final Entries	6.6.4
Entry Status and Limits	6.6.1.3
Equipment and Competition Clothing	6.7
Equipment Control – Examination before using the Equipment	6.7.6.1
Equipment Control – Information for Athletes and Team Officials	6.7.6.2 a
Equipment Control – Instruments – Shoe Sole Flexibility Device	6.5.3
Equipment Control – Instruments – Stiffness Measurement Device	6.5.2
Equipment Control – Instruments – Thickness Measurement Device	6.5.1
Equipment Control – Instruments, Gauges	6.5
Equipment Control – Marking of Equipment and Guns	6.7.6.2 e
Equipment Control Procedure	6.7.6.2



Equipment Control – Register of Equipment	6.7.6.2 f
Equipment Control – Reinspection Fee	6.7.6.2 i
Equipment Control – Responsibility of the Athlete	6.7.2
Equipment Control – Supervision by the Jury	6.8.c
Equipment Control – Unfair Advantage over others	6.7.1
Equipment Control – Validity “one Time only” EC	6.7.6.2 e
Equipment Control in Interest of Safety	6.2.1.6
EST Score Protest	6.16.5.2
EST Technical Officers	6.10.1
Events Table	P214/215
Examination by the jury – Extra Shot when shot fails to register	6.10.9.3
Examination of Electronic Scoring Targets by Technical Delegate	6.3.2.8
Examination of Equipment, Guns, Positions during Competition	6.8.5
Extra Shot – Annuling of the last Shot fired (extra to the Competition)	6.10.9.3 d
Extra Shot – Directed to fire an aimed Shot	6.10.9.3
Extra Shot – Not registered and displayed on the Monitor	6.10.9.4
Extra Shot – Registered and displayed on the Monitor	6.10.9.3
Eye Protection	6.2.6
Failure of a single Target	6.10.9.2
Failure of all Targets on a Range	6.10.9.1
Failure of Electronic Scoring Target Systems 10m and 50m	6.10.9
Failure of the Paper or Rubber Band	6.10.6
False Information	6.12.6.1 c
Fees – Protest and Appeals	6.16.4
Finals – 25m RFP – Fires before green light	6.17.1.13 j
Finals – 25m Pistol Women – Fires before green light	6.17.1.13 j
Finals – Announcement of Official Results	6.17.1.14
Finals – Announcement of Scores – 10m Events	6.17.2 g / 6.17.2 h
Finals – Announcement of Scores – 25m Pistol	6.17.5 g
Finals – Announcement of Scores – 25m Rapid Fire Pistol	6.17.4 g
Finals – Athlete not reporting In Time: 2 Points DEDUCTION	6.17.1.3
Finals – Checking Athletes and Equipment before the Final	6.17.1.3
Finals – Coaching	6.17.1.13.n
Finals – Competition 25m Pistol	6.17.5
Finals – Competition 25m Rapid Fire Pistol	6.17.4
Finals – Commands – 10m Rifle and Pistol	6.17.2
Finals – Commands – 50m Rifle 3 Positions M & W	6.17.3
Finals – Competition Procedures	6.17.1.



