



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

**Training Manual
Rifle
for ISSF Range Officials
& Judges**

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Note:

Article 3.12.3.9, Annex “J” to the ISSF General Regulations sets out the Guidelines for Judges. In Part 4.4, Judges’ Courses, J.4.6 refers to the ISSF Training Guidelines as the “basis for ISSF Judges’ Courses”. This document is available for Course Instructors and Member Federations from the ISSF HQ.

This Training Manual, referred to in the Training Guidelines, contains more detailed information intended for the training of Range Officials and Judges, and for their future reference. Separate Training Manuals are available for the Rifle, Pistol, Shotgun and Running Target disciplines.

Please send any comments to ISSF HQ.

Every effort has been made to avoid mistakes, but in case of doubt refer to the ISSF Official Statutes, Rules, and Regulations Edition 2013 (Third Print 01/2015) and subsequent changes published in the ISSF News and on the ISSF Website – where the latest version is available for downloading.

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GUIDE FOR RANGE OFFICERS AND JURIES

In addition to conducting the matches, as described in the detailed directions in this booklet, the Range Officers have the responsibility for specific actions before and after the competition.

Pre-match administration is covered in chapter 6.4 which includes instructions for range and pit personnel, checking all systems, conducting practice shooting, allocation of firing points and target distribution. After completion, targets, scorecards, Register Keeper's scorecards and score-sheets are to be sent to the Classification Office. Equipment should be disassembled and stored. The range should be cleared and cleaned. The Chief Range Officer should remain available to the Classification Office to assist in resolving problems. All range personnel should be familiar with these very important responsibilities.

NOTE:

Rule references in the material are designated by the starting digit as follows:

- 4. ISSF Eligibility and Sponsorship Rules
- 6. Technical Rules
- 7. Rifle Rules

Number Number in this Manual

Number Number of the Rule Book

NOTICE: Verbal Warnings can be given also by the Range Officials, any deductions or DSQ are the responsibility of the Jury Members, according to the ISSF Rules.

NOTICE: NOTE: Timings given in these rules are provided as guidelines.
For exact timings, check the document "Commands and Announcements for Finals" that is available from ISSF Headquarters.

- 1 10m AIR RIFLE MEN (60 shots) (7.9)**
- 1.1 QUALIFICATION ROUND**
- 1.1.1 Be sure the range is clear.
- 1.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions. Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released.
- 1.1.3 Notify Register Keepers of any changes.
- 1.1.4 Has equipment been checked? Mark Start List Y/N.
Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).
- 1.2 ANNOUNCE**
- “Athletes to the line”** 15 min. 30 sec. before the Preparation and Sighting Time starts.
- ”Preparation and Sighting Time START.”** (15 minutes)
- Each athlete must (*6.11.1.1 b*) have a sighting target.
- 1.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:
“(Welcome)
This is the 10m Air Rifle Men event.”
- 1.2.1.1 **“Paper competition targets are numbered in sequences, from 1 through 60, and must be fired in that order. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot. The program is 60 competition shots. Only one (1) shot may be fired on each competition target.**
The total time limit is 1 hour and 30 minutes.
Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”
(If there is a Register Keeper appointed for each firing point, he must inform the athlete when his sighting and competition targets are ready for firing).
Or, if electronic scoring targets are used:
- 1.2.1.2 **“Your target is set to record sighting shots. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot is fired. The program is 60 competition shots. When you are commanded at the end of the Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once. Please check the display on your firing point monitor.**
The total time limit is 1 hour and 15 minutes.

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

1.2.1.3 COMMANDS after fourteen minutes and 30 seconds **“thirty seconds (30)”**

1.2.2 COMMANDS after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**

“Reset targets.” (Pause 30 sec) (6.11.1.2)

1.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

1.2.2.2 **“Ten (10) minutes”**

1.2.2.3 **“Five (5) minutes”**

1.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and that there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

1.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

1.3 NOTES

1.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

1.3.2 If a paper target falls down with no shot, issue a new target and number it accordingly. Write the reason for the replacement on the back. At the end of the match, retrieve the fallen target.

1.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1 i).

1.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

1.3.5 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

1.3.6 Any release of the propelling charge after the first competition target is in place, without the pellet hitting the target, whether a pellet has been

loaded or not, will be scored as a miss. Target remains blank - next target. Note on target (6.11.2.2).

1.4 FINALS (8 athletes) (6.17.2)

1.4.1 Be sure the range is clear.

1.4.2 Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released. (6.17.1.2)

1.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, Bib (start) numbers and firing positions (6.17.1.3). Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Athletes must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks in the Preparation Area, as soon as the athlete has reported. Neither gun cases nor equipment containers may be left on the field of play behind the firing line. (6.17.1.12) A two (2) point penalty will be deducted from the first Finals shot if the athlete does not report to the Preparation Area in time. (6.17.1.3)

1.4.3 The athlete's clothing and equipment must be checked in the preparation area, with particular attention to athletes' clothing to ensure compliance with 7.5 and ISSF Eligibility and Sponsorship Rules (Section 4).

1.4.4 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 (6.17.1.4).

1.4.5 Target Systems

1.4.5.1 Paper Targets (it may not be possible to carry out meaningful finals on paper targets)

Number of Sighting Targets: four (4) targets in each event.

Number of Competition Shots per target: one (1) shot per target.

1.4.5.2 Electronic Targets only

The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.

1.4.6 EQUIPMENT SET-UP TIME

20:00 min. before (6.17.2 c)

Timings given in these rules are provided as guidelines.

For exact timings, check the document "Commands and Announcements for Finals" that is available from ISSF Headquarters.

The Chief Range Officer must authorize the finalists to move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time.

Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP).

Dry firing or loading is not permitted until the Preparation and Sighting Time starts.

1.4.6.1 **16:00 min. before**

Rifle warm-up period

The CRO will call the athletes to the firing line sixteen (16) minutes before the start time by commanding “**ATHLETES TO THE LINE**”.

After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “**EIGHT MINUTES PREPARATION AND SIGHTING TIME...START**”. During this time, finalists may fire unlimited sighting shots.

At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”. After eight (8) minutes, the CRO will command “**STOP...UNLOAD**”. No score announcements are made during sighting shots. After the commands “**STOP...UNLOAD**”, finalists must unload their rifles, insert safety flags for the presentation. Athletes may remain in position, but they must lower rifles from the shoulder and turn to face spectators for the presentation.

A Range Officer must verify that gun actions are open with safety flags inserted.

1.4.7 **PRESENTATION OF FINALISTS**

5:30 minutes before

1.4.7.1 After all finalists’ guns are checked, the Announcer will introduce the finalists by giving the name, nation and brief information about each finalist. The Announcer will also introduce the CRO and Jury Member-in-Charge (6.17.1.11).

1.4.8 **FINAL PREPARATION TIME**

1.4.8.1 Immediately after the presentation, the CRO will command “**TAKE YOUR POSITIONS**”. After 60 sec., the CRO will **begin commands for the first MATCH series**.

1.4.9 **FINALS START**

1st COMPETITION STAGE

2 X 3 – shot series

Time limit: 150 sec. for each series

Competition firing starts at 0:00 min.

The CRO will command “**FOR THE FIRST COMPETITION SERIES...LOAD**”. After 5 sec., the CRO will command “**START**”.

Finalists have 150 sec. to fire three (3) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists’ target monitors. If a countdown clock is not visible to each finalist on his firing point, the CRO must announce “**TEN**” and “**FIVE**” to indicate the time remaining in each series.

At 150 sec. or after all finalists have fired three shots, the CRO will command “**STOP**”.

1.4.10 **SCORE ANNOUNCEMENTS**

Immediately after the command “**STOP**”, the Announcer will give 15-20 sec. of comments on the current ranking of the finalist and notable scores.

Individual shot scores are not announced.

Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SERIES, LOAD**”.

After 5 sec., the CRO will command “**START**”.

At 150 sec. or after all finalists have fired three shots, the CRO will command “**STOP**”.

