



INTERNATIONAL SHOOTING SPORT FEDERATION
INTERNATIONALER SCHIESS-SPORTVERBAND E.V.
FÉDÉRATION INTERNATIONALE DE TIR SPORTIF
FEDERACION 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 3, 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 2017 | Second Print V1.1 01/2018 (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 Technical Rules 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 RTS 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. |

NOTE:

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.

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) (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

1.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

”PREPARATION AND SIGHTING TIME START.” (15 minutes)

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

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. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS**

GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH. 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 14 minutes and 30 seconds: **“Thirty seconds (30)”**.
- 1.2.2 Commands after the 15 minutes have ended: **“END OF PREPARATION AND SIGHTING...STOP” “RESET TARGETS.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k)**
- 1.2.2.1 **“MATCH FIRING...START”** Check time - competition starts.
- 1.2.2.2 **“TEN MINUTES”**.
- 1.2.2.3 **“FIVE 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. (ISSF Rule 6.2.2.4, 6.2.2.5).

- 1.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).
- 1.3.4 Shots fired after **"STOP"** must be scored as misses (ISSF Rule 6.11.1.3 a)). 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) (ISSF Rule 6.11.3.1). 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 (ISSF Rule 6.11.3.2).

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 (ISSF Rule 6.11.2.2).

1.4 FINALS (8 ATHLETES) (ISSF RULE 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 (ISSF Rule 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 (ISSF Rule 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 athletes has reported. Neither gun cases nor equipment containers may be left on the field of play behind the firing line. (ISSF Rule 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 (ISSF Rule 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 ISSF Rule 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 (ISSF Rule 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 18 minutes before (ISSF Rule 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 18 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 13 minutes before

Rifle warm-up period

The CRO will call the athletes to the firing line thirteen (13) minutes before the start time by commanding “**ATHLETES TO THE LINE**”.

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

At thirty (30) seconds before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”. After five (5) minutes, the CRO will command “**STOP...UNLOAD**”. No score announcements are made during sighting shots. 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

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 (ISSF Rule 6.17.1.12).

1.4.8 **FINAL PREPARATION TIME**

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

1.4.9 **FINALS START**

1st COMPETITION STAGE

2 x 5 – shot series

Time limit: 250 seconds for each series

Competition firing starts at 0:00 min.

The CRO will command “**FOR THE FIRST COMPETITION SERIES...LOAD**”.

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

Finalists have 250 seconds to fire five (5) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists’ target monitors.

At 250 seconds or after all finalists have fired five shots, the CRO will command

“STOP”.

1.4.10 SCORE ANNOUNCEMENTS

Immediately after the command **“STOP”**, the Announcer will give 15 - 20 seconds 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 seconds, the CRO will command **“START”**.

At 250 seconds or after all finalists have fired five 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 seconds 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 seconds, the CRO will command **“START”**. Finalists have 50 seconds to fire each shot. At 50 seconds, 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 seconds, the CRO will command **“START”**.

This sequence will continue until 24 total shots (two 5 shot series and fourteen single shots), are fired. At the end of the 24th shot, the CRO will command **“STOP...UNLOAD”**. A Range Officer must verify that gun actions are open with safety flags inserted.

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 twelve (12) 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 14 shots – 7th place

1.4.12.3 After 16 shots – 6th place

1.4.12.4 After 18 shots – 5th place

1.4.12.5 After 20 shots – 4th place

1.4.12.6 After 22 shots – 3rd place (bronze medal winner is decided)

1.4.12.7 After 24 shots – 2nd and 1st places (silver and gold medal winners are decided)

1.4.12.8 After the two (2) remaining finalists fire their 24th 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 bronze, silver and gold medal winners (ISSF Rule 6.17.1.14).

1.4.13 NOTES

1.4.13.1 ISSF Rule 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 (ISSF Rule 3.12.3.7, 6.16.6 and 6.17.1.10 d). A decision by the Finals Protest Jury is final and may not be appealed.

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

ISSF Rule 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.

ISSF Rule 6.17.1.4 Late Arrival. Any finalist who does not report to the Preparation Area within 10 minutes after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS.

1.4.13.3 ISSF Rule 6.11.1.1 i), 6.11.1.3 a), 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. ISSF Rule 6.11.1.1 f).** After the Chief Range Officer calls the athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

1.4.13.5 **ISSF Rule 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 **ISSF Rule 6.17.1.6 Malfunctions, 10m Finals.** If an athlete has an ALLOWABLE MALFUNCTION (ISSF Rule 6.13.2) during a single shot, a maximum of one (1) minute 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 5-shot series and the malfunction can be repaired or the gun replaced within one (1) minute, 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 remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding one (1) minute. Finalists may have only one ALLOWABLE MALFUNCTION per Final. 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

many 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 PRESENTATION OF MEDALISTS (ISSF Rule 6.17.1.14)

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

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

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

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

1.4.16 ISSF Rule 6.17.1.13 Finals Rules and Procedures

ISSF General Technical Rules or Technical Rules for each event must apply in all cases not covered by ISSF 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 (ISSF Rule 6.3.3.1).

2. 10m AIR RIFLE WOMEN (60 shots) (ISSF

Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

2.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISSF Rule 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 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:

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 60 COMPETITION SHOTS. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS**

GIVEN THE COMMAND "START;" IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH.

