

# ISSF 25m RAPID FIRE PISTOL – Paper Targets

## Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets and Patches
- Score sheets (Registers)
- Range Incident Forms
- Be familiar with operation of the timer
- Collect ammunition for velocity testing
- (for competition) check:
  - Shooters in the correct bays,
  - Pistols and other equipment approved
  - Shooters wearing Start Numbers if provided
  - Collect 10 rounds from each shooter (for velocity testing)

## Preparation and sighting series:

**Check the range is clear of personnel,  
3 minutes before the competition time, call...**

**“PREPARATION TIME BEGINS NOW”**

Start stopwatch

**After 3 (three) minutes, reset stopwatch, and call...**

**“8 SECONDS SIGHTING SERIES ... LOAD”**

Start stopwatch

**After 1 minute, call...**

**“ATTENTION”** and activate the targets

**At the end of the series, call...**

**“STOP ... UNLOAD”**

Clear all pistols – flags to be inserted

Allow scoring personnel forward

**After all personnel have returned, call...**

**“8 (or 6 or 4) SECONDS SERIES ... LOAD”**

Start stopwatch

**After 1 minute, call...**

**“ATTENTION”** and activate the targets

**At the end of the series, call...**

**“STOP ... UNLOAD”**

Clear all pistols – flags to be inserted

Allow scoring personnel forward

**After all personnel have returned...**

Repeat this procedure for a total of six series.

## **At the end of the relay and all personnel have returned:**

- Announce bay numbers for trigger checks and velocity testing.
- Clear all pistols for casing and removal
- Complete Range Report, and forward to the RTS Office
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## **Course of Fire**

### **Preparation Time**

- 3 minutes

### **Sighting series**

- 1 series of 5-shots in 8 seconds

### **Competition series**

- 2 series of 5-shots in 8 seconds
- 2 series of 5-shots in 6 seconds
- 2 series of 5-shots in 4 seconds

## **Targets**



ISSF 25m Rapid Fire Pistol Target

ISSF 25m Rapid Fire Pistol Target  
Targets are scored at the target line.

## **The Ready Position**



## COMMON IRREGULARITIES & INFRINGEMENTS

### **MALFUNCTIONS** – rule 8.9.1

Check whether it is ALLOWABLE (i.e. it is not something the competitor could have reasonably avoided) – see rule 8.9.4 for examples

#### **In the sighting series** – rule 8.9.1 – **PA variations**

- **If ALLOWABLE** – competitor is allowed another sighting series to **complete** the unfired shots. This is fired immediately – i.e. before changing targets for the match.
  - Penalty for loading more than required is 2 pts, PLUS
  - Penalty for firing more shots than allowed is 2 pts per shot
- **If NON-ALLOWABLE** – no additional time or sighting shots will be allowed

#### **In a competition series** – rule 8.9.3a & b

- **ALLOWABLE** - the competitor is allowed one (1) re-shoot (8.9.1): This will be fired in the same time stage with the next series. Scoring is the lowest value hit on each target.
- **NON-ALLOWABLE** – there is no reshoot permitted

#### **Pistol breaks (break and cease)** – rule 8.9.2

If the pistol is broken – this must be verified by the RO – up to 15 minutes is allowed for the competitor to repair or replace the pistol. The malfunction is classed as allowable even if the shooter has tried to fix it themselves. **However**, if there has been a previous malfunction claim then this break is classed as non-allowable so that the interrupted series cannot be completed, but the unfired series may be fired. One additional sighting series is allowed.

### **INTERRUPTIONS** – rule 8.8.1

Any shots fired in the series will be counted and the series will be completed. (this includes such things as the timer or targets failing).

If a competitor is interrupted for more than 15 minutes extra sighting shots are allowed.

### **DISTURBANCES** - rule 8.8.4

- If the claim is justified the series may be annulled and the shooter may repeat the series.
- If the claim is not justified (including if the competitor has fired a shot after the alleged disturbance) then the series may be repeated.
- Scoring will be the lowest value hit on each target AND a 2-pt penalty must be imposed. (rules 8.8.4c & f)