The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.

1.4.11 **2nd COMPETITION STAGE**

14 x 1 Single Shots

Time limit: 50 sec. for each single shot

1.4.11.1 Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”. After 5 sec., the CRO will command “**START**”. Finalists have 50 sec. to fire each shot. At 50 sec., the CRO will command “**STOP**” and the Announcer will give comments about the finalists and their scores. Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”. After 5 sec., the CRO will command “**START**”.

This sequence will continue until 20 total shots, including 14 single shots, are fired. At the end of the 20th shot, the CRO will command

“**STOP...UNLOAD**”. A Range Officer must verify that gun actions are open with safety flags inserted.

1.4.12 **ELIMINATIONS**

When a finalist is eliminated, he must unload his rifle, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.

1.4.12.1 After all finalists have fired eight (8) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows:

1.4.12.2 After 10 shots – 7th place

1.4.12.3 After 12 shots – 6th place

1.4.12.4 After 14 shots – 5th place

1.4.12.5 After 16 shots – 4th place

1.4.12.6 After 18 shots – 3rd place (bronze medal winner is decided)

- 1.4.12.7 After 20 shots – 2nd and 1st places (silver and gold medal winners are decided)
- 1.4.12.8 After the two (2) remaining finalists fire their 20th shots, and if there are no ties and no protests, the CRO will declare “**RESULTS ARE FINAL**”.
- 1.4.12.9 The Announcer will immediately recognize the gold, silver and bronze medal winners (6.17.1.13).
- 1.4.13 **NOTES**
- 1.4.13.1 **6.17.6 Protests in Finals**
- 1.4.13.1.1 Any protests must be immediate and made by the athlete or his coach by holding up his hand.
- 1.4.13.1.2 Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.7 and 6.17.1.10). A decision by the Finals Protest Jury is final and may not be appealed.
- 1.4.13.1.3 If a protest in Finals is not upheld, a penalty of two points or two hits shall apply. No protest fee shall apply in Finals.
- 1.4.13.2 **Reporting and Start Time**
- 6.17.1.3** A two (2) point/hit penalty will be deducted from the score of the first MATCH shot if the athlete does not report on time.
- 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.
- 1.4.13.3 **6.11.1.1i, 6.11.1.3** Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).
- 1.4.13.4 Aiming exercises are allowed.
- 6.11.1.1d** After the Chief Range Officer calls the athletes to the line, they are permitted to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;
- 1.4.13.5 **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.
- 1.4.13.6 **6.17.1.6 Malfunctions, 10m Finals.** If an athlete 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 refire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a 3-shot or 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 continue the series with additional time equal to the time
- If a shot has not been fired due to a malfunction, an athlete may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

1.4.14 **TIE-BREAKING**

If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking single shots until the tie is broken. For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shots with the normal firing procedure.

The Announcer will make no comments until the tie is broken.

1.4.15 **PROCLAMATION OF MEDALISTS (6.17.1.13)**

After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:

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

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

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

1.4.16 **6.17.1.12 Finals Procedures and Rules**

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

1.4.17 In ISSF Championships, Elimination and Qualification Round Competitions for 10m Air Rifle Men and Men Junior events must be scored in decimal values (6.3.4 b).

Personal notes

- 2 10m AIR RIFLE WOMEN (40 shots) (7.9)**
- 2.1 QUALIFICATION ROUND**
- 2.1.1 Be sure the range is clear.
- 2.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.
- 2.1.3 Notify Register Keepers of any changes.
- 2.1.4 Has equipment been checked? Mark Start List Y/N.
Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).
- 2.2 ANNOUNCE**
- “Athletes to the line”** 15 min. 30 sec. before the Preparation and Sighting Time starts.
- “Preparation and Sighting Time START.”** (15 minutes)
- Each athlete must (6.11.1.1 b) have a sighting target.
- 2.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:
“(Welcome)
This is the 10m Air Rifle Women event.”
- 2.2.1.1 **“Paper competition targets are numbered in sequences, from 1 through 40, and must be fired in that order. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot. The program is 40 competition shots. Only one (1) shot may be fired on each competition target.**
The total time limit is 60 minutes.
Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”
(If there is a Register Keeper appointed for each firing point, he must inform the athlete when his sighting and competition targets are ready for firing).
Or, if electronic scoring targets are used:
- 2.2.1.2 **“Your target is set to record sighting shots. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot is fired. The program is 40 competition shots. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once. Please check the display on your firing point monitor.**
The total time limit is 50 minutes.
Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

- 2.2.1.3 COMMANDS after fourteen minutes and 30 seconds **“thirty seconds (30)”**.
- 2.2.2 COMMANDS after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.
“Reset targets.” (pause 30 sec) (6.11.1.2)
- 2.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.
- 2.2.2.2 **“Ten (10) minutes”**
- 2.2.2.3 **“Five (5) minutes”**
- 2.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

- 2.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

2.3 NOTES

- 2.3.1 Range Officers must move continually and quietly while observing the athletes at all times.
- 2.3.2 If a paper target falls down with no shot, issue a new target and number it accordingly. Write the reason for the replacement on the back. At the end of the match, retrieve the fallen target.
- 2.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1 i).
- 2.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.
- 2.3.5 **Interruptions**
If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).
- 2.3.6 Any release of the propelling charge after the first competition target is in place, without the pellet hitting the target, whether a pellet has been loaded or not, will be scored as a miss. Target remains blank - next target. Note on target (6.11.2.2).

2.4 FINALS (8 athletes) (6.17.2)

2.4.1 Be sure the range is clear.

2.4.2 Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released. (6.17.1.2)

2.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, Bib (start) numbers and firing positions (6.17.1.3). Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Athletes must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks and trigger weighing in the Preparation Area prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line. (6.17.1.12) A two (2) point penalty will be deducted from the first Finals shot if the athlete does not report to the Preparation Area in time. (6.17.1.3)

2.4.3 The athlete's clothing and equipment must be checked in the preparation area, with particular attention to athletes' clothing to ensure compliance with 7.5 and ISSF Eligibility and Sponsorship Rules (Section 4).

2.4.4 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 (6.17.1.4).

2.4.5 Target Systems

2.4.5.1 Paper Targets (it may not be possible to carry out meaningful finals on paper targets)

Number of Sighting Targets: four (4) targets in each event.

Number of Competition Shots per target: one (1) shot per target.

2.4.5.2 Electronic targets only

The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.

2.4.6 EQUIPMENT SET-UP TIME

20:00 min. before (6.17.2 c)

Timings given in these rules are provided as guidelines.

For exact timings, check the document "Commands and

Announcements for Finals" that is available from ISSF Headquarters.

The Chief Range Officer must authorize the finalists to move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time.

Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP).

Dry firing or loading is not permitted until the Preparation and Sighting Time starts.

2.4.6.1 **16:00 min. before**

Rifle warm-up period

The CRO will call athletes to the firing line sixteen (16) minutes before the start time by commanding “**ATHLETES TO THE LINE**”.

After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “**EIGHT MINUTES PREPARATION AND SIGHTING TIME...START**”. During this time, finalists may fire unlimited sighting shots.

At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”. After eight (8) minutes, the CRO will command

“**STOP...UNLOAD**”. No score announcements are made during sighting shots. After the commands “**STOP...UNLOAD**”, finalists must unload their rifles, insert safety flags for the presentation, athletes may remain in position, but they must lower rifles from the shoulder and turn to face spectators for the presentation.

A Range Officer must verify that gun actions are open with safety flags inserted.

2.4.7 **PRESENTATION OF FINALISTS**

5:30 minutes before

2.4.7.1 After all finalists’ guns are checked, the Announcer will introduce finalists by giving the name, nation and brief information about each finalist. The Announcer will also introduce the CRO and Jury Member-in-Charge (6.17.1.11)

2.4.8 **FINAL PREPARATION TIME**

2.4.8.1 Immediately after the presentation, the CRO will command “**TAKE YOUR POSITIONS**”. After 60 sec., the CRO will **begin commands for the first MATCH series.**

2.4.9 **FINALS START**

1st COMPETITION STAGE

2 X 3 – shot series

Time limit: 150 sec. for each series

Competition firing starts at 0:00 min.