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."

2.2.1.3 Commands after 14 minutes and 30 seconds: "Thirty seconds."

2.2.2 Commands after the 15 minutes have ended. **"END OF PREPARATION AND SIGHTING...STOP"**.

"RESET TARGETS." (Pause 30 seconds) (ISSF Rule 6.11.1.1 k)

2.2.2.1 **"MATCH FIRING...START"** Check time - competition starts.

2.2.2.2 **"TEN MINUTES"**

2.2.2.3 **"FIVE 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 (ISSF Rule 6.2.2.4, 6.2.2.5).

2.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).

2.3.4 Shots fired after **"STOP"** must be scored as misses (ISSF Rule 6.11.1.3 a)). Note on score sheet.

2.3.5 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a

delay of more than 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 (ISSF Rule 6.11.3.2).

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 (ISSF Rule 6.11.2.2).

2.4 FINALS (8 ATHLETES) (ISSF RULE 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 (ISSF Rule 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 (ISSF Rule 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 prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line (ISSF Rule 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 (ISSF Rule 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 ISSF Rule 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 (ISSF Rule 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

18:00 minutes before (ISSF Rule 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 18 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 13:00 minutes before

Rifle warm-up period

The CRO will call athletes to the firing line 13 minutes before the start time by commanding “**ATHLETES TO THE LINE**”.

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

At 30 seconds before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”. After 5 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 (ISSF Rule 6.17.1.12)

2.4.8 FINAL PREPARATION TIME

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

MATCH series.

2.4.9 FINALS START

1st COMPETITION STAGE

2 x 5 – shot series

Time limit: 250 seconds for each series

Competition firing starts at 00:00 minutes

The CRO will command **“FOR THE FIRST COMPETITION SERIES...LOAD”**.

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

Finalists have 250 seconds to fire five (5) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists' target monitors.

At 250 seconds or after all finalists have fired three (3) shots, the CRO will command **“STOP”**.

2.4.10 SCORE ANNOUNCEMENTS

Immediately after the command **“STOP”**, the Announcer will give 15 - 20 seconds 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 seconds, the CRO will command **“START”**.

At 250 seconds or after all finalists have fired five 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 seconds for each single shot

Immediately after the Announcer finishes, the CRO will command **“FOR THE NEXT COMPETITION SHOT, LOAD”**. After 5 seconds, the CRO will command **“START”**. Finalists have 50 seconds to fire each shot. At 50 seconds, 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 seconds, the CRO will command **“START”**.

This sequence will continue until 24 total shots (two 5-shot series and 14 single shots), are fired. At the end of the 24th shot, the CRO will command

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

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 twelve (12) 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 14 shots – 7th place
- 2.4.12.3 After 16 shots – 6th place
- 2.4.12.4 After 18 shots – 5th place
- 2.4.12.5 After 20 shots – 4th place
- 2.4.12.6 After 22 shots – 3rd place (bronze medal winner is decided)
- 2.4.12.7 After 24 shots – 2nd and 1st places (silver and gold medal winners are decided)
- 2.4.12.8 After the two (2) remaining finalists fire their 24th 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 bronze, silver and gold medal winners (ISSF Rule 6.17.1.14).

2.4.13 NOTES

2.4.13.1 ISSF Rule 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 (ISSF Rule 3.12.3.7, 6.16.6 and 6.17.1.10 d)). A decision by the Finals Protest Jury is final and may not be appealed.
- 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

ISSF Rule 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.

ISSF Rule 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 **ISSF Rule 6.11.1.1 i), 6.11.1.3 a),** 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.

ISSF Rule 6.11.1.1 f) After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

- 2.4.13.5 **ISSF Rule 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 **ISSF Rule 6.17.1.6 Malfunctions, 10m Finals.** If an athlete has an ALLOWABLE MALFUNCTION (ISSF Rule 6.13.2) during a single shot, a maximum of 1 minute 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 5-shot series and the malfunction can be repaired or the gun replaced within 1 minute, 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 remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding 1 minute, Finalists may have only one ALLOWABLE MALFUNCTION per Final. 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 **PRESENTATION OF MEDALISTS (ISSF Rule 6.17.1.14)**
After the Chief Range Officer declares “**RESULTS ARE FINAL**”, the Announcer must immediately announce:
“**THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”
“**THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”
“**THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)**”
- 2.4.16 **ISSF Rule 6.17.1.13 Finals Rules and Procedures**
ISSF General Technical Rules or Technical Rules for each event must apply in all cases not covered by ISSF 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 (ISSF Rule 6.3.3.1).

3. 50m Rifle Prone Men / Women (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

3.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISS Rule 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 10 AND 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. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING,**

THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH.

THE TOTAL TIME LIMIT IS 50 MINUTES.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 5 MINUTES BEFORE.”

3.2.1.3 Commands after 14 minutes and 30 seconds **“30 SECONDS”**

3.2.2 Commands after the 15 minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“RESET TARGETS”. (Pause 30 seconds) (ISSF Rule 6.11.1.1 k))

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

3.2.2.2 **“10 MINUTES”**

3.2.2.3 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

3.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).

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

3.3.5 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

3.3.6 If electronic scoring targets are used, see ISSF Rule 6.10.

3.4 NO FINALS

4. 50m Rifle 3 positions Men (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

4.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” 15 minutes

Each athlete must (ISSF Rule 6.11.1.1 b)) 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.”

