



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

This PDF is created with the approved 2017 Technical Rules. The PDF includes the correct text but ISSF is still working on the formatting including the numbering. The first final print will be published as soon as possible but the enclosed version may already be used having in mind that some article numbers might be adjusted.



**International Shooting Sport Federation
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GENERAL

TECHNICAL RULES

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ANNEX Rules for Paper Target Scoring

RULE NUMBERING

All ISSF Rules are numbered according to a rule numbering protocol that limits rule numbers to four (4) levels (i.e. 6.10.3.5). If a fifth level is used, those rules are designated with the letters a), b), c), etc.



Definitions and Abbreviations

The following are definitions of special terms and abbreviations that are used in the ISSF General Technical Rules and the ISSF Rifle, Pistol, Shotgun and Running Target Rules.

Term	Definition
Athletes	Competitors or participants in a sports competition. Athletes in the sport of shooting are sometimes called shooters.
Bib Number/Start Number	Every athlete entered in Championships is issued a unique Bib or Start Number. These numbers are used to identify and track competitors and must be worn on the athletes' backs during training and competition.
Championship	A single organized shooting competition with a program of events. A Championship (capital C) is a competition that is authorized and supervised by ISSF rules, Technical Delegates, Juries and anti-doping controls.
Classification	An obsolete term used in previous ISSF Rulebooks to categorize "scoring, timing and results." See "RTS."
Competition	A general reference to a sports contest that may include a series of events (Championship) or may be a contest within a single event.
Course of Fire	A description of the stages of competition within an event that specifies the number of shots in each series and stage, the type of firing and the time limits.
CRO	Chief Range Officer
Discipline	A sub-group of events within a sport that have common characteristics. Shooting has four (4) disciplines: 1) Rifle, 2) Pistol, 3) Shotgun and 4) Running Target.
EST	Electronic scoring target(s)
Event	A unique shooting contest with a specific course of fire and rules of conduct. The ISSF also recognizes many additional events for individual and team competitions for open and junior age groups.
Final	The Final is the last stage of an Olympic competition event. In a Final, the best six or eight athletes in the Qualification have a new (start-from-zero) competition to decide their final ranking.
FOP	Field of Play. In shooting, the FOP includes the area behind the firing line where access is restricted to competing athletes and on duty officials, the firing line or shooting stations and the downrange area that includes the targets and backstops or safety zone.
MATCH Shots	Scoring or record shots that count in an athlete's score.
Medal Match	10m Running Target 60 and 40-shot events are concluded with Medal Match duels that decide the final rankings of the



	top four athletes.
Min.	Minute, minutes
Olympic Event	A Shooting event accepted by the International Olympic Committee for inclusion in the Olympic program. Shooting has 15 Olympic events. Each Olympic event has a Qualification and a Final.
PET	Pre-Event Training
RTS	Results, Timing and Scoring. The RTS process is a part of competition operations that involves the preparation of start lists, target scoring, resolving scoring issues and the preparation and distribution of results lists.
Round	A phase of competition within a shooting event. Shooting events may have Elimination Rounds, Qualification Rounds and Finals. In Shotgun events, a “round” may also refer to a series of 25 targets/doubles.
Sec.	Second, seconds
Series	A sequence of shots fired within a stage or course of fire. Most shooting events have 10-shot series; 25m Pistol events have 5-shot series; Shotgun events have 25 or 30 target series. Series in Shotgun events are often called rounds.
Sighting Shots	Practice or warm-up shots that are fired in a shooting event prior to MATCH shots.
Sport	A distinct grouping of competitive events with common elements and a single governing body. Shooting (capital S) is a “sport” where athletes in different events fire guns at targets that rank competing athletes according to their scores. The IOC recognizes shooting as one of 28 Summer Olympic sports.
Sport Presentation	Visual, audio and information enhancements such as announcements, music, color and educational media that are used in the conduct of Shooting events to make them more interesting and informative for spectator and TV audiences.
Squadding	The assignment of athletes entered in an event to relays and firing points in Rifle-Pistol events or the assignment of athletes to specific squads in Shotgun events. This process produces Start Lists.
Stage	A phase or part of an event course of fire. A 3-Position Rifle event has three stages, one for each position. The 25m Pistol Women event has two stages, precision and rapid fire.
Start List	Official documents produced in competitions that list all competitors entered in an event according to an athlete’s relay and firing point or squad and position in the squad.
Start Time	The Start Time in each shooting event is the time when



	commands for the first MATCH shot begin.
Team Events	The ISSF recognizes team events that are included in World Championship programs. These team events establish rankings based on the total scores fired by three athletes entered in an individual event.



6.1 GENERAL

6.1.1 Objective and Purpose of ISSF Rules

The ISSF establishes Technical Rules for the sport of shooting to govern the conduct of shooting events recognized by the ISSF (ISSF General Regulations, 3.3). The objective of ISSF Technical Rules is to achieve uniformity in the conduct of the shooting sport throughout the world and to promote the development of the sport.

- a) **ISSF General Technical Rules** include rules for range construction, targets, scoring and specific competition procedures for all shooting disciplines. Discipline Rules apply specifically to the four (4) shooting disciplines: Rifle, Pistol, Shotgun and Running Target;
- b) **ISSF General Technical and Discipline Rules** are approved by the ISSF Administrative Council in accordance with the ISSF Constitution;
- c) **ISSF General Technical and Discipline Rules** are subordinate to the ISSF Constitution and the ISSF General Regulations; and
- d) **ISSF General Technical and Discipline Rules** are approved to be effective for a period of four (4) years beginning on 1 January of the year following the Olympic Games. Except in special situations, ISSF Rules are not changed during this four (4) year period.

6.1.2 Application of ISSF General Technical and Discipline Rules

- a) ISSF Championships are shooting sport competitions in the Olympic Games, World Championships, World Cups, World Cup Finals, Continental Championships, Continental Games, Junior World Championships and Junior World Cups that are supervised by the ISSF in accordance with the ISSF General Regulations, 3.2.1, and these Rules;
- b) The ISSF, with the approval of the Executive Board, may designate other competitions that fulfill ISSF standards for supervision (i.e. Technical Delegate, Juries, doping control, entry procedures, results management, etc.) as competitions where MQS scores may be obtained and where World Records may be established.
- c) ISSF General Technical and Discipline Rules must govern all ISSF Championships;
- d) The ISSF recommends that ISSF Rules should also be used to govern regional, national and other competitions that are not ISSF Championships, but where ISSF events are on the program;
- e) All competition officials, athletes, coaches and team leaders must be familiar with the ISSF Rules and must ensure that they are enforced;
- f) It is the responsibility of every athlete to comply with these



Rules;

- g) When a Rule refers to right-handed athletes, the reverse of that Rule applies to left-handed athletes; and
- h) Unless a Rule applies specifically to a men's or women's event, it must apply uniformly to both men's and women's events.
- i) Where diagrams and tables in these rules contain specific information, the specific information in these diagrams and tables has the same authority as the numbered rules.

6.1.3 Scope of ISSF Technical Rules

ISSF Technical Rules include:

- j) Rules for the preparation and organization of ISSF Championships;
- k) Rules that apply to all shooting disciplines or more than one shooting discipline (General Technical Rules); and
- l) Rules that apply to one shooting discipline (Special Technical Rules).

6.1.4 Uniform Standard for Equipment and Clothing

Shooting is a sport where equipment and clothing play critical roles in the conduct of the sport. Athletes must use only equipment and clothing that complies with ISSF Rules. Any gun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, is prohibited. ISSF Rules for equipment and clothing are strictly enforced (see 6.7.9) to ensure that no athletes have equipment, clothing or accessories that give them an unfair advantage over other athletes.

6.1.5 Organization and Supervision of ISSF Championships

6.1.5.1 ISSF Supervision. The ISSF Executive Committee appoints ISSF Technical Delegates, Jury Members and technical officials for every ISSF Championship in accordance with 1.8.2.6 and 3.4. These appointments include:

- a) Technical Delegate(s);
- b) Competition Jury(ies);
- c) A Jury of Appeal; and
- d) An Official Results Provider responsible for providing and operating the electronic technology necessary for the management of entries, athletes' results, competition operations, results presentation and results archiving.

6.1.5.2 Organizing Committee. An Organizing Committee must be formed for every ISSF Championship in accordance with 3.4.1. The Organizing Committee is responsible for the preparation, administration and conduct of the shooting competitions. The



Organizing Committee must appoint:

- a) Chief Range Officer(s), Range Officers, a Chief of Referees and Referees, as appropriate, who are responsible for the actual conduct of the shooting events;
- b) A Chief RTS (Results Timing and Scoring) Officer and necessary assistants to establish a RTS Office responsible for entries, accreditation, scoring and results operations during the Championship;
- c) A Chief of Equipment Control and appropriate Equipment Control Officers who are responsible for Equipment Control operations; and
- d) All other staff necessary to fulfill their responsibilities as an ISSF Championship Organizer.

