

# ISSF 50m Pistol Finals – Paper Targets

The 8 finalists must present themselves at the Preparation Area, complete with all their shooting equipment needed for the final event, at least 30 minutes before the scheduled starting time. They will have about 10 minutes to set up their equipment, including pistols.

## Course of Fire:

- 2 x 5 shot series in 250 seconds per series
- 14 x single shots in 50 secs each on command
- lowest ranked competitor retires after each 2<sup>nd</sup> shot (i.e. 8<sup>th</sup> ranked after 12<sup>th</sup> shot, 14<sup>th</sup> after 10<sup>th</sup> shot etc)

## Check:

- Stopwatch is correctly set
- Classification is ready
- **Range is clear of personnel**

13 minutes before Start

**“ATHLETES TO THE LINE”**

After 2 minutes

**“FIVE MINUTES -**

**PREPARATION & SIGHTING TIME...START”**

After 4 minutes & 30 seconds

**“30 SECONDS”**

After the full 5 minutes

**“STOP...UNLOAD”**

- Pistols to be unloaded with flags inserted – RO to check
- Range personnel change targets while athletes are introduced.
- Athletes should turn to face the audience while they are introduced.

Following the introductions and once range is clear of personnel

Call

**“TAKE YOUR POSITIONS”**

After 60 seconds

**“FOR THE FIRST COMPETITION SERIES...LOAD”**

After 5 seconds

**“START”**

After the full 250 secs

**“STOP...UNLOAD”**

- Pistols to be unloaded with flags inserted – RO to check
- Range personnel to score and patch targets.

Once range is clear of personnel

Call

**“TAKE YOUR POSITIONS”**

After 60 seconds

**“FOR THE SECOND COMPETITION SERIES...LOAD”**

After 5 seconds

**“START”**

After the full 250 secs

**“STOP...UNLOAD”**

- Pistols to be unloaded with flags inserted – RO to check
- Range personnel to score and **change** targets.

Once range is clear of personnel

Call

**“TAKE YOUR POSITIONS”**

After 60 seconds

**“FOR THE NEXT COMPETITION SHOT...LOAD”**

After 5 seconds

**“START”**

After 50 seconds

**“STOP”**

After about 5 seconds

**“FOR THE NEXT COMPETITION SHOT...LOAD”**

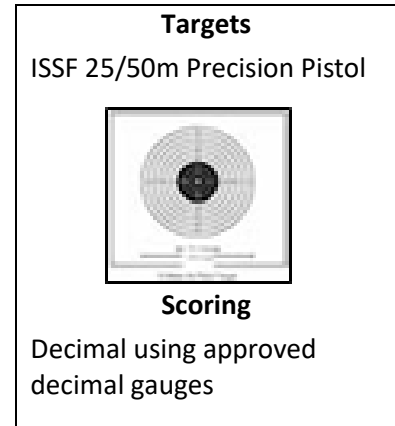
After 5 seconds

**“START”**

After 50 seconds

**“STOP...UNLOAD”**

- Pistols to be unloaded with flags inserted – RO to check
- Range personnel to score and patch targets.
- Once scores have been announced the person in 8<sup>th</sup> position retires from the Final.
- Continue shooting 2 x single shots as above, scoring, and eliminating the lowest ranked athlete from the competition, after every 2<sup>nd</sup> shot.



## **TIES FOR LOWEST RANKING POSITION**

The tied athletes will shoot single shots on command (in 50 seconds per shot) until the tie is broken. Targets will need to be scored after each shot.

## **IF THERE ARE LESS THAN EIGHT FINALISTS**

Elimination of athletes always begins with the person in 8<sup>th</sup> position and there must always be 24 'regular' shots in the Final. Thus (for example) if there are only 6 finalists elimination will begin after shot 16 etc.

## **MISCELLANEOUS INFORMATION**

### **Observers**

- The rules allow for the time per series/shot to be shortened once all finalists have fired the correct number of shots – if this is to be utilized then observers MUST be used.

### **Malfunctions & Repairs (6.17.1.6)**

- The Range Officer must check to see that the malfunction is ALLOWABLE (if not then the competition continues)
- For single shots
  - Athlete has 1 minute to repair or replace the pistol
  - Athlete refires the shot before the competition continues
- For the 5 shot series
  - Athlete has 1 minute to repair or replace the pistol
  - Shots already fired are counted and the athlete is permitted to continue the series with additional time equal to the time required to repair the malfunction (maximum of one (1) minute of extra time).

### **Late to Report**

- If an athlete reports more than 10 minutes late he will not be permitted to shoot (rule 6.17.1.4) - (Note to Range Officers – this is a Jury decision)
- If an athlete does not report on time a 2 point penalty will be applied to the fires MATCH shot/series (rule 6.17.1.3) – (Note to Range Officers – this is a Jury decision)

### **Score Protests**

- Score protests are not permitted in the Finals (rule 6.17.1.7). (Common sense to prevail – if the shooter feels the call is wrong by 1 full point or more he may query it – but he may not query differences in the decimal value such as 10.5 instead of 10.4 etc)

### **Dry Firing**

- Dry firing in the Final is permitted ONLY during the Preparation and Sighting time AND between the call of "TAKE YOUR POSITIONS" and the ".....LOAD" command immediately following the target scoring. (i.e. NOT permitted during a 5 shot series and NOT permitted between the 1<sup>st</sup> & 2<sup>nd</sup> shots when firing single shots).