Paper Targets: **“THE MATCH CONSISTS OF FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING, AND MUST BE FIRED IN THAT ORDER. EACH ATHLETE HAS FORTY (40) COMPETITION TARGETS AND FOUR (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 MINUTES (IF PIT OPERATED OR TARGET CARRIERS WITH PAPER TARGETS)

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 MINUTES AND 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:

4.2.1.1 “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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING AND MUST BE FIRED IN THAT ORDER. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING 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 AND 45 MINUTES.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 5 MINUTES BEFORE.”

FOR SIUS 921 – IMPORTANT INFORMATION

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

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 – IMPORTANT INFORMATION

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).

4.2.1.2 Commands after 14 minutes and 30 seconds **“30 seconds”**

4.2.2 Commands after the 15 minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“RESET TARGETS.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k))

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

4.2.2.2 **“10 MINUTES”**

4.2.2.3 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

4.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1i)).

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

4.3.5 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

4.4 FINALS (8 athletes) (ISSF Rule 6.17.3)

The Finals consists of fifteen (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 seconds per series. After a 7 minutes Changeover and Sighting Time, finalists fire 3 x 5 shots prone with a time limit of 150 seconds per series. After a 9 minutes Changeover and Sighting Time, finalists fire 2 x 5 shots standing in 250 seconds per series. The two (2) lowest ranking finalists are eliminated after ten (10) (2 x 5) shots standing. The Finals continues with five (5) single shots in standing, each in 50 seconds, with the lowest ranking finalist being eliminated after each shot until two (2) athletes remain to fire the last shot and decide the gold medal winner. There are a total of forty-five (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 (ISSF Rule 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 (ISSF Rule 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 prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line (ISSF Rule 6.17.1.3, 6.17.1.13 b)). 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 (ISSF Rule 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 ISSF Rule 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 minutes 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 minutes 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 eight (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 minutes before

The CRO will call finalists to the firing line 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 2 minutes, 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 seconds before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”.

After 5 minutes, 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 minutes before

After finalists’ rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to ISSF Rule 6.17.1.12. Athletes may remain in position, rifles must remain down, during three (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 seconds for each series.

Competition firing starts at 0:00 minutes

Immediately after the presentation, the CRO will command **“TAKE YOUR POSITIONS”** pause 60 seconds and then command **“FOR THE FIRST COMPETITION SERIES...LOAD”**. After 5 seconds, the CRO will command **“START”**.

Finalists have 200 seconds 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 seconds 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 seconds 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 seconds, the CRO will command **“START”**.

At 200 seconds 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 seconds of additional comments on the rankings.

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

After 5 seconds the CRO will command **“START”**. At 200 seconds 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

Immediately after the command **“STOP...UNLOAD”**, the CRO must start a combined Changeover and Sighting period by commanding **“7 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 seconds before the end of the changeover and sighting time, the CRO will

command “**30 SECONDS**”.

After 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 seconds for each series

After 30 seconds the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After 5 seconds, the CRO will command “**START**”.

Finalists have 150 seconds to fire each five (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

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

After 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 seconds for each series, 50 seconds for each single shot

After 30 seconds the CRO will command **“FOR THE NEXT COMPETITION SERIES...LOAD”**. After 5 seconds, the CRO will command **“START”**.

Finalists have 250 seconds to fire each five (5) shot MATCH series in standing. The same command procedure and sequence of announcements will continue until the finalists have completed two (2) five (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 5 seconds, the CRO will command **“START”**. Finalists have 50 seconds to fire each single shot. Shot time countdown information must continue to be available to the athletes.

At 50 seconds or after all finalist's 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 bronze, silver and gold medal winners (ISSF Rule 6.17.1.14).

4.4.18 Notes

4.4.18.1 ISSF Rule 6.17.6 Protests in Finals

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

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

4.4.19 Reporting and Start Time

ISSF Rule 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.

ISSF Rule 6.17.1.4 Late Arrival. Any finalist who does not report to the Preparation Area within 10 minutes after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS.

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

4.4.19.2 Aiming exercises are allowed.

ISSF Rule 6.11.1.1 f) After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

4.4.19.3 **ISSF Rule 6.17.1.6 Malfunctions, 50m Finals.** If an athlete has an ALLOWABLE MALFUNCTION (ISSF Rule 6.13.2) during a single shot, a maximum of 1 minute will be given to repair the malfunction or replace the gun, after which the athlete will be directed to re-fire the shot. If an athlete claims an ALLOWABLE MALFUNCTION in a three (3) shot or five (5) shot series and the malfunction can be repaired or the gun replaced within 1 minute 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 remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding 1 minute. Finalists may have only one ALLOWABLE MALFUNCTION per Final.

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 PRESENTATION OF MEDALISTS (ISSF Rule 6.17.1.14)

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

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

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

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

4.4.22

ISSF 6.17.1.13 Finals Rules and Procedures

ISSF General Technical Rules or Technical Rules for each event must apply in all cases not covered by ISSF Rule 6.3.3.1).

5. 50M RIFLE 3 POSITIONS WOMEN (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

5.2 **“ATHLETES TO THE LINE”** 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes) No shots may be fired.

