

ISSF 25m RAPID FIRE PISTOL – Paper Targets

Before the competition:

- Your eye and ear 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)

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 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...

“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...

“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



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

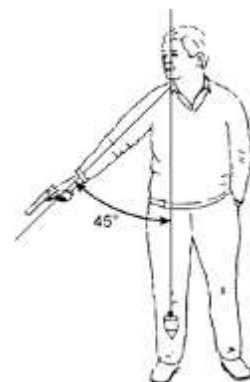


ISSF 25m Rapid Fire Pistol Target

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Targets are scored at the target line.

*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.

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

- **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

- **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)