Finals – Complaint during Sighting Shots	6.17.1.8 a
Finals – Decimal Scoring	6.3.3.3
Finals – Delay of a Final	6.8.12
Finals – Dry Firing prohibited	6.17.1.13 e
Finals – Equipment Tests before a Final	6.17.1.3
Finals – EST Complaint	6.17.1.8
Finals – Events-Program 10m Air Rifle and 10m Air Pistol	6.17.2
Finals – Events-Program 25m Pistol Women	6.17.5
Finals – Events-Program 25m Rapid Fire Pistol Men	6.17.4
Finals – Events-Program 50m Rifle 3 Positions Men and Women	6.17.3
Finals – Events-Program Rifle and Pistol	6.17
Finals – Events-Program Shotgun	9.17
Finals – Extra Shot fired	6.17.1.13 k
Finals – Failure of a single Target – during sighting	6.17.1.8 a
Finals – Failure of a single Target – during Final match	6.17.1.8 b
Finals – Failure of all Finals Targets	6.10.9.1
Finals – Failure of all Finals Targets – 10m and 50m Events	6.10.9
Finals – Failure of all Finals Targets – 25m Events	6.10.9
Finals – Final Official Results	6.17.1.14
Finals – Late Arrival	6.17.1.4
Finals – Malfunctions of a Gun 10m and 50m Final	6.17.1.6
Finals – Malfunctions of a Gun 25m RFP Final (Rule 8.9)	6.17.4 m
Finals – Malfunctions of a Gun 25m Pistol Women Final (Rule 8.9.1)	6.17.5 l
Finals – Number of finalists 10m / 50m Events	6.17.1.1
Finals – Number of finalists 25m Events	6.17.1.1
Finals – Officials	6.17.1.10
Finals – Pistol Support Stand	6.4.11.10
Finals – Preparation Time 10m	6.17.2 d
Finals – Preparation Time 25m Events	6.17.4 e / 6.17.5 e
Finals – Presentation of Finalists	6.17.1.12
Finals – Presentation of Medalists	6.17.1.14
Finals – Production and Music	6.17.1.11
Finals – Protests in Finals – Decisions	6.17.6
Finals – Protests in Finals – Score Protests	6.17.1.7
Finals – Qualification – Full Program	6.17.1.1
Finals – Range Equipment	6.17.1.9
Finals – Reporting to the Preparation Area	6.17.1.3
Finals – Rules and Procedures	6.17.1.13



Finals – Safety Flag	6.17.1.13 m / 6.2.2.2 a
Finals – Scoring	6.17.1.5
Finals – Pistol Support Stand	6.4.11.10
Finals – Shots fired before START or after STOP – 10m / 50m	6.17.1.13 h / 6.17.1.13 i
Finals – Sighting Commands 10m Rifle and Pistol	6.17.2 d
Finals – Sighting Commands 25m Pistol Women	6.17.5 e
Finals – Sighting Commands 25m Rapid Fire Pistol Men	6.17.4 e
Finals – Sighting Commands 50m Rifle 3 Positions	6.17.3 d
Finals – Starting Positions	6.17.1.2
Finals – Starting Time	6.17.1.3
Finals – Tied Scores 10m	6.17.2 j
Finals – Tied Scores 25m Pistol Women	6.17.5 i
Finals – Tied Scores 25m Rapid Fire Pistol Men	6.17.4 i
Finals – Tied Scores 50m 3 Positions	6.17.3 l
Firing after the Command UNLOAD / STOP	6.2.3.5
Firing before the Command LOAD / START	6.2.3.5
Firing Line	6.4.3.2
Firing Line – Marking and Measurement	6.4.5.4
Firing Point Allocation	6.6.6
Firing Point Equipment - 25m Pistol Ranges	6.4.11.10
Firing Point – Equipment – General	6.4.7.2
Firing Point – Substances	6.11.8 b
Flash Photography when forbidden	6.11.8 g
Flash Targets	6.3.6.2
Forms	6.19
Formula for the Elimination Round	6.6.6.1 d
Function Firing Range	6.4.11.11
Gas / CO2 Cylinder – Athletes Responsibility – validity date	6.7.6.2 g / 6.2.4.2
Gas or Air Cylinder – Changing or Refilling	6.11.2.3
Gauges and Instruments	6.5
General and Administrative Facilities	6.4.2
General Firing Point Standards	6.4.7
General Target Requirements	6.3.1
General Target Standards	6.3
Gun Handling Rules	6.2.2
Handling of Guns – After STOP	6.2.3.6
Handling of Guns – Removing of Guns from the Firing Line	6.2.2.1
Handling of Guns	6.2.2