Each athlete must (ISSF Rule 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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING, AND MUST BE FIRED IN THAT ORDER. EACH ATHLETE HAS FORTY (40) COMPETITION TARGETS AND FOUR (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 MINUTES (IF PIT OPERATED OR TARGET CARRIERS WITH PAPER TARGETS)

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING AND MUST BE FIRED IN THAT ORDER. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING 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 AND 45 MINUTES.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 5 MINUTES BEFORE.”

FOR SIUS 921 – IMPORTANT INFORMATION

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

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 – IMPORTANT INFORMATION

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)

5.2.2 Commands after 14 minutes and 30 seconds **“30 SECONDS.”**

5.2.2.1 Commands after the 15 minutes have ended **“END OF PREPARATION AND SIGHTING...STOP.”**

“RESET TARGETS.” (pause 30 seconds) (ISSF Rule 6.11.1.1 k)

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

5.2.2.3 **“10 MINUTES”**

5.2.2.4 **“5 MINUTES”**

5.2.2.5 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

5.2.2.6 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).

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

5.3.5 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

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) (ISSF Rule 6.17.3)

The Finals consists of fifteen (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 seconds per series. After a 7 minutes Changeover and Sighting Time, finalists fire 3 x 5 shots prone with a time limit of 150 seconds per series. After a 9 minutes Changeover and Sighting Time, finalists fire 2 x 5 shots standing in 250 seconds per series. The two lowest ranking finalists are eliminated after ten (10) (2 x 5) shots standing.

The Finals continues with five (5) single shots in standing, each in 50 seconds, 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 forty-five (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 (ISSF Rule 6.17.1.2).

At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, BIB (start) numbers and firing positions (ISSF Rule 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 prior to this time. Neither gun cases nor equipment containers may be left on the field of play behind the firing line (ISSF Rule 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 (ISSF Rule 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 ISSF Rule 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 minutes 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 (ISSF Rule 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 minutes 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 eight (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 minutes before

The CRO will call finalists to the firing line 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 2 minutes 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 seconds before the end of the Preparation and Sighting Time, the CRO will command “**30 SECONDS**”.

After 5 minutes, 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 minutes before

After finalists’ rifles are checked, the Announcer will present the finalists, CRO

and Jury Member-in-Charge according to ISSF Rule 6.17.1.12. 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 seconds for each series

Competition firing starts at 0:00 minutes

Immediately after the presentation, the CRO will command **“TAKE YOUR POSITIONS”** pause 60 seconds and then command **“FOR THE FIRST COMPETITION SERIES...LOAD”**. After 5 seconds, the CRO will command **“START”**.

Finalists have 200 seconds 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 **“10”** and **“5”** to indicate the time remaining in each series.

At 200 seconds 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 seconds 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 seconds, the CRO will command **“START”**.

At 200 seconds 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 seconds of additional comments on the rankings.

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

After 5 seconds, the CRO will command **“START”**. At 200 seconds 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

Immediately after the command **“STOP...UNLOAD”**, the CRO must start a combined Changeover and Sighting period by commanding **“7 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 seconds before the end of the Changeover and Sighting Time, the CRO will command “**30 SECONDS**”.

After 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 seconds for each series

After 30 seconds the CRO will command “**FOR THE NEXT COMPETITION SERIES...LOAD**”. After 5 seconds, the CRO will command “**START**”.

Finalists have 150 seconds to fire each five (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

Immediately after the command “**STOP...UNLOAD**”, the CRO must start a combined Changeover and Sighting period by commanding “**9 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 seconds before the end of the Changeover and Sighting Time, the CRO will command “**30 SECONDS**”.

After 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 seconds for each series, 50 seconds for each single shot

After 30 seconds the CRO will command **“FOR THE NEXT COMPETITION SERIES...LOAD”**. After 5 seconds, the CRO will command **“START”**.

Finalists have 250 seconds to fire each five (5) shot MATCH series in standing. The same command procedure and sequence of announcements will continue until the finalists have completed two (2) five (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 5 seconds, the CRO will command **“START”**. Finalists have 50 seconds to fire each single shot. Shot time countdown information must continue to be available to the athletes.

At 50 seconds or after all finalist's 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 (forty (40) shots total, 8th and 7th places).

One additional lowest-ranking finalist is eliminated after each of the five (5) 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 bronze, silver and gold medal winners (ISSF Rule 6.17.1.14).

5.4.18 Notes

5.4.18.1 ISSF Rule 6.17.6 Protests in Finals

- a) Any protests must be immediate and made by the athlete or his coach by holding up his hand.
- b) Any protest must be decided immediately by the Finals Protest Jury (ISSF Rule 3.12.3.7, 6.16.6 and 6.17.1.10 d)). A decision by the Finals Protest Jury is final and may not be appealed.
- c) 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 Final.

5.4.18.2 Reporting and Start Time

ISSF Rule 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.

ISSF Rule 6.17.1.4 Late Arrival. Any finalist who does not report to the Preparation Area within 10 minutes after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS.

5.4.18.3 **ISSF Rule 6.11.1.1 i), 6.11.1.3 a)** 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.