The CRO will command “**FOR THE FIRST COMPETITION SERIES...LOAD**”. After 5 sec., the CRO will command “**START**”.

Finalists have 150 sec. to fire three (3) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists’ target monitors. If a countdown clock is not visible to each finalist on his firing point, the CRO must announce “**TEN**” and “**FIVE**” to indicate the time remaining in each series.

At 150 sec. or after all finalists have fired three shots, the CRO will command "**STOP**".

2.4.10 **SCORE ANNOUNCEMENTS**

Immediately after the command "**STOP**", the Announcer will give 15-20 sec. of comments on the current ranking of the Finalist and notable scores.

Individual shot scores are not announced.

Immediately after the Announcer finishes, the CRO will command "**FOR THE NEXT COMPETITION SERIES, LOAD**".

After 5 sec., the CRO will command "**START**".

At 150 sec. or after all finalists have fired three shots, the CRO will command "**STOP**".

The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.

2.4.11 **2nd COMPETITION STAGE**

14 x 1 Single Shots

Time limit: 50 sec. for each single shot

2.4.11.1 Immediately after the Announcer finishes, the CRO will command "**FOR THE NEXT COMPETITION SHOT, LOAD**". After 5 sec., the CRO will command "**START**". Finalists have 50 sec. to fire each shot. At 50 sec., the CRO will command "**STOP**" and the Announcer will give comments about the Finalists and their scores. Immediately after the Announcer finishes, the CRO will command "**FOR THE NEXT COMPETITION SHOT, LOAD**". After 5 sec., the CRO will command "**START**".

This sequence will continue until 20 total shots, including 14 single shots, are fired. At the end of the 20th shot, the CRO will command

"**STOP...UNLOAD**". A Range Officer must verify that gun actions are open with safety flags inserted.

2.4.12 **ELIMINATIONS**

When a finalist is eliminated, he must unload his rifle, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.

2.4.12.1 After all finalists have fired eight (8) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows:

2.4.12.2 After 10 shots – 7th place

2.4.12.3 After 12 shots – 6th place

2.4.12.4 After 14 shots – 5th place

2.4.12.5 After 16 shots – 4th place

2.4.12.6 After 18 shots – 3rd place (bronze medal winner is decided)

- 2.4.12.7 After 20 shots – 2nd and 1st places (silver and gold medal winners are decided)
- 2.4.12.8 After the two (2) remaining finalists fire their 20th shots, and if there are no ties and no protests, the CRO will declare “**RESULTS ARE FINAL**”.
- 2.4.12.9 The Announcer will immediately recognize the gold, silver and bronze medal winners (6.17.1.13).
- 2.4.13 **NOTES**
- 2.4.13.1 **6.17.6 Protests in Finals**
- 2.4.13.1.1 Any protests must be immediate and made by the athlete or his coach by holding up his hand.
- 2.4.13.1.2 Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.7 and 6.17.1.10). A decision by the Finals Protest Jury is final and may not be appealed.
- 2.4.13.1.3 If a protest in Finals is not upheld, a penalty of two points or two hits shall apply. No protest fee shall apply in Finals.
- 2.4.13.2 **Reporting and Start Time**
- 6.17.1.3** A two (2) point/hit penalty will be deducted from the score of the first MATCH shot if the athlete does not report on time.
- 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.
- 2.4.13.3 **6.11.1.1i, 6.11.1.3** Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).
- 2.4.13.4 Aiming exercises are allowed.
- 6.11.1.1d** After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;
- 2.4.13.5 **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.
- 2.4.13.6 **6.17.1.6 Malfunctions, 10m Finals.** If an athlete 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 refire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a 3-shot or 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 continue the series with additional time equal to the time.
- If a shot has not been fired due to a malfunction, an athlete may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

2.4.14 **TIE-BREAKING**

If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking single shots until the tie is broken. For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shots with the normal firing procedure.

The Announcer will make no comments until the tie is broken.

2.4.15 **PROCLAMATION OF MEDALISTS (6.17.1.13)**

After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:

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

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

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

2.4.16 **6.17.1.12 Finals Procedures and Rules**

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

2.4.17 In ISSF Championships, Elimination and Qualification Round Competitions for 10m Air Rifle Women and Women Junior events must be scored in decimal values (6.3.4 b).

Personal notes

- 3 50m RIFLE PRONE MEN / WOMEN (7.9)**
- 3.1 QUALIFICATION ROUND (for men); COMPETITION (for women)**
- 3.1.1 Be sure the range is clear.
- 3.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.
- 3.1.3 Notify Register Keepers of any changes.
- 3.1.4 Has equipment been checked? Mark Start List Y/N.
Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).
- 3.2 ANNOUNCE**
- “Athletes to the line”** 15 min. 30 sec. before the Preparation and Sighting Time starts.
- “Preparation and Sighting Time START.”** (15 minutes)
- Each athlete must (*6.11.1.1 b*) have a sighting target.
- 3.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:
“(Welcome)”
- This is the 50m Rifle Prone Men event / 50m Rifle Prone Women event.”**
- 3.2.1.1 **“Paper competition targets are numbered in sequences, from 1 through 60, and must be fired in that order. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot. The program is 60 competition shots. Only one (1) shot may be fired on each competition target.**
- The total time limit is**
1 hour. (if pit operated or target carriers with paper targets)
Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”
- (If there are Register Keepers appointed for each firing point, they must inform the athlete when his sighting and competition targets are ready for firing.)**
- Or, if electronic scoring targets are used:
- 3.2.1.2 **“Your target is set to record sighting shots. An unlimited number of sighting shots is allowed during the Preparation and Sighting Time, before the first competition shot is fired. The program is 60 competition shots. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once. Please check the display on your firing point monitor.**

The total time limit is 50 minutes.

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

3.2.1.3 COMMANDS after fourteen minutes and 30 seconds **“thirty seconds (30)”**

3.2.2 COMMANDS after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“Reset targets.” (pause 30 sec) (6.11.1.2)

3.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

3.2.2.2 **“Ten (10) minutes”**

3.2.2.3 **“Five (5) minutes”**

3.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

3.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

3.3 NOTES

3.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

3.3.2 If a paper target falls down (from a target carrier) with no shot, issue a new target and number it accordingly. Write the reason for the replacement on the back. At the end of the match, retrieve the fallen target.

3.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1 i).

3.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

3.3.5 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

- 3.3.6 If electronic scoring targets are used, see 6.10.
- 3.4 FINALS (8 athletes) (6.17.2) NO FINALS FOR WOMEN**
- 3.4.1 Be sure the range is clear.
- 3.4.2 Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released. (6.17.1.2)
- 3.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, Bib (start) numbers and firing positions (6.17.1.3). Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Athletes must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks and trigger weighing in the Preparation Area prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line. (6.17.1.12) A two (2) point penalty will be deducted from the first Finals shot if the athlete does not report to the Preparation Area in time. (6.17.1.3)
- 3.4.3 The athlete's clothing and equipment must be checked in the preparation area, with particular attention to athletes' clothing to ensure compliance with 7.5 and ISSF Eligibility and Sponsorship Rules (Section 4).
- 3.4.4 **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 (6.17.1.4).
- 3.4.5 Target Systems (it may not be possible to carry out meaningful finals on paper targets)
- 3.4.5.1 Paper Targets
Number of Sighting Targets: four (4) targets.
Number of Competition Shots per target: one (1) shot per target.
- 3.4.5.2 Electronic targets only
The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.
- 3.4.6 **EQUIPMENT SET-UP TIME**
20:00 min. before (6.17.2 c)
Timings given in these rules are provided as guidelines.
For exact timings, check the document "Commands and Announcements for Finals" that is available from ISSF Headquarters.
The Chief Range Officer must authorize the Finalists to move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time.

Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP).

Dry firing or loading is not permitted until the Preparation and Sighting Time starts.

3.4.6.1 **16:00 min. before**

Rifle warm-up period

The CRO will call athletes to the firing line sixteen (16) minutes before the start time by commanding "**ATHLETES TO THE LINE**".

After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding "**EIGHT MINUTES PREPARATION AND SIGHTING TIME...START**". During this time, finalists may fire unlimited sighting shots.

At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "**30 SECONDS**". After eight (8) minutes, the CRO will command

"**STOP...UNLOAD.**" No score announcements are made during sighting shots. After the commands "**STOP...UNLOAD**", Finalists must unload their rifles, insert safety flags for the presentation. Athletes may remain in position, but they must lower rifles from the shoulder and turn to face spectators for the presentation.

A Range Officer must verify that gun actions are open with safety flags inserted.

3.4.7 **PRESENTATION OF FINALISTS**

5:30 minutes before

3.4.7.1 After all finalists' guns are checked, the Announcer will introduce finalists by giving the name, nation and brief information about each finalist. The Announcer will also introduce the CRO and Jury Member-in-Charge (6.17.1.11)

3.4.8 **FINAL PREPARATION TIME**

3.4.8.1 Immediately after the presentation, the CRO will command "**TAKE YOUR POSITIONS**". After 60 sec., the CRO will **begin commands for the first MATCH series.**

3.4.9 **FINALS START**

1st COMPETITION STAGE

2 X 3 – shot series

Time limit: 100 sec. for each series

Competition firing starts at 0:00 min.

The CRO will command "**FOR THE FIRST COMPETITION SERIES...LOAD**". After 5 sec., the CRO will command "**START**".

Finalists have 100 sec. to fire three (3) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists' target monitors. If a countdown clock is not visible to each

finalist on his firing point, the CRO must announce “**TEN**” and “**FIVE**” to indicate the time remaining in each series.

At 100 sec. or after all finalists have fired three shots, the CRO will command “**STOP**”.

3.4.10 **SCORE ANNOUNCEMENTS**

Immediately after the command “**STOP**”, the Announcer will give 15-20 sec. of comments on the current ranking of the finalist and notable scores.

Individual shot scores are not announced.

Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SERIES, LOAD**”.

After 5 sec., the CRO will command “**START**”.

At 100 sec. or after all finalists have fired three shots, the CRO will command “**STOP**”.

The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.

3.4.11 **2nd COMPETITION STAGE**

14 x 1 Single Shots

Time limit: 30 sec. for each single shot

3.4.11.1 Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”. After 5 sec., the CRO will command “**START**”. Finalists have 30 sec. to fire each shot. At 30 sec., the CRO will command “**STOP**” and the Announcer will give comments about the Finalists and their scores. Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”. After 5 sec., the CRO will command “**START**”.

This sequence will continue until 20 total shots, including 14 single shots, are fired. At the end of the 20th shot, the CRO will command

“**STOP...UNLOAD**”. A Range Officer must verify that gun actions are open with safety flags inserted.

3.4.12 **ELIMINATIONS**

When a finalist is eliminated, he must unload his rifle, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.

3.4.12.1 After all finalists have fired eight (8) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows:

3.4.12.2 After 10 shots – 7th place

3.4.12.3 After 12 shots – 6th place

3.4.12.4 After 14 shots – 5th place

3.4.12.5 After 16 shots – 4th place

- 3.4.12.6 After 18 shots – 3rd place (bronze medal winner is decided)
- 3.4.12.7 After 20 shots – 2nd and 1st places (silver and gold medal winners are decided)
- 3.4.12.8 After the two (2) remaining finalists fire their 20th shots, and if there are no ties and no protests, the CRO will declare “**RESULTS ARE FINAL**”.
- 3.4.12.9 The Announcer will immediately recognize the gold, silver and bronze medal winners (6.17.1.13).
- 3.4.13 **NOTES**
- 3.4.13.1 **6.17.6 Protests in Finals**
- 3.4.13.2 Any protests must be immediate and made by the athlete or his coach by holding up his hand.
- 3.4.13.3 Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.7 and 6.17.1.10). A decision by the Finals Protest Jury is final and may not be appealed.
- 3.4.13.4 If a protest in Finals is not upheld, a penalty of two points or two hits shall apply. No protest fee shall apply in Finals.
- 3.4.13.5 **Reporting and Start Time**
- 6.17.1.3** A two (2) point/hit penalty will be deducted from the score of the first MATCH shot if the athlete does not report on time.
- 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.
- 3.4.13.6 **6.11.1.1i, 6.11.1.3** Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).
- 3.4.13.7 Aiming exercises are allowed.
- 6.11.1.1d** After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;
- 3.4.14 **6.17.1.6 Malfunctions, 50m Finals.** If an athlete 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 refire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a 3-shot or 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 continue the series with additional time equal to the time.
- If a shot has not been fired due to a malfunction, an athlete may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing
- 3.4.15 **TIE-BREAKING**

If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking single shots until the tie is broken. For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shots with the normal firing procedure.

The Announcer will make no comments until the tie is broken.

3.4.16 **PROCLAMATION OF MEDALISTS (6.17.1.13)**

3.4.16.1 After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:

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

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

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

3.4.17 **6.17.1.12 Finals Procedures and Rules**

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

3.4.18 In ISSF Championships, Elimination and Qualification Round Competitions for 50m Rifle Prone Men, Men Junior, 50m Rifle Prone Women and Women Junior events must be scored in decimal values (6.3.4 b).

Personal notes

4 50m RIFLE 3 POSITIONS MEN (7.9)

4.1 QUALIFICATION ROUND

4.1.1 Be sure the range is clear.

4.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.

4.1.3 Notify Register Keepers of any changes.

4.1.4 Has equipment been checked? Mark Start List Y/N.

Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).

4.2 ANNOUNCE

“Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.

“Preparation and Sighting Time START.” (15 minutes)

Each athlete must (6.11.1.1.d) have a sighting target.

4.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:

“(Welcome)”

This is the 50m Rifle 3 Positions Men event.”

4.2.1.1 Paper Targets: **“The match consists of 40 shots kneeling, 40 shots prone and 40 shots standing, and must be fired in that order. Each athlete has 40 competition targets and 4 sighting for each position. An unlimited number of sighting is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.**

The total time limit is

3 hours 15 min. (if pit operated or target carriers with paper targets)

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes “before”.

(If there is a Register Keeper appointed for each firing point, he must inform the athlete when his sighting and competition targets are ready for firing).

Or, if electronic scoring targets are used:

4.2.1.2 **“Your target is set to record sighting shots in kneeling position. An unlimited number of sighting shots are allowed during the Preparation and Sighting Time, before the first competition shot is fired. The match consists of 40 shots kneeling, 40 shots prone and 40 shots standing and must be fired in that order. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once.**

Please check the display on your firing point monitor, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.

The total time limit is 2 hour and 45 min.

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

For Sius 921

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word STOP, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word STOP, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 931

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 941

Everything is the same like 931.

BUT the word READY will be seen EVERYWHERE: in sighters, in competition shots and in all positions (kneeling, prone, and standing).

4.2.1.3 **COMMANDS** after fourteen minutes and 30 seconds **“thirty seconds (30)”**

4.2.2 **COMMANDS** after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“Reset targets.” (pause 30 sec) (6.11.1.2)

4.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

4.2.2.2 **“Ten (10) minutes”**

4.2.2.3 **“Five (5) minutes”**

4.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

4.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

4.3 NOTES

4.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

4.3.2 If a paper target falls down (from a target carrier) with no shot, issue a new target and number it accordingly. Write the reason for the replacement on the back. At the end of the match, retrieve the fallen target.

4.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1.î).