Hearing Protection	6.2.5
Height of Targets	6.4.6.1
Horizontal Variations for Firing Points	6.4.6.3
Horizontal Variations for Target Centers	6.4.6.2
Individual Ties	6.15.1
Indoor Range – Light Measuring	6.4.14.2 / 6.4.14.3
Indoor Range – Light Requirements (Lux)	6.4.14
Inspection of Ranges by the Technical Delegate	6.4.1.9
Interruptions	6.11.3
Irregular Shots 10m, 50m and 300m	6.11.5
Juries – Advising, Assisting & Supervising	6.8
Juries – Appointment of Juries	6.1.5.1
Juries – Competition Jury – Duties and Functions	6.8
Jury – Decisions	6.8.9
Jury – Decisions re Post-competition test failure	6.7.9.3
Jury – Examination and Check before the Competition	6.8.3
Jury – Majority present on the Range	6.8.8
Jury – Responsibilities	6.8
Jury – Supervising – Examination of Equipment, Guns, Positions	6.8.5 / 6.8.6
Jury – Time Extension by the Jury	6.11.3.2 b
Jury Members – Athletes or Team Officials	6.8.14
Jury Members must wear the Official ISSF Jury Red Vest	6.8.2
Knowledge of the Rules	6.1.2 e
Late Arrival of Athlete	6.11.4
Left-handed / Right-handed	6.1.2 g
Light Measuring on Indoor Ranges	6.4.14.2 / 6.4.14.3
Light Requirements on Indoor Ranges	6.4.14
Line of Targets – Parallel to Firing Line	6.4.3.2
Load - Definition	6.2.3.4
Load – More than one Pellet loaded	6.11.2.4
Loading of Guns	6.2.3.2
Loading of Guns – Using a Magazine – Rifle & 10/50m Pistol Events	6.2.3.3
Main Scoreboard	6.4.2 i
Malfunction – If Allowable, Additional Sighting Shots	6.13.4
Malfunctions	6.13
Malfunctions of Guns / Ammunition	6.13
Maximum Athlete Entry	6.6.1.4
Media Facilities	6.4.2 s



Men's Events / Women's Events	6.1.2 h
Miss – Not fired Shots	6.11.1.2 f
Mixed Team Events - 10m Rifle + Pistol	6.18
Mobile Telephones	6.11.8 f / 6.7.4.4
Mobile Telephones – Notices Informing Restrictions	6.11.8 h
Monitor – Visibility	6.10.4 d
Move to a Reserve Position	6.10.9.2 a
Moving to another Firing Point	6.10.9.4
Music during Competitions	6.11.8 a
Non Allowable Malfunctions	6.13.2.2
Non Verbal Coaching	6.12.5.1
Not fired Shots	6.11.1.2 f
Notices Displayed	6.11.8 h
Not sign the Printer Record – Electronic Scoring Targets	6.10.4 g
Notification of Failure to register or display a Shot (EST)	6.10.9.3
Numbering of Target Frames and Firing Points	6.4.3.6
Numbering of Targets	6.4.3.6
Objective and Purpose of ISSF Rules	6.1.1
Official Championship Program	6.6.1.1
Official Schedule	6.6.1.2
Official Training	6.6.3.1
Officials, Athletes and Spectator Areas	6.4.1.5
Open Violation	6.12.6.1 a
Organization and Supervision of ISSF Championships	6.1.5
Organizing Committee and Appointments	6.1.5.2
Pellet – Load only one (1)	6.11.2.4 / 6.2.3.3
Penalties for Rule Violations	6.12.6
Penalty Cards	6.12.6.2 a / b / c / e
Physical Abuse of Official or Athlete	6.12.6.4
Post Competition Testing	6.7.9
Pre-Event Training	6.6.3.2
Preliminary Scores	6.14.1
Preparation Time – Handling Guns, Dry Firing, Aiming Exercises	6.11.1.1 f
Preparation Time – Sighting Targets, Pre-Competition Checks	6.11.1.1
Presence of the Jury	6.8.8 / 6.8.15
Procedure for Examination of Electronic Scoring Targets	6.10.8
Propaganda	6.12.1
Protection against Rain, Sun, Wind	6.4.1.5