6.2

SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

6.2.1

General Safety Rules

6.2.1.1

ISSF Rules establish specific safety requirements that must be applied in all ISSF Championships. ISSF Juries and Organizing Committees are responsible for safety.

6.2.1.2

Necessary and special safety regulations for ranges differ from country to country so additional safety rules may be established by the Organizing Committee. Juries, range officials, team officials and athletes must be advised of any special safety regulations in the competition program.

6.2.1.3

The safety of athletes, range officials and spectators requires continued and careful attention to gun handling. It is the duty of range officials to enforce gun safety and the duty of athletes and team officials to apply all gun safety and gun handling rules.

6.2.1.4

The ISSF may refuse to accept the entry of an athlete in a competition if it has substantial information from competent authorities that such an athlete presents a serious threat to the safety of others on a shooting range.

6.2.1.5

In the interest of safety, a Jury Member or Range Officer may stop shooting at any time. Athletes and team officials must immediately notify Range Officers or Jury Members of any situation that may be dangerous.

6.2.1.6

An Equipment Control Officer, Range Officer or Jury Member may pick up an athlete's equipment (including a gun) for control without his permission, but in his presence and with his knowledge. However, immediate action must be taken when a matter of safety is involved.

6.2.2

Gun Handling Rules

6.2.2.1

To ensure safety, all guns must be handled with maximum care at all times. Guns must not be removed from the firing line during training or competition except with the permission of a Range



Officer.

- 6.2.2.2** Safety flags constructed of fluorescent orange or a similar bright material must be inserted in all rifles, pistols and semi-automatic shotguns at all times except when safety flag removal is authorized by these rules. To demonstrate that air guns are unloaded, safety flags (safety lines) must be long enough to extend through the full length of the barrel. Safety flags for all other guns must have a probe that inserts into the chamber (breech end of barrel) to demonstrate that the chamber is empty. Shotgun actions must be open (broken) to demonstrate that they are unloaded.
- a) If a safety flag is not used as required by this rule, a Jury Member must give a WARNING with instructions to insert a safety flag in the gun; and
 - b) If the Jury confirms that an athlete refuses to use a safety flag as required by this rule and after being warned, the athlete must be disqualified (DSQ).
- 6.2.2.3** While athletes are on their firing points, their guns must always be pointed in safe directions. The action or breech must not be closed until the gun is pointing downrange in a safe direction toward the target area.
- 6.2.2.4** When placing a gun down to leave the firing point or when firing is complete, guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. Before leaving a firing point, the athlete must confirm and the Range Officer **must verify** that there is no cartridge or pellet in the gun's chamber, barrel or magazine and a safety flag is inserted.
- 6.2.2.5** If the athlete boxes or cases his gun or removes it from the firing point without having it checked by a Range Officer, he may be disqualified if the Jury determines that a significant safety violation is involved.
- 6.2.2.6** During firing, the gun may be put down (not held) only after the cartridge(s) and/or magazine are removed and the action is open. Air guns must be made safe by opening the cocking lever or loading port.
- 6.2.2.7** When any personnel are forward of the firing line, handling guns is not permitted and safety flags must be inserted. If it is necessary for a Jury member, Range Officer or Technical Officer to go forward of the firing line during training, competition or a Final, this must be authorized and controlled by the Chief Range Officer (CRO) and any movement forward of the firing line may only be permitted after all guns have safety flags inserted.
- 6.2.2.8** In the range, when guns are not on the firing points, they must always be in their cases, unless otherwise authorized by a Range Officer.
- 6.2.3 Range Commands**
- 6.2.3.1** Chief Range Officers, or other appropriate range officials, are



responsible for giving the commands “**LOAD**,” “**START**,” “**STOP**,” “**UNLOAD**” and other necessary commands. Range Officers must ensure that the commands are obeyed and that guns are handled safely.

6.2.3.2 Guns and their magazines may only be loaded on the firing point and after the command “**LOAD**” or “**START**” is given. At all other times, guns and magazines must be kept unloaded.

6.2.3.3 Only one cartridge may be loaded in a Rifle or 50m Pistol event if it has a magazine. If a 5-shot Air Pistol is used in a 10m Air Pistol event only one pellet may be loaded.

6.2.3.4 A gun is considered loaded when a cartridge or pellet or a magazine with cartridges contacts a gun. No one may place a cartridge or pellet or magazine with cartridges in or on a gun or its chamber or barrel until the command “**LOAD**” is given.

6.2.3.5 If an athlete fires a shot before the command “**LOAD**” or “**START**” is given, or after the command “**STOP**” or “**UNLOAD**” is given, he may be disqualified if safety is involved.

6.2.3.6 When the command or signal “**STOP**” is given, shooting must stop immediately. When the command “**UNLOAD**” is given, all athletes must unload their guns and magazines, and make them safe (to unload air guns ask the Range Officer for permission). Shooting may only resume when the command “**START**” is given again.

6.2.4 Additional Safety Requirements

6.2.4.1 **Dry Firing** is the release of the cocked trigger mechanism of an unloaded cartridge gun or the release of the trigger mechanism of an air or gas gun fitted with a device which enables the trigger to be operated without releasing the propelling charge (air or gas). Dry firing and aiming exercises are permitted only on the firing line or in a designated area in accordance with these rules.

6.2.4.2 It is the athlete’s responsibility to ensure that any air or CO₂ cylinder is still within its validity date. This may be checked by Equipment Control.

6.2.5 Hearing Protection

All athletes, range officials and other persons in the immediate vicinity of the 25m, 50m and 300m firing lines and all Shotgun ranges are urged to wear ear plugs, ear muffs, or similar ear protection. Notices must be prominently displayed and hearing protection must be available for all persons in the range areas. Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the FOP. Competition officials may wear sound-enhancing hearing protection devices or other communication devices on the FOP. Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury.

6.2.6 Eye Protection

All athletes are urged to wear shatterproof shooting glasses or



similar eye protection while shooting.

6.3 TARGETS AND TARGET STANDARDS

6.3.1 General Target Requirements

6.3.1.1 Targets used in ISSF Championships may be either electronic scoring targets (EST) or paper targets for Rifle and Pistol events or clay targets for Shotgun events. *Note: Specific Rules for paper target operations are now available in the **Annex** to these Rules, **Rules for Paper Target Scoring**.*

6.3.1.2 All targets used in ISSF Championships must comply with the scoring ring, dimension or other specifications given in these rules.

6.3.1.3 Samples of clay targets (twenty (20) qualification targets and twenty (20) powder filled Finals targets) that are to be used in ISSF Championships must be submitted to the ISSF Secretary General for testing, verification of specifications and approval at least six (6) months prior to the start of each Championship

6.3.2 Electronic Scoring Target Requirements

6.3.2.1 Only EST tested and approved by the ISSF may be used.

6.3.2.2 The accuracy requirement for EST is to score shots to an accuracy of at least one-half of one decimal scoring ring. The tolerances given for scoring ring sizes on paper targets are not applicable to EST.

6.3.2.3 All EST target units must provide a black aiming area corresponding in size to the black areas of the respective competition targets (Rule 6.3.4) and a non-reflective, contrasting white or off-white area surrounding the aiming area.

6.3.2.4 Scores recorded by EST must be determined according to scoring ring dimensions for competition targets (Rule 6.3.4).

6.3.2.5 Every shot hitting an EST must have its result with its location and value displayed on a monitor placed on the firing point.

6.3.2.6 10m EST must use a paper strip or other form of witness strip to allow a determination that a shot fired did, or did not, hit the target.

6.3.2.7 A printout of each athlete's results from a memory source other than the main EST system computer (back-up memory) must be available immediately during and after a competition.

6.3.2.8 When EST are used, the targets must be checked to ensure the targets are scoring correctly under normal conditions of use before each ISSF Championship under the supervision of the Technical Delegate.

6.3.3 ISSF Target Standards

Targets must comply with the scoring ring dimensions, tolerances and specifications in this rule.