4.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

4.3.5 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

4.4 FINALS (8 athletes) (6.17.3)

The Finals consists of 15 MATCH shots in each position, kneeling, prone and standing, fired in that order. The Finals 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 lowest ranking finalists are eliminated after 10 (2 x 5) shots standing. The Finals continues with five (5) single shots in standing, each in 50 sec., with the lowest ranking finalist being eliminated after each shot until two athletes remain to fire the last shot and decide the gold medal winner. There are a total of 45 Finals shots.

4.4.1 Be sure the range is clear.

- 4.4.2 Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released. (6.17.1.2)
- 4.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, Bib (start) numbers and firing positions (6.17.1.3). Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Athletes must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks and trigger weighing in the Preparation Area prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line. (6.17.1.12) A two (2) point penalty will be deducted from the first Finals shot if the athlete does not report to the Preparation Area in time. (6.17.1.3).
- 4.4.3 The athlete's clothing and equipment must be checked in the preparation area, with particular attention to athletes' clothing to ensure compliance with 7.5 and ISSF Eligibility and Sponsorship Rules (Section 4).
- 4.4.4 **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.
- 4.4.5 **Target Systems**
- 4.4.5.1 Paper Targets (it may not be possible to carry out meaningful Finals on paper targets)
Number of Sighting Targets: four (4) targets in each event.
Number of Competition Shots per target: one (1) shot per target.
- 4.4.5.2 Electronic Targets only
The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.
- 4.4.6 **EQUIPMENT SET-UP TIME**
20:00 min. before
Timings given in these rules are provided as guidelines.
For exact timings, check the document "Commands and Announcements for Finals" that is available from ISSF Headquarters.
The Chief Range Officer must authorize the finalists to move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time.
Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP), but 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

Finals (The Organising Committee should provide 8 suitable similar plain containers with handle and wheels). Aiming exercises may be done during the Equipment Set-Up time. Dry firing or loading is not permitted until the Preparation and Sighting Time starts.

4.4.7 **PREPARATION AND SIGHTING KNEELING POSITION**

Starts 13:00 min. before

The CRO will call finalists to the firing line thirteen (13) minutes before the Start Time by commanding “**ATHLETES TO THE LINE**”. After being called to the line, finalists may handle their rifles, get into the kneeling position and do holding or aiming exercises, but they may not remove safety flags or dry fire.

After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “**FIVE MINUTES PREPARATION AND SIGHTING TIME...START**”. After this command, finalists may remove safety flags, dry fire and fire unlimited sighting shots.

At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”.

After five (5) min., the CRO will command “**STOP...UNLOAD**”.

No score announcements are made during Sighting shots. After the command “**STOP...UNLOAD**”, finalists must unload their rifles and insert safety flags for the presentation of the finalists.

A Range Officer must verify that rifle actions are open with safety flags inserted.

4.4.8 **PRESENTATION OF FINALISTS**

5:30 min. before

4.4.8.1 After finalists' rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.11. Athletes may remain in position, rifles must remain down, during 3 Positions Finals presentations, but they are expected to turn their heads and faces towards spectators and the TV camera used to show the presentations. Additional biographical information and photos of each finalist should be given during the Changeover and Sighting periods.

4.4.9 **KNEELING POSITION MATCH FIRING**

3 X 5 – shot series

Time limit: 200 sec. for each series

Competition firing starts at 0:00 min.

4.4.9.1 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**”.

Finalists have 200 sec. to fire five (5) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists' EST monitors. If a countdown clock is not visible to the finalist on his firing point, the CRO must announce "**TEN**" and "**FIVE**" to indicate the time remaining in each series.

At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "**STOP**".

Immediately after the command "**STOP**", the Announcer will give 15-20 sec. of comments on the current ranking of the finalist and notable scores. Individual shot scores are not announced.

Immediately after the Announcer finishes, the CRO will command "**FOR THE NEXT COMPETITION SERIES, LOAD**".

After five (5) sec., the CRO will command "**START**".

At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "**STOP**".

Immediately after the command "**STOP**", the Announcer will give 15-20 sec. of additional comments on the rankings.

Immediately after the Announcer finishes, the CRO will command "**FOR THE NEXT COMPETITION SERIES, LOAD**".

After five (5) sec., the CRO will command "**START**". At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "**STOP...UNLOAD**". A Range Officer must verify that gun actions are open with safety flags inserted.

4.4.10 **CHANGEOVER AND SIGHTING PRONE POSITION**

7:00 minutes

4.4.10.1 Immediately after the command "**STOP...UNLOAD**", the CRO must start a combined Changeover and Sighting period 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.

After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling position. The Announcer may use this time to present portraits and biographical information about each of the finalists.

At 30 sec. before the end of the changeover and sighting time, the CRO will command "**30 SECONDS**".

After seven (7) minutes, the CRO will command "**STOP**".

4.4.11 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets.

4.4.12 **PRONE POSITION MATCH FIRING**

3 X 5 – shot series

Time limit: 150 sec. for each series

4.4.12.1 After 30 sec. the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After five (5) sec., the CRO will command “**START**”.

Finalists have 150 sec. to fire each 5-shot MATCH series in prone.

The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position.

After the third series, the CRO will command “**STOP...UNLOAD**”.

A Range Officer must verify that gun actions are open with safety flags inserted.

4.4.13 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets

4.4.14 **CHANGEOVER AND SIGHTING STANDING POSITION**

9:00 minutes

4.4.14.1 Immediately after the command “**STOP...UNLOAD**”, the CRO must start a combined Changeover and Sighting period 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.

After the changeover has begun, the Announcer will make comments about the rankings and scores of the finalists after the kneeling and prone positions.

At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command “**30 SECONDS**”.

After nine (9) minutes, the CRO will command “**STOP**”.

4.4.15 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets.

4.4.16 **STANDING POSITION MATCH FIRING**

2 X 5 – shot series, then 5 X 1 Single Shots

Time limit: 250 sec. for each series, 50 sec. for each single shot

4.4.16.1 After 30 sec. the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After five (5) sec, the CRO will command “**START**”.

Finalists have 250 sec. to fire each 5-shot MATCH series in standing.

The same command procedure and sequence of announcements will continue until the finalists have completed two (2) 5-shot series in the standing position.

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. Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”.

After five (5) sec., the CRO will command “**START**”. Finalists have 50 sec. to fire each single shot. Shot time countdown information must continue to be available to the athletes.

At 50 sec. or after all finalists fire one shot, the CRO will command “**STOP**”. The Announcer will recognize the athlete who is eliminated and comment on the results.

The CRO and Announcer will continue this command and announcement sequence until the last shot decides the gold and silver medal winners.

4.4.17 **ELIMINATIONS**

When a finalist is eliminated, he must unload his rifle, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.

4.4.17.1 The two lowest-ranking finalists are eliminated after the second standing series (40 shots total, 8th and 7th places).

One additional lowest-ranking finalist is eliminated after each of the five single shots that follow.

4.4.17.2 After 41 shots – 6th place

4.4.17.3 After 42 shots – 5th place

4.4.17.4 After 43 shots – 4th place

4.4.17.5 After 44 shots – 3rd place (bronze medal winner is decided)

4.4.17.6 After 45 shots – 2nd and 1st places (silver and gold medal winners are decided)

4.4.17.7 After the two (2) remaining finalists fire the last shot, and if there are no ties and no protests, the CRO will declare “**RESULTS ARE FINAL**”.

4.4.17.8 The Announcer will immediately recognize the gold, silver and bronze medal winners (Rule 6.17.1.13).

4.4.18 **NOTES**

4.4.18.1 **6.17.6 Protests in Finals**

4.4.18.1.1 Any protests must be immediate and made by the athlete or his coach by holding up his hand.

4.4.18.1.2 Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.7 and 6.17.1.10). A decision by the Finals Protest Jury is final and may not be appealed.

4.4.18.1.3 If a protest in a Finals is not upheld, a penalty of two points or two hits shall apply. No protest fee shall apply in Finals.

4.4.18.2 **Reporting and Start Time**

6.17.1.3 A two (2) point/hit penalty will be deducted from the score of the first MATCH shot if the athlete does not report on time.