ISSF Rule 6.11.1.1 f) After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

5.4.19 ISSF Rule 6.17.1.6 Malfunctions, 50m Finals. If an athlete has an ALLOWABLE MALFUNCTION (ISSF Rule 6.13.2) during a single shot, a maximum of 1 minute 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 three (3) shot or five (5) shot series and the malfunction can be repaired or the gun replaced within 1 minute 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 PRESENTATION OF MEDALISTS (ISSF Rule 6.17.1.13)

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

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

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

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

5.4.22 ISSF Rule 6.17.1.13 Finals Rules and Procedures

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

6. 300M RIFLE PRONE MEN / WOMEN (ISSF RULE 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

6.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISSF Rule 6.11.1.1 b)) 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 SIXTY (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 MINUTES (IF PIT OPERATED OR TARGET CARRIERS WITH PAPER TARGETS)

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 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 SIXTY (60) COMPETITION SHOTS. THE LAST 30**

SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH.

THE TOTAL TIME LIMIT IS 1 HOUR.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 5 MINUTES BEFORE.”

6.2.2 Commands after 14 minutes and 30 seconds “30 seconds”

6.2.3 Commands after the 15 minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP.”**

“Reset targets.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k)

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

6.2.3.2 **“10 MINUTES”**

6.2.3.3 **“5 MINUTES”**

6.2.3.4 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

6.2.4 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).

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

6.3.4 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a

delay of more than 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 (ISSF Rule 6.11.3.2).

6.3.5 If electronic scoring targets are used, see ISSF Rule 6.10.

6.4 NO FINALS (ISSF RULE 6.17)

7. 300m Rifle 3 positions Men (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

7.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISSF Rule 6.11.1.1 b)) 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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING, AND MUST BE FIRED IN THAT ORDER. EACH ATHLETE HAS FOUR (4) COMPETITION TARGETS AND ONE (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 MINUTES (IF PIT OPERATED OR TARGET CARRIERS WITH PAPER TARGETS)

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 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 ISSF Rule 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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING AND MUST BE FIRED IN THAT ORDER. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH. 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

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

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 – IMPORTANT INFORMATION

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).

7.2.2 Commands after 14 minutes and 30 seconds “30 seconds”

7.2.3 Commands after the 15 minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**.

“RESET TARGETS.” (Pause 30 seconds) (ISSF Rules 6.11.1.1 k))

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

7.2.3.2 **“10 MINUTES”**

7.2.3.3 **“5 MINUTES”**

7.2.3.4 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

7.2.4 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 i)).

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

7.3.4 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

If electronic scoring targets are used, see ISSF Rule 6.10.

7.4 NO FINALS (ISSF RULE 6.17)

8. 300M RIFLE 3 POSITIONS WOMEN (ISSF Rule 7.7.4)

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 ISS Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

8.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISSF Rule 6.11.1.1 b)) 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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING, AND MUST BE FIRED IN THAT ORDER. EACH ATHLETE HAS FOUR (4) COMPETITION TARGETS AND ONE (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 MINUTES (IF PIT OPERATED OR TARGET CARRIERS WITH PAPER TARGETS)

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 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 (ISSF Rule 6.10):

8.2.2

“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 FORTY (40) SHOTS KNEELING, FORTY (40) SHOTS PRONE AND FORTY (40) SHOTS STANDING AND MUST BE FIRED IN THAT ORDER. THE LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH. 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

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

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 – IMPORTANT INFORMATION

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 10 AND 5 MINUTES BEFORE”.

8.2.3 Commands after 14 minutes and 30 seconds **“30 SECONDS”**

8.2.4 **Commands after the 15 minutes have ended. “END OF PREPARATION AND SIGHTING...STOP”.**

“RESET TARGETS.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k))

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

8.2.4.2 **“10 MINUTES”**

8.2.4.3 **“5 MINUTES”**

8.2.4.4 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

8.2.5 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 (ISSF Rule 6.11.1.1 e)).

8.3.3 Shots fired after **"STOP"** must be scored as misses ISSF Rule 6.11.1.3 a). Note on score sheet.

8.3.4 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

8.3.5 If electronic targets are used see ISSF Rule 6.10.

8.4 NO FINALS (ISSF RULE 6.17)

9. 300M STANDARD RIFLE MEN (ISSF Rule 7.7.4)

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 ISSF Rule 7.5, 6.7, 6.19 and ISSF Eligibility and Sponsorship Rules (Section 4).

9.2 ANNOUNCE

“ATHLETES TO THE LINE” 15 minutes 30 seconds before the Preparation and Sighting Time starts.

“PREPARATION AND SIGHTING TIME START.” (15 minutes)

Each athlete must (ISSF Rule 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 TWENTY (20) SHOTS KNEELING, TWENTY (20) SHOTS PRONE AND TWENTY (20) SHOTS STANDING, AND MUST BE FIRED IN THAT ORDER. EACH ATHLETE HAS TWO (2) COMPETITION TARGETS AND ONE (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 MINUTES.”

(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 (ISSF Rule 6.10):

9.2.1.2 “THE MATCH CONSISTS OF TWENTY (20) SHOTS KNEELING, TWENTY (20) SHOTS PRONE AND TWENTY (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 LAST 30 SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH.

THE TOTAL TIME LIMIT IS 2 HOURS.

DRY FIRING IS ALLOWED.”

FOR SIUS 921 – IMPORTANT INFORMATION

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

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 – IMPORTANT INFORMATION

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 10 and 5 minutes before.