Protest concerning the Shot-Value on Electronic Scoring Targets	6.10.7
Protest Fees	6.16.4
Protest Time	6.16.5.1 / 6.16.3
Protests – Dealt by the Jury	6.8.11
Protests – Scoring Protests – RTS Jury	6.16.5
Protests – Verbal	6.16.2
Protests – Written Protests	6.16.3
Protests and Appeals	6.16
Put down a Gun	6.2.2.4
Questioned Shot – Scoring	6.10.9.3
Questioned Shot not located	6.10.9.3 e
Range Commands	6.2.3
Range Officer(s) – Duties and Functions	6.9.2
Range Officers – Knowledge and Enforcement of the ISSF Rules	6.1.2 e
Range Scoreboards	6.4.2 i
Ranges and Other Facilities	6.4
Ready to shoot – Athlete to report on time	6.12.4 a
Recognised Shooting Events	P213
Records	6.14.9
Release of Propellant Charge after MATCH Firing starts	6.11.2.2
Remaining Time	6.11.1.2 e
Repair or replace a Gun	6.13.3
Replace or repair a Gun – No extra Time, but additional Sighting Shots	6.13.4
Replacement of an Athlete in a Team Event	6.6.5 c
Responsibility of Range Officials LOAD / START - UNLOAD / STOP	6.2.3.1
Responsibility of the Athlete	6.12.4
Responsibility of the Athlete - Equipment	6.7.2
Result Distribution	6.14.3
Result List – Contents	6.14.4.1
Result Lists – Abbreviations	6.14.4.2
Result Lists – Produced by ISSF Headquarters	6.14.4
Resume Shooting after STOP	6.2.3.6
Right-handed / Left-handed	6.1.2 g
RTS Jury – Electronic Scoring Targets	6.10.3
RTS Jury – Supervision of Scoring	6.8 b / 6.10.3.1
RTS Officers – Duties and Functions	6.9.4
Rule Violations – Penalties	6.12.6.2
Rules for all Rifle and 10m and 50m Pistol Events	6.11.1



Rules of conduct for Athletes and Officials	6.12
Running Target – Allocation of Firing Points	6.6.6.5
Running Target – Athlete visible to the Spectators	6.4.15.4
Running Target – Dry Firing Position	6.4.15.5
Running Target – Run Times	6.4.15.8
Running Target – Width of the Shooting Station	6.4.15.5
Running Target Ranges - Standards	6.4.15
Running Target Ranges 10m	6.4.16.2
Running Target Ranges 50m	6.4.16.1
Safety	6.2
Safety Flags	6.2.2.2
Safety of Athletes, Range Officials, Spectators	6.2.1.3 / 6.2.2.3
Safety of Ranges	6.2.1.2
Safety Rules - General	6.2.1
Serious Safety Violations	6.12.6.3
Scope of Technical Rules	6.1.3
Scoring and Results Procedure	6.14
Scoring Protests	6.10.7 / 6.16.5
Scoring Protests – Electronic Scoring Targets	6.10.7
Scoring Protests – Electronic Scoring Targets: 2 Points DEDUCTION	6.16.5.2 c / 6.10.7 d
Shadow on Targets	6.4.3.1
Shoe Sole Flexibility Measuring Device	6.5.3
Shooting Distances	6.4.5
Shooting Distances - Measurement	6.4.5.1
Shooting Mats	6.4.7.2 b
Shooting Tables	6.4.7.1
Shot Fails to Register	6.10.9.3
Shot(s) after the Command STOP	6.11.1.3
Shot(s) before the Command START	6.11.1.1 i
Shotgun – Allocation of Firing Points (Rule 9.11.4)	6.6.6.4
Shotgun – Selection of Ranges and Rounds	6.6.6.4
Shotgun Venues - Standards	6.4.17
Shots out of the Area of the Control Sheet	6.3.5.5
Side Blinders	6.7.8.1
Side Blinders for Shotgun (Rule 9.13.4)	6.7.8.1
Sighters – Match Changing done by the Target Officer	6.11.1.1 k
Sighting Shots	6.11.1.1
Sighting Shots after the first Competition Shot	6.11.1.2 c