6.3.3.1 Rifle and Pistol targets may be scored in full ring values or, if ESTs or electronic paper target scoring machines are used, in decimal



ring values. Decimal ring scores are determined by dividing the scoring area for one full ring into ten equal scoring rings that are designated with decimal values starting with zero (i.e. 10.0, 9.0, etc.) and ending with nine (i. e. 10.9, 9.9, etc.);

6.3.3.2 Rifle and Pistol Elimination and Qualification Round competitions are scored in full ring values, except that in ISSF Championships, Elimination and Qualification Round competitions for 10m Air Rifle Men and Men Junior, 10m Air Rifle Women and Women Junior, 50m Rifle Prone Men and Men Junior and 50m Prone Women and Women Junior events must be scored in decimal values.

6.3.3.3 Rifle and Pistol Finals are scored in decimal values, except that 25m Pistol Finals use hit-miss scoring with hit zones based on decimal values established by these Rules.

6.3.4 Official ISSF Targets

6.3.4.1 300m Rifle Target

10 Ring	100 mm	(± 0.5 mm)	5 Ring	600 mm	(± 3.0 mm)
9 Ring	200 mm	(± 1.0 mm)	4 Ring	700 mm	(± 3.0 mm)
8 Ring	300 mm	(± 1.0 mm)	3 Ring	800 mm	(± 3.0 mm)
7 Ring	400 mm	(± 3.0 mm)	2 Ring	900 mm	(± 3.0 mm)
6 Ring	500 mm	(± 3.0 mm)	1 Ring	1000 mm	(± 3.0 mm)

Inner Ten = 50 mm (± 0.5 mm).

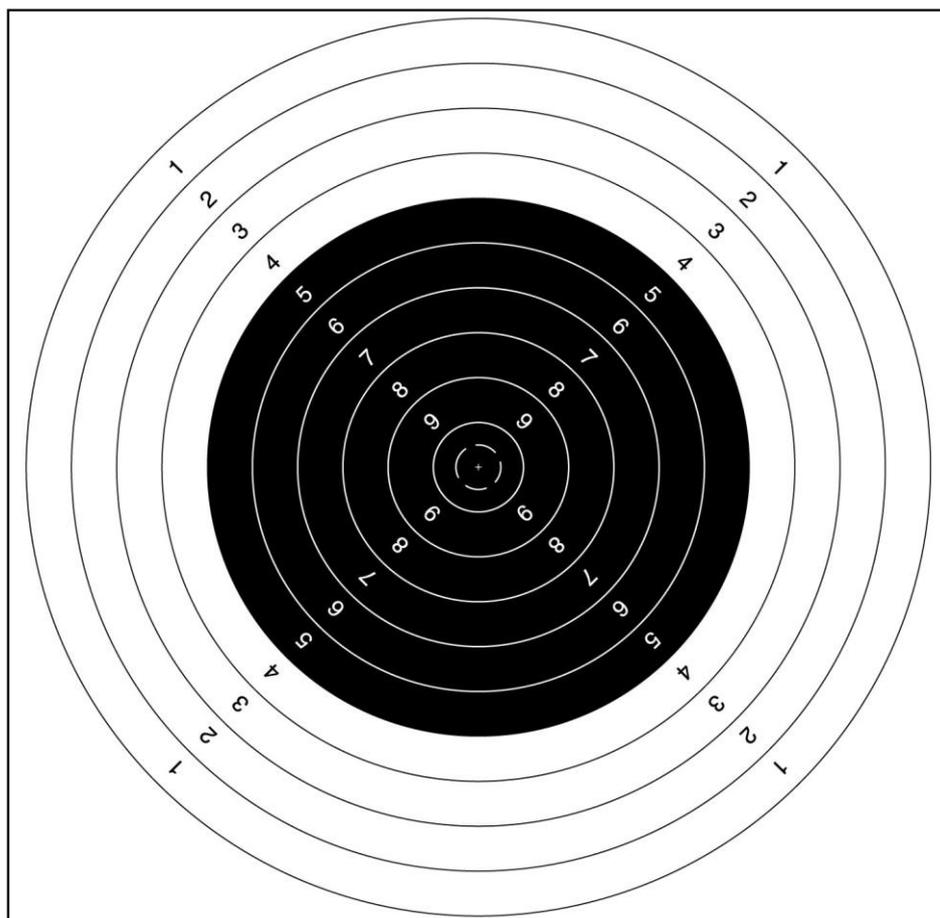
Black from 5 to 10 rings = 600 mm (± 3.0 mm).

Ring Thickness: 0.5 mm to 1.0 mm.

Minimum visible size of target card: 1300 mm x 1300 mm (or minimum 1020 mm x 1020 mm providing the background on which the target is mounted is the same color as the target).

Scoring ring values 1 – 9 are printed in the scoring zones, in diagonal lines at right angles to each other.

The 10-point zone is not marked with a number.



300m Rifle Target

6.3.4.2

50m Rifle Target

10 Ring	10.4 mm	(± 0.1 mm)	5 Ring	90.4 mm	(± 0.5 mm)
9 Ring	26.4 mm	(± 0.1 mm)	4 Ring	106.4 mm	(± 0.5 mm)
8 Ring	42.4 mm	(± 0.2 mm)	3 Ring	122.4 mm	(± 0.5 mm)
7 Ring	58.4 mm	(± 0.5 mm)	2 Ring	138.4 mm	(± 0.5 mm)
6 Ring	74.4 mm	(± 0.5 mm)	1 Ring	154.4 mm	(± 0.5 mm)

Inner Ten = 5 mm (± 0.1 mm).

Black from part of 3 to 10 rings = 112.4 mm (± 0.5 mm).

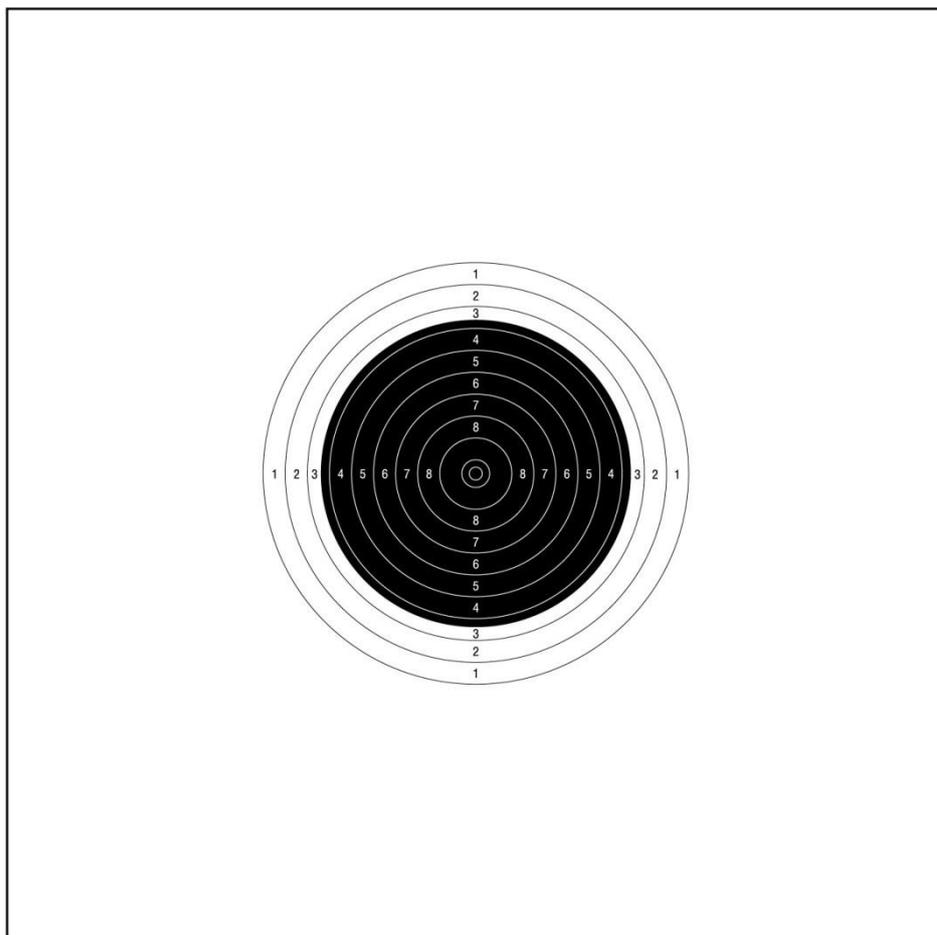
Ring Thickness: 0.2 mm to 0.3 mm.

Minimum visible size of target card: 250 mm x 250 mm.

Scoring ring values 1 – 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other.

The 9 and 10-point zones are not marked with a number.

Insert targets (200 mm x 200 mm) may be used.



