

ISSF Supported Rest 10m Air Pistol – All Targets

Before the competition

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets
- Range Incident Forms
- (for competition) check
 - Shooters in the correct bays
 - Pistols and other equipment approved
 - Shooters wearing Start numbers if provided

Preparation and competition:

“ATHLETES TO THE FIRING LINE”

- Competitors to be allowed time to set up their equipment. (There is no specified time – all details must have the same)
- Dry firing and aiming exercises are permitted. Range Officer checks must be completed during this time.

15 minutes before the competition time call...

“15 MINUTES PREPARATION AND SIGHTING TIME - START”

- Start stopwatch
- After 14¹/₂ minutes call....

“30 SECONDS”

- After 15 minutes call....

“END OF PREPARATION AND SIGHTING TIME ...STOP”

PAPER	EST
“CHANGE TARGETS”	Switch from sighting to match
Once all competitors have changed targets (about 30 seconds) <ul style="list-style-type: none"> • Reset stopwatch & call. 	Once targets have been changed to match targets (about 30 seconds) <ul style="list-style-type: none"> • Reset stopwatch & call
“MATCH FIRING...START”	“MATCH FIRING...START”
At 40 minutes after Start call	At 30 minutes after Start call
10 MINUTES	
At 45 minutes after Start call	At 35 minutes after Start call
5 MINUTES	
At 50 minutes after Start call	At 40 minutes after Start call
STOP – UNLOAD	

- Announce bay numbers for random checks
- Clear all pistols for casing and removal
- Complete Range Report, and forward to the RTS Office



Course of fire

Athletes should be allowed to occupy their bays before the start of preparation time – RO checks to be carried out at this time, then

- 15 minutes, **combined Preparation Time and Sighting shots**
- Paper - 30 competition shots in **50 minutes**
- EST - 30 competition shots in **40 minutes**

Target



ISSF 10m Air Pistol Target

Note 1:

Targets are to be handed in in lots of 10 to ensure Classification can keep up to date.
(rule 4.1 – Paper Target Annex)

Competitors MUST be discouraged from packing up while others are shooting – it is a courtesy to wait until the end of the match time.

See reverse for common infringements and irregularities..

COMMON IRREGULARITIES & INFRINGEMENTS

Malfunctions – rule 6.13

Check whether it is ALLOWABLE (i.e. it is not something the competitor could have reasonably avoided)

- **If ALLOWABLE** – competitor may repair or replace the pistol but no extra time is given. Extra sighters may be allowed if requested.
- **If NON-ALLOWABLE** – while the competitor may be able to repair the pistol he will not be permitted to replace it, nor will any extra sighting shots be permitted.

Load two (2) pellets – rule 6.11.2.4

- **Unfired** - if the competitor realizes what has happened he must signal the RO who must then oversee the unloading of the gun. No extra time is allowed & there is no penalty.
- **Fired** - if the competitor does not realize until after he has fired the 2 pellets he must signal the RO. If there are 2 hits on the target the highest scoring value shot is credited to the shooter and second shot is annulled. If there is only one hit on the target it is counted. No extra time and no penalty.

Target falls out of the carrier

- If the target has been fired at then make a note for Classification and send it in with the next batch of targets for that competitor. At the end of the match retrieve the target and take it immediately to Classification for scoring.
- If the target has not been fired at then issue a new target (remember to number and initial it) – make a note on the Range report so that Classification are aware of what has happened.

Dry Firing – rule 6.11.2

Dry Firing without expelling propellant is permitted whenever pistols are able to be handled
Expelling propellant

- **Before the start of Preparation and Sighting** time will incur a warning for the first occurrence, a 2pt penalty for the 2nd time and may be disqualified if it happens again
- **During Preparation and Sighting time** – allowed
- **During the Match** – will count as a shot and be scored as zero.

Competitor does not hand in his cards after 10 shots - rule 4.1 – Paper Target Annex

- This comes under general rule violations (rule 6.12.6.1)
- If you are **ABSOLUTELY CERTAIN** that at least 10 cards have been shot you should ask the shooter to hand them in – take care not to interrupt the competitor while in the middle of firing a shot!
- If the competitor refuses an official Warning may be issued – if it happens again a 2pt penalty can be given.

PISTOL SUPPORT RESTS – rule 6.0 (Rules for ISSF Supported Rest Shooting) rule 9.3, rule 10

- (6) The support rest must be made only of round material with a maximum diameter of 50 mm and a length of at least 100 mm. **The support rest must only be clad with smooth material.**
- The support rest (i.e. the piece attached to the grip) must be no wider than 60 mm
- (9.3) Special recesses or grooves (e.g. for the support plate underneath the pistol grip etc.) on the handgrip are not allowed.
- (10.1) The pellet/cartridge may only be inserted when the pistol is lying on the rest and is pointing towards the target area.
- (10.2) If a pneumatic (hand charging) air pistol is used where the design does not allow this loading procedure, an alternative safe method of loading may also be used. The loading method must be demonstrated to a Range Officer before firing starts.
 - **LOADING OF PISTOLS MUST ALWAYS BE DONE IN A SAFE MANNER**