

ISSF/IPC 25m PISTOL / CF – RFS – EST

Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets and Patches
- Range Incident Report forms
- Score sheets (Registers)
- Be familiar with operation of the timer
- (for competition) check:
 - Shooters in the correct bays,
 - Pistols and other equipment approved
 - Shooters wearing Start Numbers if provided

Athletes are to be permitted to occupy their bays *10 minutes prior to the start of preparation time. During this time all RO checks are to be completed. Athletes may handle their pistols (with RO permission) and MUST keep flags in the pistols. Aiming exercises and handling are permitted.

Preparation and Sighting Series

Check the range is clear of personnel

3 minutes before the competition starts, call...

“PREPARATION TIME BEGINS NOW”

- Start stopwatch

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

“FOR THE SIGHTING SERIES ... LOAD”

- Start stopwatch

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“UNLOAD”

After about 30 seconds switch targets to ‘match’ mode

Competition series

After a minute pause from the last UNLOAD command

“FOR THE FIRST (or NEXT) COMPETITION SERIES ... LOAD”

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“UNLOAD”

Allow one minute before the next call

Repeat this procedure for a total of six series.

At the end of the relay:

- Announce bay numbers for random checks
- Clear all pistols for casing and removal

Complete Range Report, and forward to the RTS Office



The Course of Fire

Preparation Time

- 3 minutes

Sighting Series

- 1 series of 5 shots

Competition

- 6 series of 5 shots each

The Ready position



*The prescribed reporting time of 10mins may need to be varied at a busy Open competition – remember, all details MUST have the same amount of set up time. A minimum of 2 minutes must be allowed.

COMMON IRREGULARITIES & INFRINGEMENTS

MALFUNCTIONS – rule 8.9.1. One malfunction may be claimed during the Competition Series of this stage

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

In the sighting series – rule 8.9.1

- **If ALLOWABLE** – no additional time or sighting shots will be allowed.
- **If NON-ALLOWABLE** – no additional time or sighting shots will be allowed

In a competition series – rule 8.9.3a & b

- **If ALLOWABLE** - the competitor is allowed one (1) re-shoot to **COMPLETE** the series (8.9.1): This will be fired with the next series. Firing must start on the first exposure
 - 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** – 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 8.8.4.2 (e & f)

- If the claim is justified the shot may be annulled and the shooter may repeat the shot and complete 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 completed but a 2-pt penalty must be imposed.

FAILURE TO REGISTER OR DISPLAY A SHOT – rule 8.10.3

- Athlete must inform RO immediately
- Athlete completes as directed
- **There will be no repeat series** – RTS will determine the score