9.2.1.3 Commands after 14 minutes and 30 seconds **“30 SECONDS”**.

9.2.2 Commands after the 15 minutes have ended **“END OF PREPARATION AND SIGHTING...STOP”**.

“RESET TARGETS.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k))

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

9.2.2.2 **“10 MINUTES”**

9.2.2.3 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

9.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f)).

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 ISSF Rule 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 (ISSF Rule 6.11.1.1 i)).

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

9.3.5 **Interruptions**

If there is a delay of more than 3 minutes, equal time may be allowed (on athlete's demand, and remaining time plus 1 minute if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more 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 (ISSF Rule 6.11.3.2).

9.4 **NO FINALS (ISSF RULE 6.17)**

10. 10M AIR RIFLE MIXED TEAM

(Each team member will fire forty (40) Match shots, eighty (80) total shots per team) (ISSF Rule 6.18, 6.18.2.5, 7.7.4).

10.1 QUALIFICATION ROUND (ISSF RULE 6.18.1.4)

10.1.1 Be sure the range is clear.

10.1.2 Call athletes to the firing line. Check names, BIB (start) numbers and firing positions. Starting positions: the two members of each team must be squadded to fire on adjacent firing points with the male athlete on the right and the female athlete on the left. Teams will be squadded by a random computer draw according to ISSF Rule 6.6.6. Teams from the same nation may not be squadded next to each other

During the Qualification, coaching will be governed by ISSF Rule 6.12.5 (non-verbal coaching is allowed). During the Final, when Announcer commentary is taking place, each coach may approach and speak with his team members on their firing points one time (once per Final) for a maximum of 30 seconds. The Jury- Member-in-Charge must control the time.

10.1.3 Notify Register Keepers of any changes.

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

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

10.2 ANNOUNCE

“ATHLETES TO THE LINE” 4 minutes 30 seconds before the Preparation and Sighting Time starts.

ANNOUNCE at 05:00 minutes

”PREPARATION AND SIGHTING TIME START.” (10 minutes)

During the Preparation and Sighting Time, an Announcer may explain the competition format for spectators and may also introduce the competing teams.

Each athlete must have a sighting target.

10.2.1 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 MIXED TEAM EVENT.”

10.2.1.1 **“PAPER COMPETITION TARGETS ARE NUMBERED IN SEQUENCES, FROM ONE (1) THROUGH FORTY (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 FORTY (40) COMPETITION SHOTS**

FOR EACH ATHLETE. ONLY ONE (1) SHOT MAY BE FIRED ON EACH COMPETITION TARGET.

THE TOTAL TIME LIMIT IS 1 HOUR AND 5 MINUTES.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 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:

“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 FORTY (40) COMPETITION SHOTS. THE LAST THIRTY (30) SECONDS WILL BE ANNOUNCED. WHEN ALL TARGETS ARE RESET FOR MATCH FIRING, THE CHIEF RANGE OFFICER WILL COMMAND “MATCH FIRING...START.” MATCH FIRING IS CONSIDERED TO HAVE STARTED WHEN THE CRO HAS GIVEN THE COMMAND “START;” IN CASE OF A MANUAL SYSTEM YOU WILL BE COMMANDED AT THE END OF THE PREPARATION AND SIGHTING TIME TO CHANGE TO THE MATCH FIRING AND PRESS THE MATCH BUTTON FIRMLY ONCE. PLEASE CHECK THE DISPLAY ON YOUR FIRING POINT MONITOR IT SHOWS MATCH. THE TOTAL TIME LIMIT IS 50 MINUTES.

DRY FIRING IS ALLOWED. THE END OF THE MATCH WILL BE ANNOUNCED 10 AND 5 MINUTES BEFORE.”

10.2.1.2 Commands after 9 minutes and 30 seconds **“30 SECONDS”**

10.2.2 Commands after the 10 minutes have ended. **“END OF PREPARATION AND SIGHTING...STOP”**

“RESET TARGETS.” (Pause 30 seconds) (ISSF Rule 6.11.1.1 k))

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

10.2.2.2 **“10 MINUTES”**

10.2.2.3 **“5 MINUTES”**

10.2.2.4 **“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 (ISSF Rule 6.2.2.4, 6.2.2.5).

10.2.3 Electronic targets: the athlete should sign the printer strip (ISSF Rule 6.10.4 f).

10.3 NOTES

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

10.3.2 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.

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

10.3.4 Shots fired after "STOP" must be scored as misses (ISSF Rule 6.11.1.3 a)). Note on score sheet.

10.3.5 Interruptions

If there is a delay of more than 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 1 minute, if during the last few minutes of the competition) (ISSF Rule 6.11.3.1). If there is a delay of more than 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 (ISSF Rule 6.11.3.2).

10.3.6 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 (ISSF Rule 6.11.2.2).

10.3.7 Teams will be ranked according to their team scores. Ties will be broken by applying ISSF Rule 6.15.1 to the team scores (totals of the two team member scores).

10.4 FINALS (THE TOP FIVE (5) TEAMS IN THE QUALIFICATION) ADVANCE TO THE FINAL (ISSF RULE 6.18.2.8)

10.4.1 Be sure the range is clear.

10.4.2 The five teams in the Final will be squadded by a random draw on the ten (10) firing points of the Finals Range. Team members must be squadded to fire on adjacent firing points. When the team reports (30 minutes before), the team coach must inform the RTS Jury which team member will shoot on the left and which team member will shoot on the right.