50m Rifle Target

6.3.4.3

10m Air Rifle Target

10 Ring	0.5 mm	(±0.1 mm)	5 Ring	25.5 mm	(±0.1 mm)
9 Ring	5.5 mm	(±0.1 mm)	4 Ring	30.5 mm	(±0.1 mm)
8 Ring	10.5 mm	(±0.1 mm)	3 Ring	35.5 mm	(±0.1 mm)
7 Ring	15.5 mm	(±0.1 mm)	2 Ring	40.5 mm	(±0.1 mm)
6 Ring	20.5 mm	(±0.1 mm)	1 Ring	45.5 mm	(±0.1 mm)

Inner Ten: When the 10 ring (dot) has been shot out completely as determined by the use of an Air Pistol OUTWARD scoring gauge.

Black from 4 to 9 rings = 30.5 mm (±0.1 mm).

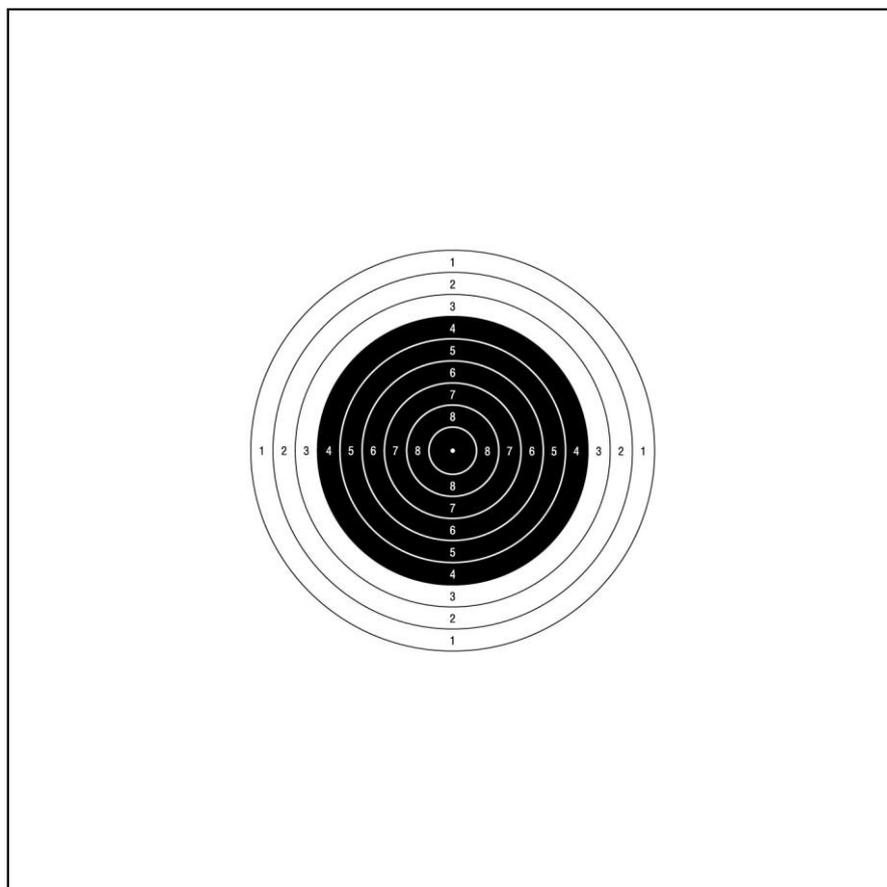
The ten ring is a white dot = 0.5 mm (±0.1 mm).

Ring thickness: 0.1 mm to 0.2 mm.

Minimum visible size of target card: 80 mm x 80 mm.

Scoring ring values 1 – 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The 9 point zone is not marked with a number. The 10 is a white dot.

Background cards 170 mm x 170 mm, similar in color to the target material should be provided to improve the visibility of the target.



10m Air Rifle Target

6.3.4.4 25m Rapid Fire Pistol Target

(for the 25m Rapid Fire Pistol event and the Rapid Fire stages of the 25m Center Fire and 25m Pistol events):

10 Ring	100 mm	(±0.4 mm)	7 Ring	340 mm	(±1.0 mm)
9 Ring	180 mm	(±0.6 mm)	6 Ring	420 mm	(±2.0 mm)
8 Ring	260 mm	(±1.0 mm)	5 Ring	500 mm	(±2.0 mm)

Inner Ten: 50 mm (±0.2 mm).

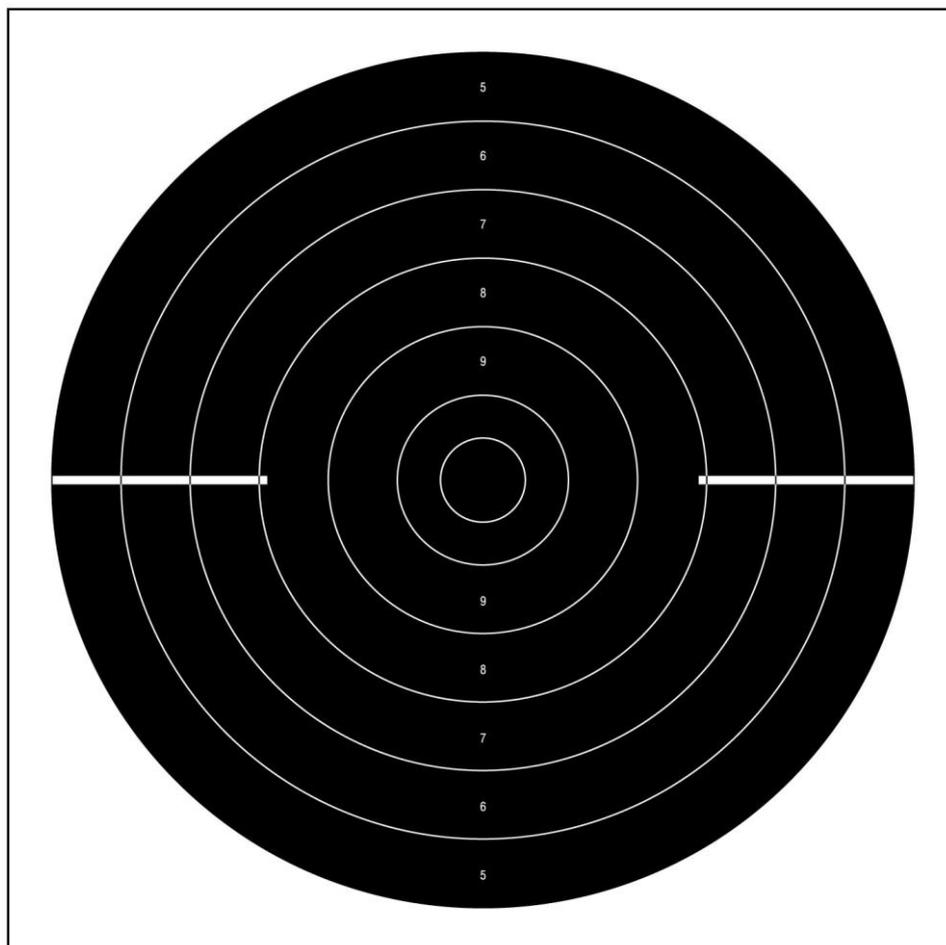
Black from 5 to 10 rings = 500 mm (±2.0 mm).

Ring thickness: 0.5 mm to 1.0 mm.

Minimum visible size of target card: width: 550 mm;

height: 520 mm – 550 mm.

Scoring ring values 5 – 9 are printed in the scoring zones, in vertical lines only. The 10 point zone is not marked with a number. The zone numbers must be approximately 5 mm high and 0.5 mm thick. White horizontal aiming lines replace the ring values at the left and the right side of the target center. Each of the lines is 125 mm long and 5 mm wide.



25m Rapid Fire Pistol Target

6.3.4.5

25m Precision and 50m Pistol Target

(for the 50m Pistol and 25m Standard Pistol events and the precision stage of the 25m Center Fire and the 25m Pistol events)

10 Ring	50 mm	(±0.2 mm)	5 Ring	300 mm	(±1.0 mm)
9 Ring	100 mm	(±0.4 mm)	4 Ring	350 mm	(±1.0 mm)
8 Ring	150 mm	(±0.5 mm)	3 Ring	400 mm	(±2.0 mm)
7 Ring	200 mm	(±1.0 mm)	2 Ring	450 mm	(±2.0 mm)
6 Ring	250 mm	(±1.0 mm)	1 Ring	500 mm	(±2.0 mm)

Inner ten: 25 mm (±0.2 mm).