Sighting Shots before the first Competition Shot	6.11.1.1
Sign the Printer Record – Electronic Scoring Targets	6.10.4 f / 6.10.4 g
Skeet Ranges – Standards	6.4.20
Skeet Ranges – Standards Range View	6.4.20.4
Smoking	6.11.8 e
Sound Producing Devices	6.7.4.3
Sound Reducing Devices	6.2.5
Special Devices – Clothing	6.7.4.2
Spectators Area	6.4.1.5 / 6.4.3.4
Spirit and Intent of the ISSF Rules	6.8.13
Standards for Running Target Ranges – General	6.4.15
Standards for Shotgun Ranges	6.4.17
Start Lists	6.6.5
Start of Match Firing	6.11.1.2
Stiffness Measuring Device	6.5.2
Stop Command	6.11.1.3
Stop Firing more than 3 Minutes	6.11.3.1
Stop Firing more than 5 Minutes or Moving to another Firing Point	6.11.3.2
Stop Shooting by Jury Member / Range Officer in Interest of Safety	6.2.1.5
Substances – Put on the Firing Point	6.11.8 b
Substitute Gun – Malfunction	6.13.3
Sun – Direction of Ranges	6.4.3.1
Systems of Targets	6.4.1.8
Tape on Firing Point	6.11.8 c
Target Centre Locations	6.4.6
Target Control Systems	6.3.5
Targeted Testing	6.7.9.4
Target Line	6.4.5.4
Target Officer – Electronic Scoring Targets	6.10.2
Targets and Target Standards	6.3
Team Leader – Responsibilities	6.12.3
Team Scores in 50m and 300m Eliminations Events	6.6.6.1 e / 6.6.6.1 f
Team Ties	6.15.5
Technical Delegate: Check of Electronic Scoring Targets	6.3.2.8
Technical Delegate: Report of World Records	6.14.9.5
Technical Delegate: Shotgun Events – Selection of Ranges / Rounds	6.6.6.4
Technical Delegate: Supervision – Allocation of Firing Points	6.6.6 a
Technical Meeting	6.6.2



Technical Officers – Electronic Scoring Targets	6.10.1
Thickness Measuring Device	6.5.1
Testing of Guns (Function Test)	6.4.11.11
Threat to the Safety of others on a Shooting Range	6.2.1.4
Tie-Breaking – Count back	6.15.1 b
Tie-Breaking – General	6.15
Tie-Breaking – Individuals	6.15.1
Tie-Breaking – Team Events	6.15.5
Ties in Olympic Events with Finals	6.15.4
Time Extension by the Jury – Marking on the Incident Report	6.11.3.2 b
Time Extension by the Jury – Moving to another Firing Point	6.11.3.2
Time Extension by the Jury – Stop Firing more than 5 Minutes	6.11.3.2
Timing Running Target	6.4.15.8
Too many Shots in an Event or Position	6.11.5
Training – General	6.6.3
Transfer the Values of excessive Shots – Count back Situation	6.11.5
Trap and Double Trap Pit Section	6.4.18.5
Trap Ranges – Standards	6.4.18
Trap Ranges – Target Throwing Machines	6.4.18.3
Unfair Advantage over others	6.7.1 / 6.1.4
Unofficial Training	6.6.3.3
Unsportsmanlike Behaviour	6.12.6.2 d
Verbal Protests	6.16.2
Verifying the Safety of Guns	6.2.2.4
Victory Ceremonies	6.17.7
Violation of Safety Rules in a Dangerous Manner	6.12.6.3
Violations – Concealed	6.12.6.1 b
Violations – Open	6.12.6.1 a
Warning	6.12.6.2 a
Wind Flags 50m / 300m	6.4.4
Wind Flags 50m / 300m Check before the Preparation Time	6.4.4.6
Women's Events / Men's Events	6.1.2 h
World Records	6.14.9
World Records – Finals	6.14.9.1
World Records – Juniors	6.14.9.3
World Records – Verification	6.14.9.5
Wrist Worn Devices	6.7.4.4
Written Protests	6.16.3



Written Protests – Decision forwarded to the ISSF Headquarters
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6.16.7



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 color and surface that makes the black aiming area (center) 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 Center Fire Pistol