10.4.2.1 At least 30 minutes before the scheduled starting time all athletes report to the Jury. Check names, BIB (start) numbers and firing positions (ISSF Rule 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 athletes has reported. Neither gun cases nor equipment containers may be left on the field of play behind the firing line (ISSF Rule 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 (ISSF Rule 6.17.1.3).

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

10.4.4 Late Arrival

Any finalist who does not report to the Preparation Area within 10 minutes 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 (ISSF Rule 6.17.1.4).

10.4.5 Target Systems

10.4.5.1 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.

10.4.5.2 Electronic Targets only

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

10.4.6 EQUIPMENT SET-UP TIME

18:00 minutes before (ISSF Rule 6.18.3.6)

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 18 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.

12:00 minutes before

Rifle warm-up period

The CRO will call the athletes to the firing line twelve (12) minutes before the start time by commanding "**ATHLETES TO THE LINE**".

After 1 minute, the CRO will start a combined Preparation and Sighting Time by commanding "**5 MINUTES PREPARATION AND SIGHTING TIME...START**".

During this time, finalists may fire unlimited sighting shots.

At 30 seconds before the end of the Preparation and Sighting Time, the CRO will command **“30 SECONDS”**. After 5 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.

10.4.7 PRESENTATION OF TEAMS

5:30 minutes before

After all finalists' guns are checked, the Announcer will introduce the Teams by giving the name, nation and brief information about each finalist. The Announcer will also introduce the CRO and Jury Member-in-Charge (ISSF Rule 6.17.1.12).

10.5 1st COMPETITION STAGE

Five (5) Shot Competition Series (ISSF Rule 6.18.3.10)

The Final will begin with each team member shooting three (3) five (5) shot series (ten (10) total shots per team per series, thirty (30) total shots per team). During each series the two team members must alternate firing shots (see ISSF Rule 6.18.3.3 above) with the athlete on the left shooting first and the athlete on the right second (L-R-L-R-L-R etc.). Both athletes may load and prepare their firing positions after the command **“LOAD,”** but the athlete on the right may not shoot until the athlete on the left has fired. Teams will have 300 seconds to fire 3 x 5 shots. A two (2) point penalty will be deducted from the score of a team that shoots out of order.

10.5.1 FINAL PREPARATION TIME

Immediately after the presentation, the CRO will command **“TAKE YOUR POSITIONS”**. After 60 seconds, the CRO will begin commands for the first Competition series with the command:

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

10.5.3 After 300 seconds or after all finalists have fired five (5) shots, the CRO will command **“STOP.”**

10.5.4 Immediately after the command **“STOP,”** the Announcer will give 15 - 20 seconds of comments on the current ranking of the teams and notable scores. Individual shot scores are not announced.

10.5.5 Immediately after the Announcer finishes, the CRO will command **“FOR THE NEXT COMPETITION SERIES, LOAD.”** This sequence will continue until all team members have fired three (3) five (5) shot series.

10.6 2nd COMPETITION STAGE

Single Competition Shots

After each team has fired 3 x 10 shots (thirty (30) shots per team), single

competition shots with each team member firing one (1) shot will begin. For each shot, the athlete on the left must shoot first and the athlete on the right second. Teams will have 60 seconds to fire their two (2) single shots. A two (2) point penalty will be deducted from the score of a team that shoots out of order. After each team member has fired two (2) single shots, the first elimination will occur. The place finish of each team will be decided as follows:

Time limit: 300 seconds for each series, to fire 3 x 5 shots

Competition firing starts at 0:00 minutes

The CRO will command **“FOR THE FIRST COMPETITION SERIES...LOAD”**.

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

Teams have 300 seconds to fire five (5) shots. A countdown clock displaying the time remaining in seconds should be shown on the finalists' target monitors.

At 300 seconds or after all finalists have fired five shots, the CRO will command **“STOP”**.

10.6.1 SCORE ANNOUNCEMENTS

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

Individual shot scores are not announced.

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

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

At 300 seconds or after all teams have fired five shots, the CRO will command **“STOP”**.

10.6.2 SCORE ANNOUNCEMENTS

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

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

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

At 300 seconds or after all teams have fired five (5) shots, the CRO will command **“STOP”**.

10.6.3 SCORE ANNOUNCEMENTS

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

10.7 2nd COMPETITION STAGE

3 x 10 Single Shots (Thirty (30) shots per team)