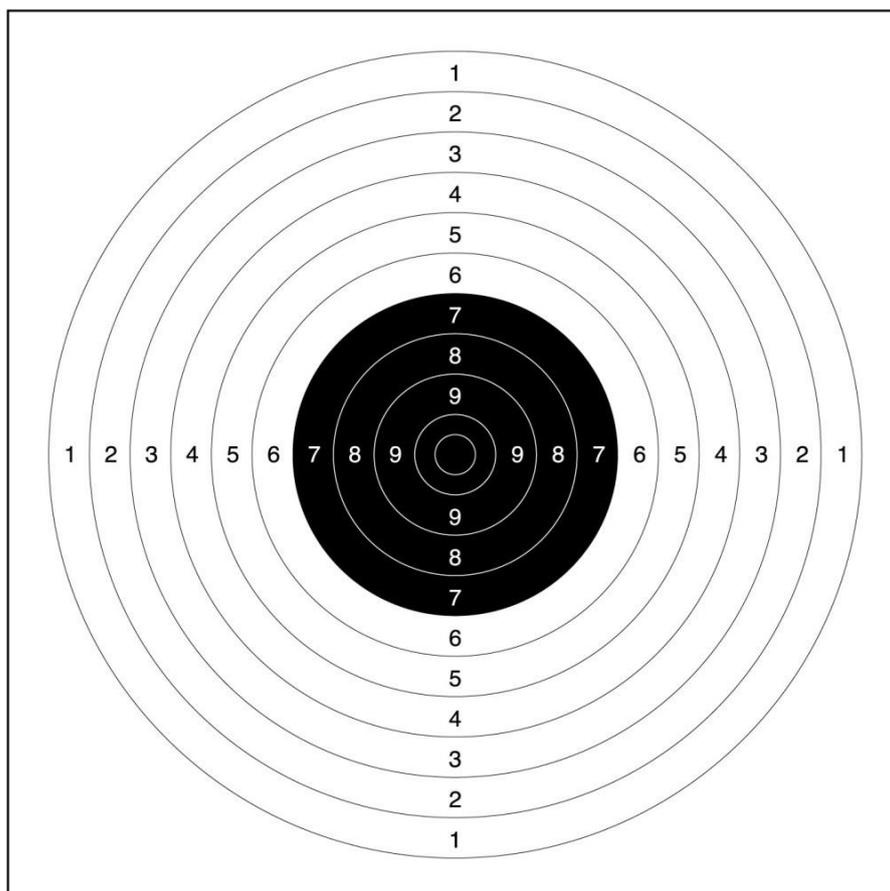
Black from 7 to 10 rings = 200 mm (±1.0 mm).

Ring thickness: 0.2 mm to 0.5 mm.

Minimum visible size of target card: width: 550 mm;

height: 520 mm - 550 mm.

Scoring ring values 1 – 9 are printed in the scoring zones, in vertical and horizontal lines, at right angles to each other. The 10-point zone is not marked with a number. Zone numbers must be approximately 10mm high, 1 mm thick and must be read easily with normal spotting telescopes at the appropriate distance.



25m Precision and 50m Pistol Target

6.3.4.6

10m Air Pistol Target

10 Ring	11.5 mm	(±0.1 mm)	5 Ring	91.5 mm	(±0.5 mm)
9 Ring	27.5 mm	(±0.1 mm)	4 Ring	107.5 mm	(±0.5 mm)
8 Ring	43.5 mm	(±0.2 mm)	3 Ring	123.5 mm	(±0.5 mm)
7 Ring	59.5 mm	(±0.5 mm)	2 Ring	139.5 mm	(±0.5 mm)
6 Ring	75.5 mm	(±0.5 mm)	1 Ring	155.5 mm	(±0.5 mm)

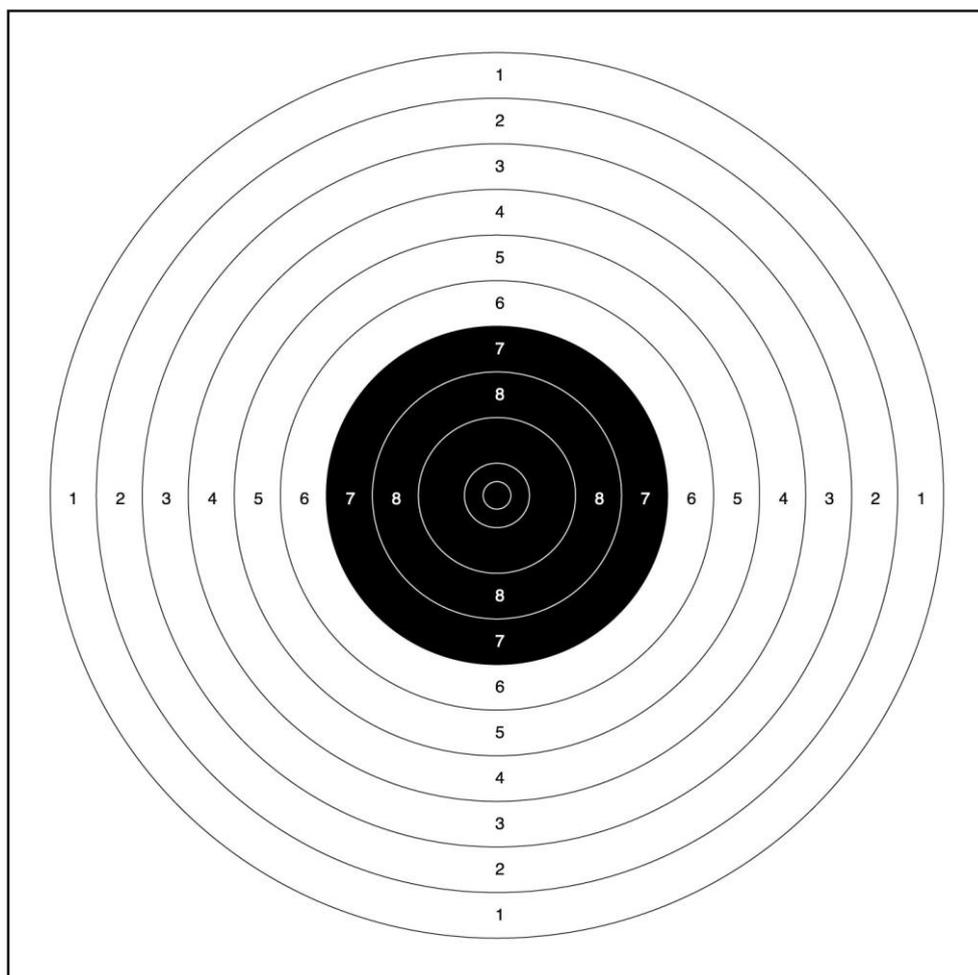
Inner ten: 5.0 mm (±0.1 mm).

Black from 7 to 10 rings = 59.5 mm (±0.5 mm).

Ring thickness: 0.1 mm to 0.2 mm.

Minimum visible size of target card: 170 mm x 170 mm.

The scoring ring values 1 to 8 are printed in the scoring zones in vertical and horizontal lines, at right angles to each other. The ten and the nine zones are not marked with a number. The zone numbers must not be more than 2 mm high.



10m Air Pistol Target

6.3.4.7

50m Running Target

The 50m Running Target depicts a running wild boar with scoring rings printed on the shoulder of the animal. Targets must be printed in one color only. The Running Target is printed to show the animal running in left and right directions. The animal must be printed on a rectangular-shaped target paper. Trimming the frame to the shape of the animal is not permitted (see Figure A).

10 Ring	60 mm	(±0.2 mm)	5 Ring	230 mm	(±1.0 mm)
9 Ring	94 mm	(±0.4 mm)	4 Ring	264 mm	(±1.0 mm)
8 Ring	128 mm	(±0.6 mm)	3 Ring	298 mm	(±1.0 mm)
7 Ring	162 mm	(±0.8 mm)	2 Ring	332 mm	(±1.0 mm)
6 Ring	196 mm	(±1.0 mm)	1 Ring	366 mm	(±1.0 mm)

Inner ten: 30 mm (±0.2 mm).

Ring thickness: 0.5 mm to 1.0 mm.

The center of the 10 ring must be 500 mm from the tip of the nose of the boar measured on a horizontal line.

Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

Repair centers (C) or half targets (B) may be used. The repair



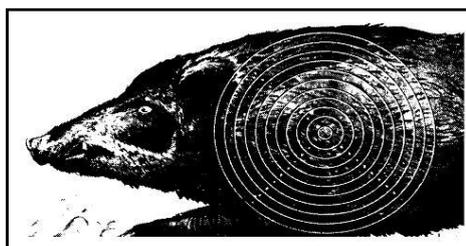
centers or half targets must be correctly placed on the full target.

A single 50m Running Target with two heads, one running in each direction, and with two scoring ring areas may be used for Paper Targets (D).