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

1.4.2 300m Rifle

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



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

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

1.4.4 4.5 mm INWARD Gauges

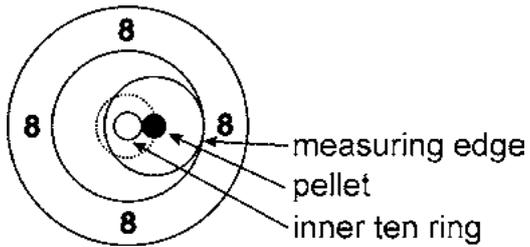
Measuring edge diameter:	4.50 mm (+0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	Measuring edge diameter minus 0.02 mm (4.48 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring the 1 and 2 rings of Air Rifle and 10m Running Targets. Measuring the 1 ring of Air Pistol 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:	18.0 mm (+0.00/-0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
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 4.5 mm OUTWARD Gauge for 10m Air Rifle and 10m Running Target

Measuring edge diameter:	5.50 mm (+0.00/-0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
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

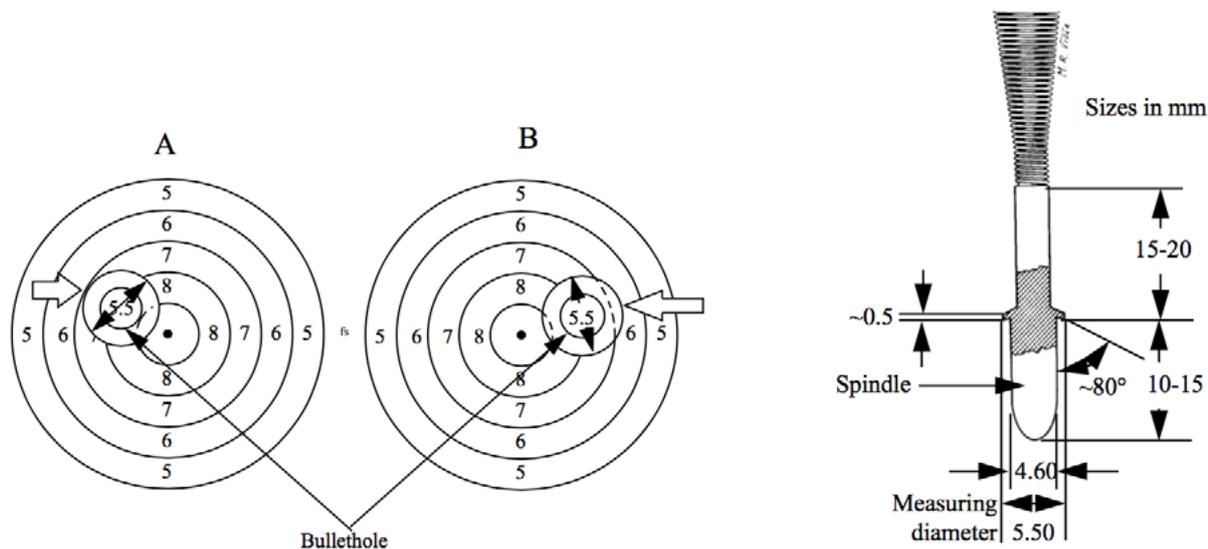


Illustration “A” depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying within the 7 ring; therefore the shot is scored a 9.

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 4.5 mm OUTWARD Gauge for 10m Air Pistol