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.

4.4.18.3 **6.11.1.1i, 6.11.1.3** Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).

4.4.18.4 Aiming exercises are allowed.

6.11.1.1d After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

4.4.19 **6.17.1.6 Malfunctions, 50m Finals.** If an athlete 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 refire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a 3-shot or 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 continue the series with additional time equal to the time.

If a shot has not been fired due to a malfunction, an athlete may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

4.4.20 **TIE-BREAKING**

If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking shots until the tie is broken. For tie-breaking shots, the CRO will immediately announce the family names of the tied athletes 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.

4.4.21 **PROCLAMATION OF MEDALISTS (6.17.1.13)**

After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:

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

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

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

4.4.22

6.17.1.12 Finals Procedures and Rules

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

Personal notes

- 5 50m RIFLE 3 POSITIONS WOMEN (7.9)**
- 5.1 QUALIFICATION ROUND**
- 5.1.1 Be sure the range is clear.
- 5.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.
- 5.1.3 Notify Register Keepers of any changes.
- 5.1.4 Has equipment been checked? Mark Start List Y/N.
Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).
- 5.2 “Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.**
- “Preparation and Sighting Time START.”** (15 minutes) No shots may be fired.
- Each athlete must (*6.11.1.1 b*) have a sighting target.
- 5.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:
“(Welcome)
This is the 50m Rifle 3 Positions Women event.”
- 5.2.1.1 Paper Targets: **“The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing, and must be fired in that order. Each athlete has 20 competition targets and 4 sighting for each position. An unlimited number of sighting is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.**
- The total time limit is**
2 hours. (if pit operated or target carriers with paper targets)
Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before”.
- (If there are Register Keeper appointed for each firing point, he must inform the athlete when his sighting and competition targets are ready for firing).**
- Or, if electronic scoring targets are used:
- 5.2.1.2 **“Your target is set to record sighting shots in kneeling position. An unlimited number of sighting shots are allowed during the Preparation and Sighting Time, before the first competition shot is fired. The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing and must be fired in that order. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once.**

Please check the display on your firing point monitor, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.

The total time limit is 1 hour 45 min.

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

For Sius 921

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word STOP, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word STOP, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 931

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 941

Everything is the same like 93.

BUT the word READY will be seen EVERYWHERE: in sighters, in competition shots and in all positions (kneeling, prone, and standing)

5.2.1.3 **COMMANDS after fourteen minutes and 30 seconds “thirty seconds (30)”**

5.2.2 **COMMANDS after the fifteen (15) minutes have ended. “END OF PREPARATION AND SIGHTING...STOP”.**

“Reset targets.” (pause 30 sec) (6.11.1.2)

5.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

5.2.2.2 **“Ten (10) minutes”**

5.2.2.3 **“Five (5) minutes”**

5.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted.

The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

5.2.2.5 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

5.3 NOTES

5.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

5.3.2 If a paper target falls down (from a target carrier) with no shot, issue a new target and number it accordingly. Write the reason for the replacement on the back. At the end of the match, retrieve the fallen target.

5.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1 i).

5.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet

5.3.5 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

Timings given in these rules are provided as guidelines.

For exact timings, check the document "Commands and

Announcements for Finals" that is available from ISSF Headquarters.

5.4 FINALS (8 athletes) (6.17.3)

The Finals consists of 15 MATCH shots in each position, kneeling, prone and standing, fired in that order. The Finals 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 lowest ranking finalists are eliminated after 10 (2 x 5) shots standing.

The Finals continues with five (5) single shots in standing, each in 50 sec., with the lowest ranking finalist being eliminated after each shot until two athletes remain to fire the last shot and decide the gold medal winner. There are a total of 45 Finals shots.

5.4.1 Be sure the range is clear.

5.4.2 Starting positions are assigned according to random draw that must be done automatically by the computer when the Finals Start List is released. (6.17.1.2)

5.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, Bib (start) numbers and firing positions (6.17.1.3). Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Athletes must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks and trigger weighing in the Preparation Area prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line (6.17.1.12). A two (2) point penalty will be deducted from the first Finals shot if the athlete does not report to the Preparation Area in time (6.17.1.3).

5.4.3 The athlete's clothing and equipment must be checked in the Preparation Area, with particular attention to athletes' clothing to ensure compliance with 7.5 and ISSF Eligibility and Sponsorship Rules (Section 4).

5.4.4 **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 (6.17.1.4).

5.4.5 **Target Systems**

5.4.5.1 Paper Targets (it may not be possible to carry out meaningful finals on paper targets)

Number of Sighting Targets: four (4) targets in each event.

Number of Competition Shots per target: one (1) shot per target.

5.4.5.2 Electronic targets only

The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.

5.4.6 **EQUIPMENT SET-UP TIME**

20:00 min. before

Timings given in these rules are provided as guidelines.

For exact timings, check the document "Commands and

Announcements for Finals" that is available from ISSF Headquarters.

The Chief Range Officer must authorize the finalists to move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time.

Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP), but 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 Finals. (The Organising Committee should provide 8 suitable similar plain containers with handle and wheels.) Aiming exercises may be done during the Equipment Set-Up time. Dry firing or loading is not permitted until the Preparation and Sighting Time starts.

5.4.7 **PREPARATION AND SIGHTING KNEELING POSITION**

Starts 13:00 min. before

The CRO will call finalists to the firing line thirteen (13) minutes before the Start Time by commanding "**ATHLETES TO THE LINE**". After being called to the line, finalists may handle their rifles, get into the kneeling position and do holding or aiming exercises, but they may not remove safety flags or dry fire.

After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding "**FIVE MINUTES PREPARATION AND SIGHTING TIME...START**". After this command, finalists may remove safety flags, dry fire and fire unlimited sighting shots.

At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "**30 SECONDS**".

After five (5) min., the CRO will command "**STOP...UNLOAD**".

No score announcements are made during sighting shots. After the command "**STOP...UNLOAD**", finalists must unload their rifles and insert safety flags for the presentation of the finalists.

A Range Officer must verify that rifle actions are open with safety flags inserted.

5.4.8 **PRESENTATION OF FINALISTS**

5:30 min. before

5.4.8.1 After finalists' rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.11. Athletes may remain in position, rifles must remain down, during 3 Positions Finals presentations, but they are expected to turn their heads and faces towards spectators and the TV camera used to show the presentations. Additional biographical information and photos of each finalist should be given during the Changeover and Sighting periods.

5.4.9 **KNEELING POSITION MATCH FIRING**

3 X 5 – shot series

Time limit: 200 sec. for each series

Competition firing starts at 0:00 min.

- 5.4.9.1 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”**.
- Finalists have 200 sec. to fire five (5) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists’ EST monitors. If a countdown clock is not visible to the finalist on his firing point, the CRO must announce **“TEN”** and **“FIVE”** to indicate the time remaining in each series.
- At 200 sec. or after all finalists have fired five (5) shots, the CRO will command **“STOP”**.
- Immediately after the command **“STOP”**, the Announcer will give 15-20 sec. of comments on the current ranking of the finalist and notable scores. Individual shot scores are not announced.
- Immediately after the Announcer finishes, the CRO will command **“FOR THE NEXT COMPETITION SERIES, LOAD”**.
- After five (5) sec., the CRO will command **“START”**.
- At 200 sec. or after all finalists have fired five (5) shots, the CRO will command **“STOP”**.
- Immediately after the command **“STOP”**, the Announcer will give 15-20 sec. of additional comments on the rankings.
- Immediately after the Announcer finishes, the CRO will command **“FOR THE NEXT COMPETITION SERIES, LOAD”**.
- After five (5) sec., the CRO will command **“START”**. At 200 sec. or after all finalists have fired five (5) shots, the CRO will command **“STOP...UNLOAD”**. A Range Officer must verify that gun actions are open with safety flags inserted.