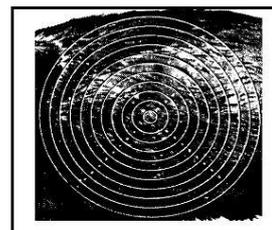
A single 50m Running Target with two heads, one running in each direction, and with one scoring ring area may be used for ESTs (E).



A



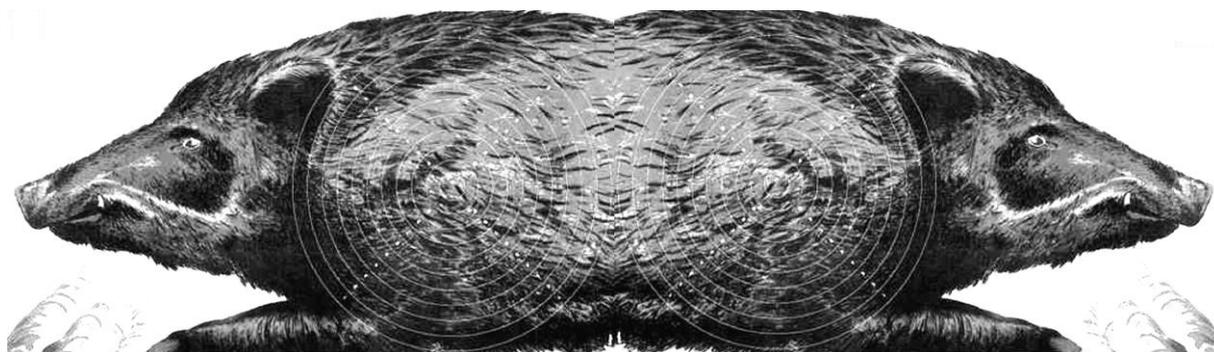
B



C

50m Running Target for Paper Targets

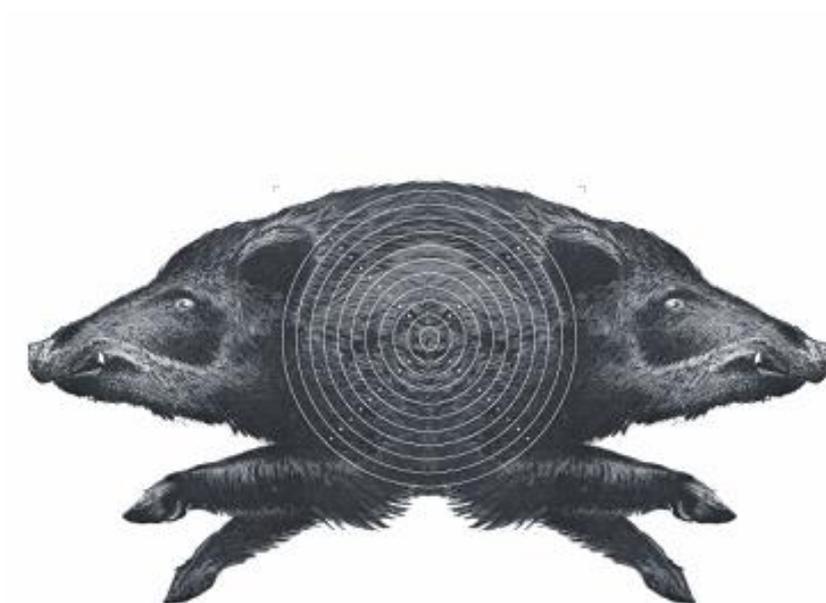
D



50m Running Target for ESTs



E



6.3.4.8

10m Running Target

The 10m Running Target is a single card with two scoring zones each with rings 1 to 10 on the two sides and a single aiming mark in the center.

10 Ring	5.5 mm	(± 0.1 mm)	5 Ring	30.5 mm	(± 0.1 mm)
9 Ring	10.5 mm	(± 0.1 mm)	4 Ring	35.5 mm	(± 0.1 mm)
8 Ring	15.5 mm	(± 0.1 mm)	3 Ring	40.5 mm	(± 0.1 mm)
7 Ring	20.5 mm	(± 0.1 mm)	2 Ring	45.5 mm	(± 0.1 mm)
6 Ring	25.5 mm	(± 0.1 mm)	1 Ring	50.5 mm	(± 0.1 mm)

Inner ten is white: 0.5 mm (± 0.1 mm), gauged in the same way as rings 3 – 10.

Black from 5 to 10 rings = 30.5 mm (± 0.1 mm).



Ring thickness: 0.1 mm to 0.2 mm.

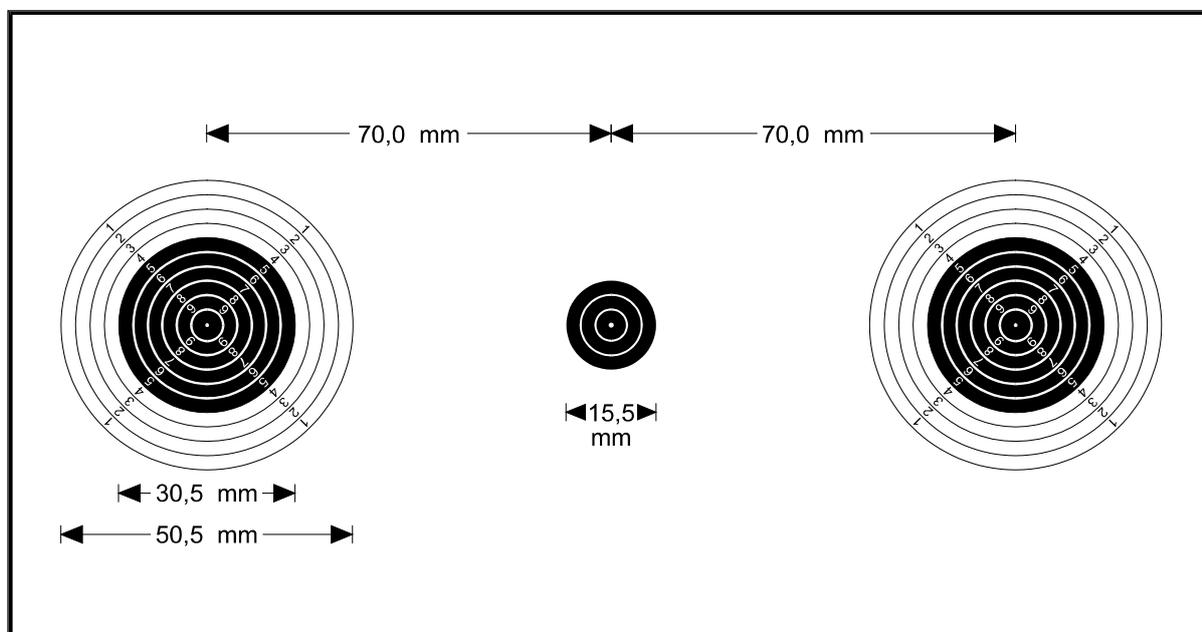
Recommended size of target card: 260 mm x 150 mm (minimum 260 mm x 140 mm).

The center of the 10 ring must be 70 mm (± 0.2 mm) from the center of the aiming mark measured on a horizontal line.

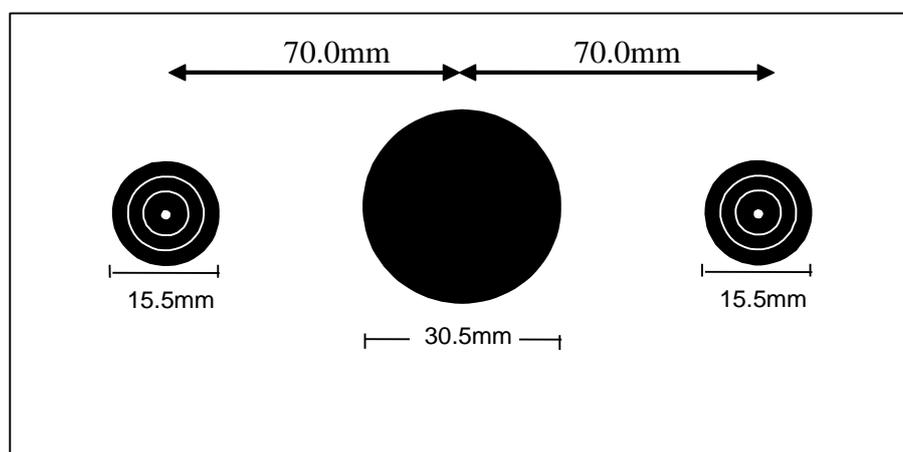
Scoring ring values 1 to 9 must be printed clearly in the appropriate scoring zones in diagonal lines at right angles to each other.