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



1.4.10 Use of Air Pistol OUTWARD scoring gauge

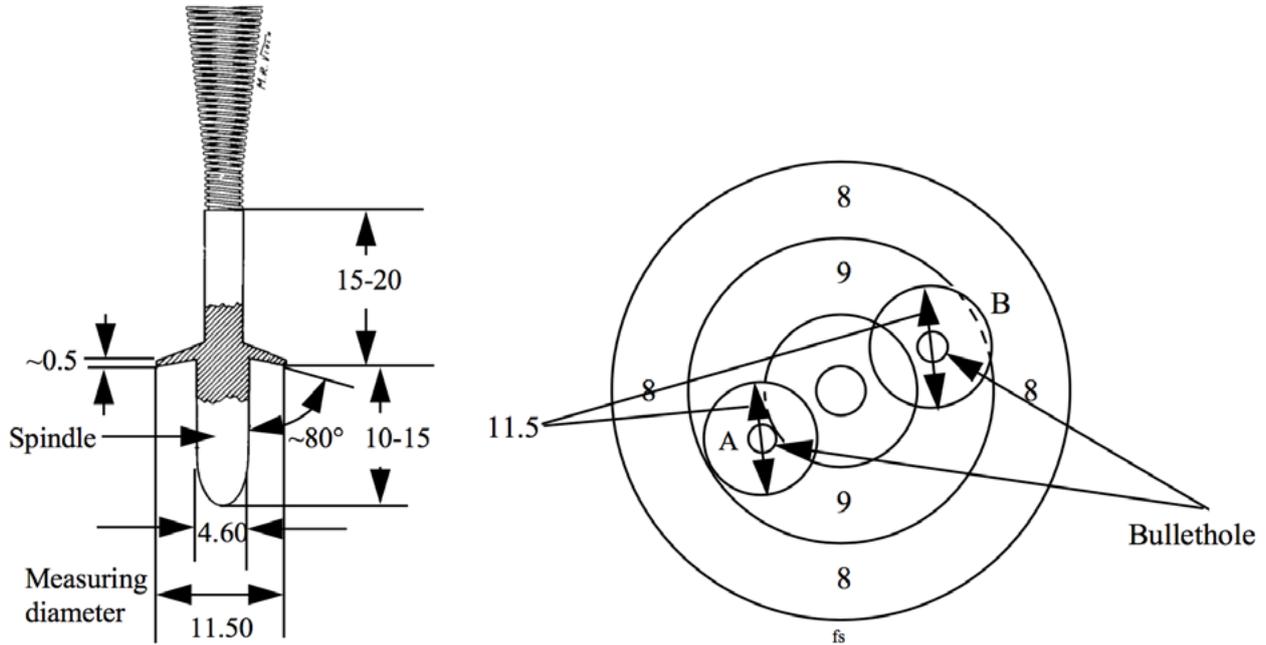


Illustration “A” depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is within the 9 ring; therefore the shot is scored a 10.

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.

- a) For 25m Center Fire Pistol (9.65 mm) the lines are 11.00 mm (+0.05 mm – 0.00 mm) apart measured between the inside edges; and
- b) For Small Bore Competitions (5.6 mm) the lines are 7.00 mm (+0.05 mm – 0.00 mm) apart measured between the inside edges. (To be used for 25m 5.6 mm 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 color similar to the color 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 50 cm x 50 cm, 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

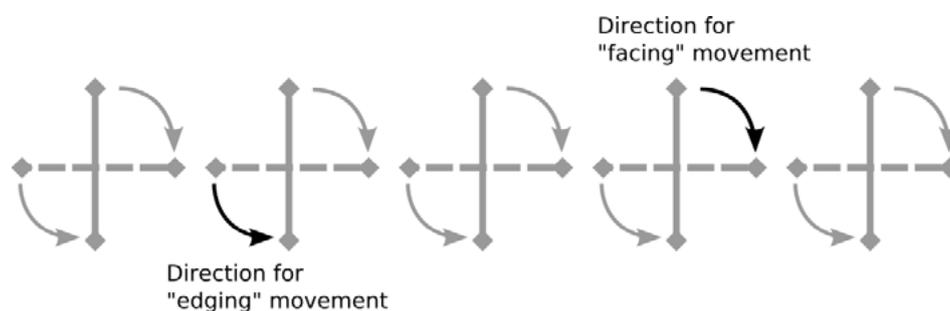
Target frames for the 25m Rapid Fire Pistol event must be placed in groups of five (5), all at the same height (+1cm), all functioning simultaneously and all facing one firing point which is centered on the middle target of the group. The distance between target centers, axis to axis, in a group of five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

- a) The time for turning to face the athlete must not exceed 0.3 seconds;
- b) When the targets turn, there must be no visible vibration to distract the athlete; and
- c) When viewed from above, the targets must turn in a clockwise direction to the facing position and in a counterclockwise direction to the edge-on position.