5.4.10 **CHANGEOVER AND SIGHTING PRONE POSITION**

7:00 minutes

- 5.4.10.1 Immediately after the command **“STOP...UNLOAD”**, the CRO must start a combined Changeover and Sighting period 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.
- After the changeover has begun, the Announcer will make comments about the rankings and scores of the finalists after the kneeling position. The Announcer may use this time to present portraits and biographical information about each of the finalists.
- At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command **“30 SECONDS”**.
- After seven (7) minutes, the CRO will command **“STOP”**.

5.4.11 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets.

5.4.12 **PRONE POSITION MATCH FIRING**

3 X 5 – shot series

Time limit: 150 sec. for each series

5.4.12.1 After 30 sec. the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After five (5) sec, the CRO will command “**START**”.

Finalists have 150 sec. to fire each 5-shot MATCH series in prone.

The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position.

After the third series, the CRO will command “**STOP...UNLOAD**”.

A Range Officer must verify that gun actions are open with safety flags inserted.

5.4.13 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets

5.4.14 **CHANGEOVER AND SIGHTING STANDING POSITION**

9:00 minutes

5.4.14.1 Immediately after the command “**STOP...UNLOAD**”, the CRO must start a combined Changeover and Sighting period 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.

After the changeover has begun, the Announcer will make comments about the rankings and scores of the finalists after the kneeling and prone positions.

At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command “**30 SECONDS**”.

After nine (9) minutes, the CRO will command “**STOP**”.

5.4.15 **TARGET RESET**

30 seconds

There must be a pause of 30 seconds while the Technical Officer resets the targets.

5.4.16 **STANDING POSITION MATCH FIRING**

2 X 5 – shot series, then 5 X 1 Single Shots

Time limit: 250 sec. for each series, 50 sec. for each single shot

- 5.4.16.1 After 30 sec. the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After five (5) sec, the CRO will command “**START**”.
Finalists have 250 sec. to fire each 5-shot MATCH series in standing.
The same command procedure and sequence of announcements will continue until the finalists have completed two (2) 5-shot series in the standing position.
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. Immediately after the Announcer finishes, the CRO will command “**FOR THE NEXT COMPETITION SHOT, LOAD**”.
- After five (5) sec., the CRO will command “**START**”. Finalists have 50 sec. to fire each single shot. Shot time countdown information must continue to be available to the athletes.
- At 50 sec. or after all finalists fire one shot, the CRO will command “**STOP**”. The Announcer will recognize the athlete who is eliminated and comment on the results.
- The CRO and Announcer will continue this command and announcement sequence until the last shot decides the gold and silver medal winners.
- 5.4.17 **ELIMINATIONS**
- When a finalist is eliminated, he must unload his rifle, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.
- 5.4.17.1 The two lowest-ranking finalists are eliminated after the second standing series (40 shots total, 8th and 7th places).
One additional lowest-ranking finalist is eliminated after each of the five single shots that follow.
- 5.4.17.2 After 41 shots – 6th place
- 5.4.17.3 After 42 shots – 5th place
- 5.4.17.4 After 43 shots – 4th place
- 5.4.17.5 After 44 shots – 3rd place (bronze medal winner is decided)
- 5.4.17.6 After 45 shots – 2nd and 1st places (silver and gold medal winners are decided)
- 5.4.17.7 After the two (2) remaining finalists fire the last shot, and if there are no ties and no protests, the CRO will declare “**RESULTS ARE FINAL**”.
- 5.4.17.8 The Announcer will immediately recognize the gold, silver and bronze medal winners (Rule 6.17.1.13).
- 5.4.18 **NOTES**
- 5.4.18.1 **6.17.6 Protests in Finals**
- 5.4.18.1.1 Any protests must be immediate and made by the athlete or his coach by holding up his hand.

5.4.18.1.2 Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.7 and 6.17.1.10). A decision by the Finals Protest Jury is final and may not be appealed.

5.4.18.1.3 If a protest in a Finals is not upheld, a penalty of two points or two hits shall apply. No protest fee shall apply in Finals.

5.4.18.2 **Reporting and Start Time**

6.17.1.3 A two (2) point/hit penalty will be deducted from the score of the first MATCH shot if the athlete does not report on time.

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.

5.4.18.3 6.11.1.1i, 6.11.1.3 Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).

5.4.18.4 Aiming exercises are allowed.

6.11.1.1d After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

5.4.19 **6.17.1.6 Malfunctions, 50m Finals.** If an athlete 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 refire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a 3-shot or 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 continue the series with additional time equal to the time

If a shot has not been fired due to a malfunction, an athlete may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

5.4.20 **TIE-BREAKING**

If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking shots until the tie is broken. For tie-breaking shots, the CRO will immediately announce the family names of the tied athletes 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.

5.4.21 **PROCLAMATION OF MEDALISTS (6.17.1.13)**

After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:

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

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

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

5.4.22

6.17.1.12 Finals Procedures and Rules

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

Personal notes

6 300m RIFLE PRONE MEN / WOMEN (7.9)

6.1 COMPETITION

6.1.1 Be sure the range is clear.

6.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.

6.1.3 Notify Register Keepers of any changes.

6.1.4 Has equipment been checked? Mark Start List Y/N

Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).

6.2 ANNOUNCE

“Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.

“Preparation and Sighting Time START.” (15 minutes)

Each athlete must (6.11.1.1b) have a sighting target.

6.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:

“(Welcome)”

This is the 300m Rifle Prone Men event / 300m Rifle Prone Women event.”

6.2.1.1 Paper Targets: **“The match consists of 60 shots prone. Each athlete has six (6) competition targets, and one (1) sighting target. An unlimited number of sighting is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended. Ten (10) shots are fired on each competition target.**

The total time limit is

1 hour and 15 min. (if pit operated or target carriers with paper targets)

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

(If there are Register Keepers appointed for each firing point, they must inform the athlete when his sighting and competition targets are ready for firing.

Or, if electronic scoring targets are used:

6.2.1.2 **“Your target is set to record sighting shots. An unlimited number of sighting shots is allowed during, the Preparation and Sighting Time, before the first competition shot is fired. The program is 60 competition shots. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once. Please check the display on your firing point monitor.**

The total time limit is 1 hour.

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.”

6.2.1.3 COMMANDS after fourteen minutes and 30 seconds **“thirty seconds (30)”**

6.2.2 COMMANDS after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP.”**

“Reset targets.” (pause 30 sec) (6.11.1.2)

6.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

6.2.2.2 **“Ten (10) minutes”**

6.2.2.3 **“Five (5) minutes”**

6.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

6.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

6.3 NOTES

6.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

6.3.2 Shots fired before "START", a penalty may be imposed (6.11.1.1e).

6.3.3 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

6.3.4 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

6.3.5 If electronic scoring targets are used, see 6.10.

6.4 NO FINALS (6.17)

Personal notes

7 300m RIFLE 3 POSITIONS MEN (7.9)

7.1 COMPETITION

7.1.1 Be sure the range is clear.

7.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.

7.1.3 Notify Register Keepers of any changes.

7.1.4 Has equipment been checked? Mark Start List Y/N.

Check their clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).

7.2 ANNOUNCE

“Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.

“Preparation and Sighting Time START.” (15 minutes)

Each athlete must (6.11.1.1b) have a sighting target.

7.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:

“(Welcome)”

This is the 300m Rifle 3 Positions Men event.”

7.2.1.1 Paper Targets: **“The match consists of 40 shots kneeling, 40 shots prone and 40 shots standing, and must be fired in that order. Each athlete has 4 competition targets and 1 sighting for each position. An unlimited number of sighting shots is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Ten (10) shots are fired on each competition target.**

The total time limit is

3 hours and 30 min. (if pit operated or target carriers with paper targets)

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before. Ten shots are fired on each competition target.”

(If there are Register Keeper appointed for each firing point, they must inform the athlete when his sighting and competition targets are ready for firing).

If electronic scoring targets are used, see 6.10.