The aiming mark is black with an outside diameter of 15.5 mm and must include white rings of the size of the 10 (5.5 mm) and 9 (10.5 mm) rings and a white central dot (0.5 mm).

10m Running Target Paper Target



10m Running Target Electronic Target





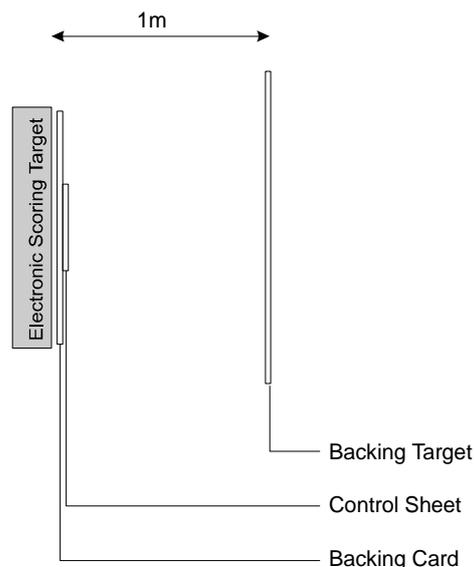
The 30.5 mm diameter is a hole.

6.3.5 Target Control Systems

For Rifle and Pistol events, target marking and control systems must be used to facilitate the conduct of competitions.

6.3.5.1 EST Target Control Systems

Backing Targets, Backing Cards and Control Sheets are used as control systems for ESTs (see diagram).



6.3.5.2 Backing Targets for 50m and 300m ESTs

To locate cross-shots, backing targets must, if possible, be placed 0.5 m – 1.0 m behind the targets. The exact distance between the target and the backing target must be measured and recorded and, as far as possible, be the same for all targets.

6.3.5.3 Backing Targets for 25m ESTs

- Backing targets must be used for all 25m Pistol events to assist in the identification of shots that may have missed the targets;
- Backing targets must, at a minimum, cover the entire width and height of the 25m frames (5 targets). They should be located a uniform distance of one (1) meter behind the competition targets. They must be continuous, or on adjoining frames, without any spaces between them, to register any shots between competition targets;
- Backing targets for 25m ESTs must be made of non-reflecting paper of a neutral color similar to the color of the target; and
- For 25m events, new backing targets must be provided for each athlete for each stage.

6.3.5.4 Control Sheets for 25m ESTs

The area immediately behind the ESTs must be covered by control sheets. New control sheets must be provided for each athlete for



each stage.

If the location of any shot hole is outside of the control sheet, the geometric relation between the shot holes on the control sheet and the backing card must be noted before the control sheet is removed.

6.3.5.5 Backing Cards and Control Sheets for 50m and 300m ESTs

A backing card must be affixed to the rear of all 50m and 300m ESTs. Smaller, replaceable control sheets should be affixed to the backing cards. The control sheets or backing cards must be renewed and collected after each relay. If the location of any shot hole is outside of the control sheet, the geometric relation between the shot holes on the control sheet and the backing card must be noted before the control sheet is removed.

6.3.6 Clay Targets for Shotgun Events

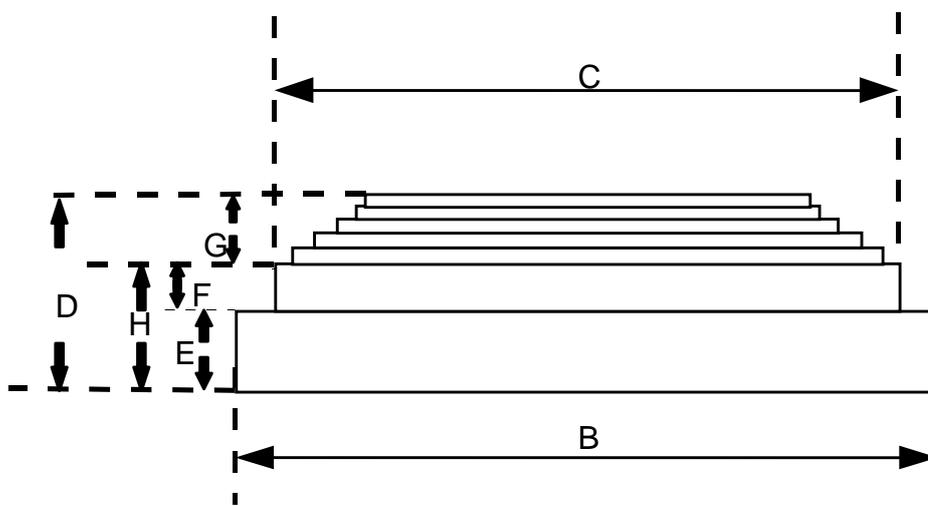
Diameter:	110 mm (± 1 mm).
Height:	25 mm to 26 mm.
Weight:	105 g (± 5 g).

The color of the targets may be all black, all white, all yellow, all orange; or the full dome may be painted white, yellow, or orange; or a ring may be painted around the dome in white, yellow or orange.

The clay target color must be specified in the program of each ISSF Championship with Shotgun events. The target color must be clearly visible against the range background under all normal light conditions. The same color targets must be used for training.'

Clay targets used in the Olympic Games, ISSF World Championships and World Cups must be eco-friendly targets that comply with appropriate international standards (contact ISSF Headquarters for details). Clay targets used in Continental Games and Championships should be eco-friendly targets.

6.3.6.1 General Specifications for Clay Targets



A-Weight	105 g ± 5 g	E-Base Height	11 mm ± 1 mm
B-Base \varnothing	110 mm ± 1 mm	F-Rotating Ring Height	7 mm ± 1 mm
C-Rotating Ring \varnothing	95 mm – 98 mm	G-Dome Height*	8 mm ± 1 mm



D-Total Height	25 mm – 26 mm	H-Base & Ring Height	18 mm ±1 mm
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“G” - The actual shape of the target dome is to be engineered to provide the best aerodynamic design and flight stability.

“Breakability” – Targets must be capable of withstanding the force of the trap to be thrown to a distance of 80 m and to be easily breakable when hit with normal ISSF Skeet and Trap cartridges within normal shooting distances.

6.3.6.2 “Flash” Targets

- a) In Shotgun Finals, “Flash” targets containing red non-toxic powder must be used.
- b) In Shotgun Qualification Rounds and Shoot-offs before Finals, “Flash” targets containing ISSF approved non-toxic, colored powder may be used.
- c) If a target of the same external color, but containing the incorrect colored powder, is inadvertently thrown, the results of any shot at that target must be recorded.
- d) In all cases where “Flash” targets are used, the “Flash” targets must comply with Rule 6.3.6.1.

6.3.6.3 Clay Target Testing

An ISSF approved clay target testing device must be used to test the breakability of clay targets. Standards for the use of such devices will be established by the ISSF Shotgun and Technical Committees.

6.4 RANGES AND OTHER FACILITIES

6.4.1 General Requirements

6.4.1.1 Requirements for minimum range sizes for ISSF Championships are given in Rule 3.5.1. While those requirements are the minimum, the practical requirement for Shotgun World Championships and large World Cups is that five (5) ranges are recommended. For large Rifle/Pistol World Cups, 80 10m and 80 50m firing points are recommended.

6.4.1.2 A separate Rifle/Pistol Finals Range is required for World Championships and the Olympic Games. The ISSF recommends that a separate Finals Range be available for World Cups.

6.4.1.3 Continental Confederations must establish minimum range requirements for Continental Championships.

6.4.1.4 Trap and Skeet ranges may be combined. Trap ranges must be convertible to Double Trap unless separate Double Trap ranges are provided. If possible, Trap, Double Trap and Skeet Finals Ranges should be on the same field.

6.4.1.5 The area used by athletes, officials and spectators on Rifle and Pistol ranges must be covered to provide protection from sun, wind and rain. This protection must not give a significant advantage to any firing point or part of the range.