Time limit: 60 seconds. to fire their two single shots

10.7.1 After 60 seconds or after all finalists have fired one (1) shot, the CRO will command **“STOP.”**

- 10.7.2** Immediately after the command **“STOP,”** the Announcer will give 15 - 20 seconds of comments on the current rankings of the teams and notable scores. Individual shot scores are not announced.
- 10.7.3** Immediately after the Announcer finishes, the CRO will command **“FOR THE NEXT COMPETITION SHOT, LOAD”** and this single shot sequence will continue. After all team members have fired two (2) single shots (2 x 17 total shots), the 5th place team is eliminated.
- 10.7.4** After all remaining team members have fired two (2) additional single shots (2 x 19 total shots), the 4th place team is eliminated.
- 10.7.5** After all remaining team members have fired two (2) additional single shots (2 x 21 total shots), the 3rd place team is eliminated.
- 10.7.6** After all remaining team members have fired three (3) additional single shots (2 x 24 total shots), the 1st and 2nd place teams (gold and silver medal winners) are decided.
- 10.7.7** If after the 24th shot there are no ties and the gold and silver medal winners are decided, the CRO will command **“STOP...UNLOAD”** and declare **“RESULTS ARE FINAL.”** A Range Officer must verify that gun actions are open with safety flags inserted. The Jury must assemble the three medal winning teams on the FOP and the Announcer will recognize the bronze, silver and gold medal winning teams.
- 10.7.8** Ties for a team to be eliminated or to determine gold or silver medal winners will be broken by shoot-offs. Tied teams (both members) must fire additional tie-breaking shots, with the athlete on the left shooting first and the athlete on the right shooting second, until the tie is broken. The CRO will announce **“THERE IS A TIE BETWEEN THE TEAMS FROM (NATION) AND (NATION)”** and then conduct the shoot-off. The time limit for each tie-breaking shot is 60 seconds. Ties will be decided by the team totals for the tie-breaking shots.
- 10.7.9** **“STOP...UNLOAD”**. A Range Officer must verify that gun actions are open with safety flags inserted.
- 10.8 ELIMINATIONS**
- When a team is eliminated, they must unload their rifles, insert a safety flag, lay it down and step back from the firing point. A Range Officer must verify that the gun is safe.
- 10.8.1** After all teams have fired seventeen (15+2=17) shots, the lowest ranking team is eliminated (5th place). The lowest ranked teams will continue to be eliminated as follows:
- 10.8.2** After 19 shots – 4th place
- 10.8.3** After 21 shots – 3rd place (bronze medal winner team is decided)
- 10.8.4** After 24 shots – 1st place 2nd and 1st places (silver and gold medal winner's

teams are decided)

10.8.5 After the two (2) remaining teams fired their 24th shots, and if there are no ties and no protests, the CRO will declare "RESULTS ARE FINAL".

10.8.6 The Announcer will immediately recognize the bronze, silver and gold medal winner teams (ISSF Rule 6.18.3.15).

10.9 NOTES

10.9.1 ISSF Rule 6.16.5.2, 6.18.3.5 Protests in Finals

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

EST Complaints During Finals.

If a team member or coach complains, or a Range Officer or Jury Member observes, that the paper strip is failing to advance, the CRO must stop the Sighting Period or competition, direct the Technical Officer to fix the problem and then continue firing.

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

The Jury and Range Officer must note the time when the complaint occurred;

The Range Officer must stop the second team member from firing and direct the athlete whose target malfunctioned to fire another shot. If the additional shot registers, the Range Officer will direct the team to complete the series/ shot plus 60 seconds of additional time. The value of the additional shot will be counted and the missing shot will be ignored.

If the additional shot does not register, the Range Officer must direct the team with the target that malfunctioned to stop shooting. At the end of the series/ shot, the Jury must stop the competition and direct the Technical Officer(s) to repair or replace the target.

After the target is repaired or replaced, all teams will be given two (2) minutes of unlimited sighting shots. The team that had the malfunctioning target will then complete their series/shot in the time remaining when the interruption occurred plus 60 seconds of additional time. After they complete their series, the competition will continue.

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

10.9.3 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.

10.9.4 Reporting and Start Time

ISSF Rule 6.18.3.6 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. A two-point (2) penalty will be deducted from the Score of the first competition series if one or two team

members do not report on time.

ISSF Rule 6.17.1.4 Late Arrival. Any team finalist who does not report to the Preparation Area within 10 minutes after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS.

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

10.9.6 **Aiming exercises are allowed.**

ISSF Rule 6.11.1.1 f) After the Chief Range Officer calls the athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;

10.9.7 **ISSF Rule 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.

10.9.8 **ISSF Rule 6.18.1.7** Malfunctions, 10m Mixed Finals. If an athlete has an ALLOWABLE MALFUNCTION, the Final will be governed according to ISSF Rule 6.17.1.6. Athletes may have only one malfunction per stage (Qualification and Final), either ALLOWABLE or NON-ALLOWABLE. 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.

10.10 **TIE-BREAKING**

ISSF Rule 6.18.3.14 Tie-Breaking. Ties for a team to be eliminated or to determine gold or silver medal winners will be broken by shoot-offs. Tied teams (both members) must fire additional tie-breaking shots, with the athlete on the left shooting first and the athlete on the right shooting second, until the tie is broken. The CRO will announce “**THERE IS A TIE BETWEEN THE TEAMS FROM (NATION) AND (NATION)**” and then conduct the shoot-off. The time limit for each tie-breaking shot is 60 seconds. Ties will be decided by the team totals for the tie-breaking shots.

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

10.11 **PRESENTATION OF MEDALISTS (ISSF RULE 6.17.1.14)**

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

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

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

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

10.11.1 **ISSF Rule 6.17.1.13 Finals Rules and Procedures**

ISSF General Technical Rules or Technical Rules for each event must apply in

all cases not covered by ISSF Rule 6.17.

10.11.2 In ISSF Championships, Elimination and Qualification Round Competitions for 10m Air Rifle Mixed events, events must be scored in decimal values (ISSF Rule 6.3.3.1).

Annex A

PDC – Pellet Discharge Cylinder

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