7.2.1.2 **“Your target is set to record sighting shots in kneeling position. An unlimited number of sighting shots are allowed during the Preparation and Sighting Time, before the first competition shot is fired. The match consists of 40 shots kneeling, 40 shots prone and 40 shots standing and must be fired in that order. When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once. Please check the display on your firing point monitor, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.**

The total time limit is 3 hours.

Dry firing is allowed.”

For Sius 921

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word STOP, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word STOP, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 931

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 941

Everything is the same like 931.

BUT the word READY will be seen EVERYWHERE: in sighters, in competition shots and in all positions (kneeling, prone and standing).

7.2.1.3 **COMMANDS after fourteen minutes and 30 seconds “thirty seconds (30)”**

7.2.2 **COMMANDS after the fifteen (15) minutes have ended. “END OF PREPARATION AND SIGHTING...STOP”.**

“Reset targets.” (pause 30 sec) (6.11.1.2)

7.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

7.2.2.2 **“Ten (10) minutes”**

7.2.2.3 **“Five (5) minutes”**

7.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified (6.2.2.4, 6.2.2.5).

7.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

7.3 NOTES

7.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

7.3.2 Shots fired before “START”, a penalty may be imposed (6.11.1.1i).

7.3.3 Shots fired after “STOP” must be scored as misses (6.11.1.3). Note on score sheet.

7.3.4 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete’s demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

7.3.5 If electronic scoring targets are used, see 6.10.

7.4 NO FINALS (6.17)

Personal Notes

8 300m RIFLE 3 POSITIONS WOMEN (7.9)

8.1 COMPETITION

8.1.1 Be sure the range is clear.

8.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.

8.1.3 Notify Register Keepers of any changes.

8.1.4 Has equipment been checked? Mark Start List Y/N.

Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).

8.2 ANNOUNCE

“Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.

“Preparation and Sighting Time START.” (15 minutes)

Each athlete must (6.11.1.1b) have a sighting target.

8.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:

“(Welcome)”

This is the 300m Rifle 3 Positions Women event.”

8.2.1.2 Paper Targets: **“The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing, and must be fired in that order. Each athlete has 2 competition targets and 1 sighting for each position. An unlimited number of sighting shots is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Ten (10) shots are fired on each competition target.**

The total time limit is

2 hours 15 min. (if pit operated or target carriers with paper targets)

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before. Ten shots are fired on each competition target.”

(If there are Register Keeper appointed for each firing point, they must inform the athlete when her sighting and competition targets are ready for firing.)

Or, if electronic scoring targets are used (6.10):

8.2.1.3 **“Your target is set to record sighting shots in kneeling position. An unlimited number of sighting shots are allowed during the Preparation and Sighting Time, before the first competition shot is fired. The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing and must be fired in that order.**

When you are commanded at the end of Preparation and Sighting Time to begin with the first competition shot you have to change to the MATCH target and press the MATCH button firmly once.

Please check the display on your firing point monitor, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.

The total time limit is 2 hours.

Dry firing is allowed.”

For Sius 921

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word STOP, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word STOP, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 931

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 941

Everything is the same like 931.

BUT the word READY will be seen EVERYWHERE: in sighters, in competition shots and in all positions (kneeling, prone and standing).

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before”.

8.2.1.3 **COMMANDS** after fourteen minutes and 30 seconds **“thirty seconds (30)”**

8.2.2 **COMMANDS** after the fifteen (15) minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“Reset targets.” (pause 30 sec) (6.11.1.2)

8.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

8.2.2.2 **“Ten (10) minutes”**

8.2.2.3 **“Five (5) minutes”**

8.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (6.2.2.4, 6.2.2.5).

8.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

8.3 NOTES

8.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

8.3.2 Shots fired before "START", a penalty may be imposed (6.11.1.1 e).

8.3.3 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

8.3.4 Interruptions

If there is a delay of 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, equal time may be allowed (on athlete's demand and the remaining time plus one (1) minute, if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if the athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

8.3.5 If electronic targets are used see 6.10

8.4 NO FINALS (6.17)

Personal notes

9 300m STANDARD RIFLE MEN (7.9)

9.1 COMPETITION

9.1.1 Be sure the range is clear.

9.1.2 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.

9.1.3 Notify Register Keepers of any changes.

9.1.4 Has equipment been checked? Mark Start List Y/N.

Check the athletes clothing to ensure compliance with 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (*Section 4*).

9.2 ANNOUNCE

“Athletes to the line” 15 min. 30 sec. before the Preparation and Sighting Time starts.

“Preparation and Sighting Time START.” (15 minutes)

Each athlete must (6.11.1.1 b) have a sighting target.

9.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce:

“(Welcome)”

This is the 300m Standard Rifle Men’s event.”

9.2.1.1 Paper Targets: **“The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing, and must be fired in that order. Each athlete has 2 competition targets and 1 sighting for each position. An unlimited number of sighting shots is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Ten (10) shots are fired on each competition target.**

The total time limit is

2 hours and 15 min. (if pit operated or target carriers with paper targets)

(If there are Register Keeper appointed for each firing point, they must inform the athlete when her sighting and competition targets are ready for firing).

Or, if electronic scoring targets are used (6.10):

9.2.1.2 **“The match consists of 20 shots kneeling, 20 shots prone and 20 shots standing, and must be fired in that order. An unlimited number of sighting shots is allowed before the first competition shot is fired, after the “Preparation and Sighting Time” has ended, then for the prone and the standing positions unlimited number of sighting shots are allowed, but they are included in the time limit for the event. Only one (1) shot may be fired on each competition target.**

The total time limit is 2 hours.

Dry firing is allowed.”

For Sius 921

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word STOP, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word STOP, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 931

IMPORTANT Information about how to use the MATCH buttons: To change from sighters to the MATCH for each position you have to press the MATCH button once, please check your monitor that it has “MATCH”.

After the kneeling position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the prone position, check the monitor again.

After the prone position you will see the word PAUSE, you have to press the “MATCH” button for sighters in the standing position, check the monitor again.

For Sius 941

Everything is the same like 931.

BUT the word READY will be seen EVERYWHERE: in sighters, in competition shots and in all positions (kneeling, prone and standing).

Dry firing is allowed. The end of the match will be announced ten (10) and five (5) minutes before.

9.2.1.3 COMMANDS after fourteen minutes and 30 seconds **“thirty seconds (30)”**

9.2.2 COMMANDS after the fifteen (15) minutes have ended **“END OF PREPARATION AND SIGHTING...STOP”**.

“Reset targets.” (pause 30 sec) (6.11.1.2)

9.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.

9.2.2.2 **“Ten (10) minutes”**

9.2.2.3 **“Five (5) minutes”**

9.2.2.4 **“STOP”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted.

The rifle must not be removed from the firing line during the course of fire except with the permission of a range official.

Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified (6.2.2.4, 6.2.2.5).

9.2.3 Electronic targets: the athlete should sign the printer strip (6.10.4 e).

9.3 NOTES

9.3.1 Range Officers must move continually and quietly while observing the athletes at all times.

9.3.2 Triggers are tested in accordance with 7.4.3. (A maximum of three (3) attempts to lift the weight are allowed. Any athlete, whose rifle fails the test, must be disqualified (by a majority of the Jury).

9.3.3 Shots fired before "START", a penalty may be imposed (6.11.1.1 e).

9.3.4 Shots fired after "STOP" must be scored as misses (6.11.1.3). Note on score sheet.

9.3.5 Interruptions

If there is a delay of more than three (3) minutes, equal time may be allowed (on athlete's demand, and remaining time plus one (1) minute if during the last few minutes of the competition) (6.11.5.1). If there is a delay of more than five (5) consecutive minutes or if an athlete is moved to another firing point, the athlete may have additional unlimited sighting shots at one (1) sighting target at the beginning of the remaining time including any time extension granted (6.11.5.2).

9.4 NO FINALS (6.17)

Personal notes

PDC – Pellet Discharge Cylinder

Usable for Air Rifle only to discharge the rifle in any case of two-pellets-loading and any malfunction.