Rotation of Turning Targets



- d) 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).

- a) Timing must start the moment the targets begin to face and stop the moment they begin to turn away; and
- b) If the time is less than specified or greater than 0.2 sec, 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:

- a) 25m Rapid Fire Pistol: 8, 6 and 4 seconds;
- b) 25m Standard Pistol: 150, 20 and 10 seconds;
- c) 25m Pistol and 25m Center 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
- d) 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 colored 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 signaling 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 neighboring 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 Authorized.** 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 & Results Office and, when paper targets are used, on the 25 meter 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 initialing 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 Center 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 colored spotting discs in the 25m Rapid Fire Pistol event: These discs should have a diameter of 30 mm to 50 mm. They must be colored red on one side and white on the other. They should have a spindle through the center 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 Center 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, colored 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).

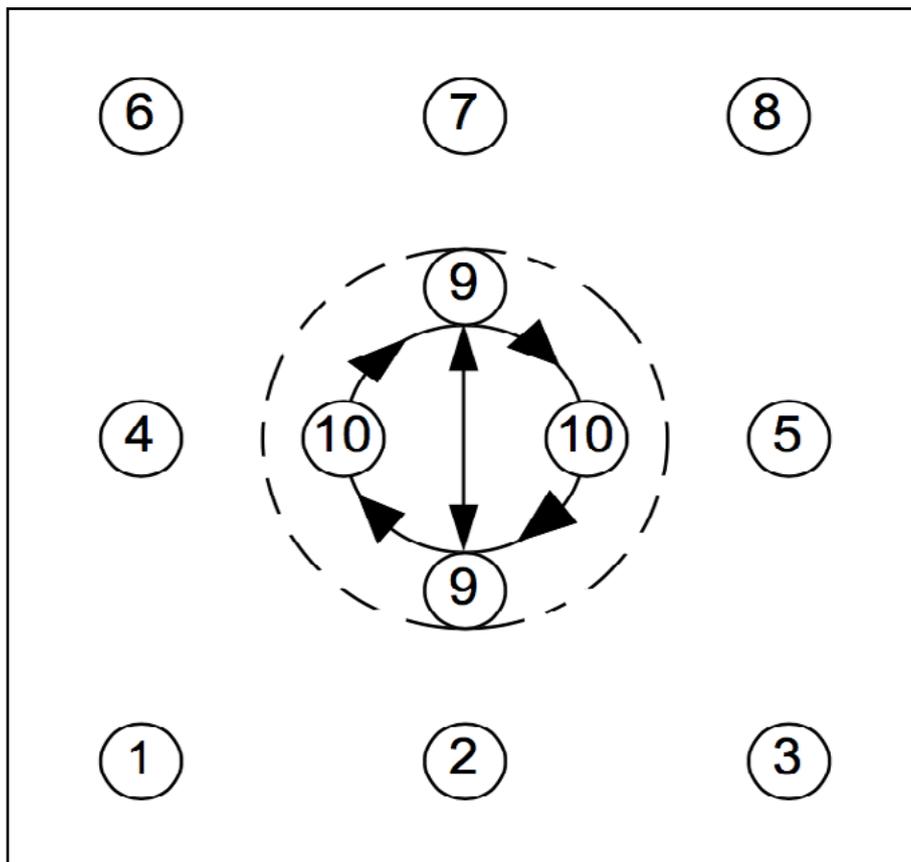


6 300M SCORING AND MARKING PROCEDURES

- 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:
- a) **Lower** the target;
 - b) **Cover** the hole with a transparent sticker and overlay a contrasting sticker to mark the location of the last shot;
 - c) **Raise the target; and**
 - d) **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 center.
- 6.3 The **value** of hits will be shown as follows (see diagram):
- a) The position of the **last hit** must be marked;
 - b) 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;
 - c) 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;
 - d) 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;
 - e) 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
 - f) 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.