- 6.4.1.6** The ISSF recommends that all new ranges be accessible to disabled persons. Existing ranges should be adapted to make them accessible to disabled persons.
- 6.4.1.7** It is recommended that ranges used for World Championships and Olympic Games be completed at least one (1) year in advance.
- 6.4.1.8** Electronic target systems (EST) of makes and models approved by the ISSF must be used for Rifle and Pistol Eliminations, Qualifications and Finals in the Olympic Games, ISSF World Championships and in ISSF World Cups. Electronic target systems must include monitors or video boards that display individual shots and scores for spectators as well as displays that show ranked incomplete results during the competitions.
- 6.4.1.9** Technical Delegates are responsible for examining the ranges and other facilities to ensure that they comply with ISSF Rules and are prepared for the conduct of the Championship. Technical Delegates should use the **Checklist for Technical Delegates** to examine the organization, ranges and facilities (available from ISSF Headquarters).
- 6.4.1.10** A Technical Delegate may approve small deviations from specifications in ISSF Rules that do not conflict with the intent and spirit of ISSF Rules, except that no deviations in shooting distances or target specifications are allowed.
- 6.4.2** **General and Administrative Facilities**
- The following facilities must be provided on or near the shooting ranges:
- a) Athlete rest areas;
 - b) Changing rooms for athletes near the Finals and Qualification Ranges;
 - c) Meeting rooms for use by ISSF officials and Juries;
 - d) Rooms for Organizing Committee offices and administration;
 - e) A room with adequate storage for RTS (results, timing and scoring) operations;
 - f) Control rooms on each range for RTS (results, timing and scoring) and results provider operations;
 - g) Dry firing or warm-up areas for all rifle, pistol and shotgun ranges;
 - h) All 10m Ranges must have a supply of compressed air that is accessible to athletes and coaches; compressed air tanks must be securely fastened to a wall or other structure so they cannot be tipped over;
 - i) One Main Scoreboard for posting official results and notices, and smaller Range Scoreboards on each range for posting competition schedules and preliminary results; a scoreboard should also be placed in the athletes rest area;



- j) An armory for secure arms storage;
- k) An equipment control testing area, with changing rooms;
- l) A gunsmith's shop with suitable work benches and vices;
- m) Free facilities for firearms and equipment manufacturers to service their products;
- n) An area for commercial displays should be available; a fee may be charged for such displays;
- o) A restaurant or facilities for food service and refreshments;
- p) Adequate toilet facilities;
- q) Wireless Internet and email communication services; separate internet services must be provided for operations (results services, ISSF TV, administration) and for the public;
- r) A Victory Ceremony area or a portable Victory Ceremony podium and backdrop that can be set up on the Finals Range;
- s) Facilities for media, radio and television representatives;
- t) Facilities for Anti-Doping testing, with toilets;
- u) Appropriate medical facilities; and
- v) Parking facilities.

6.4.3 General Standards for 10m, 25m, 50m and 300m Rifle and Pistol Ranges

6.4.3.1 New 25m, 50m and 300m outdoor ranges should be constructed in such a way that the sun is behind the athlete as much as possible during the competition day. The range design must ensure that there are no shadows on the targets.

6.4.3.2 Ranges must have a line of targets and a firing line. The firing line must be parallel to the line of targets.

6.4.3.3 The design and construction of the range may provide the following features:

- a) The range may, if necessary, be surrounded by safety walls;
- b) Protection against the exit of accidental or unaimed shots from the range may be provided by transverse baffle systems between the firing line and the line of targets;
- c) 10m ranges must be indoor ranges.
- d) 50m and 25m ranges should, whenever possible, be outdoor ranges, but may, exceptionally, be indoor or closed ranges if required by legal or climatic conditions;
- e) 300m ranges should have at least 285 m open to the sky;
- f) 50m ranges should have at least 35 m open to the sky;
- g) 25m ranges should have at least 12.5 m open to the sky; and



h) 25m and 50m Finals ranges may be indoor or outdoor ranges.

6.4.3.4 There must be sufficient space behind the firing points for the range officials and the Jury to perform their duties. There must also be a space provided for spectators. This area must be separated from the area for athletes and officials by a suitable barrier located at least 7.0 m behind the firing line.

6.4.3.5 Each range must be equipped with a large clock (a countdown clock is recommended) at each end of the range where the time can clearly be seen by athletes and officials. The Finals Range preparation area must also have a clock. Range clocks must be synchronized with results computers so that all timing devices show the same time. Rifle and Pistol Finals Ranges must have a count-down timer that shows the time remaining for each shot. Shotgun Ranges must have a count-down timer to use in controlling preparation times.

6.4.3.6 Target frames or mechanisms must be marked with numbers (starting from the left) corresponding to their firing point number. The numbers must be large enough to easily be seen by persons with normal vision under normal conditions. The numbers should be of alternating and contrasting colors.

On 25m targets, each group of five (5) targets must be lettered, starting with the A group on the left. 25m targets must also be individually numbered using numbers 11-20 for the targets in groups A and B, numbers 21-30 for groups C and D, etc.

6.4.4 Wind Flags for 50m Ranges and 300m Rifle Ranges

6.4.4.1 Rectangular wind flags, which indicate air movements on the range, should be made of a cotton or polyester material weighing approximately 150 g/m². Wind flag height must correspond with the central area of the bullets' flight paths without interfering with the bullet flight paths or athletes' views of the targets. The color of the wind flags must contrast with the background. Dual color or striped wind flags are permitted and recommended.

6.4.4.2 Wind Flag Dimensions and Locations

Ranges	Distances	Size of Flag
50m Ranges	10m and 30m	50 mm x 400 mm
300m Ranges	50m	50 mm x 400 mm
	100m and 200m	200 mm x 750 mm

6.4.4.3 On 50m ranges, wind flags are to be placed at fixed distances from the firing line, on imaginary lines separating each firing point and its corresponding target from the adjacent points and targets. Flags must be placed on the athlete's side of any safety baffle supports.

6.4.4.4 If a 50m range is also used as a 10m enclosed range the 10m wind flags must be placed far enough down range so that they give an accurate indication of the wind.

6.4.4.5 On 300m ranges, wind flags are to be placed at the above distances



from the firing line on imaginary lines separating every fourth (4th) firing point and its corresponding target from the next point and target. Flags must be placed on the athlete's side of any safety baffle supports.

6.4.4.6 Athletes must check the wind flags before the Preparation and Sighting Time starts to be sure they do not obscure their targets. Only Range Officers or Jury Members may reposition wind flags.

6.4.4.7 Private wind indicators and the repositioning of wind flags by athletes are prohibited.

6.4.5 Shooting Distances

6.4.5.1 Shooting distances must be measured from the firing line to the target face.

6.4.5.2 Shooting distances must be as exact as possible, subject to the following allowable variations.

10m Range	±0.05 m
25m Range	±0.10 m
50m Range	±0.20 m
300m Range	±1.00 m
10m Running Target Range	±0.05 m
50m Running Target Range	±0.20 m

6.4.5.3 In combined 50m Rifle, Pistol and Running Target ranges, the allowable variation can be increased to +2.50 m for Running Target. The opening must be accordingly adjusted.

6.4.5.4 The firing line must be clearly marked. The range distance must be measured from the target line to the edge of the firing line nearest to the athlete. The athlete's foot or, in the prone position the athlete's elbow may not be placed on or in front of the firing line.

6.4.6 Target Center Locations

Target center locations must be measured to the center of the ten (10) ring.

6.4.6.1 Height of Target Centers

Target centers must be within the following heights when measured from the level of the firing point floor:

Range	Standard Height	Variation Allowable
300m	3.00 m	±4.00 m
50m	0.75 m	±0.50 m
25m	1.40 m	+0.10 m/-0.20 m
10 m	1.40 m	±0.05 m
50m Running Target	1.40 m	±0.20 m
10m Running Target	1.40 m	±0.05 m

All target centers within a group of targets or range must have the same height (±1 cm).

6.4.6.2 Horizontal Variations for Target Centers on 300m, 50m and 10m Rifle and Pistol Ranges



Target centers at 300m, 50m, and 10m must be oriented on the center of the corresponding firing point. Horizontal deviations from a center line drawn perpendicular (90 degrees) to the center of the firing point are:

Range	Maximum variation from center in either direction
300m	6.00 m
50m	0.75 m
10m	0.25 m

6.4.6.3

Horizontal Variations for Firing Points on 50m and 10m Running Target and 25m Pistol Ranges

The center of the firing points must be located as follows:

- a) For Rapid Fire ranges, according to the center of the group of five (5);
- b) For Running Target ranges, according to the center of the opening; and
- c) The center of the firing point must be oriented on the center of the corresponding target or opening. Maximum horizontal deviations from a centerline drawn perpendicular (90 degrees) to the center of the target or opening are:

Range	Maximum variation in either direction
25m	0.75 m
50m Running Target	2.00 m
10m Running Target	0.40 m

6.4.7

General Firing Point Standards for Rifle and Pistol Ranges

The firing point must be stable, rigid and constructed so that it does not vibrate or move. From the firing line to approximately 1.20 m rearward, the firing point must be level in all directions. The remainder of the firing point must either be level or may slope to the rear with a few centimeters drop.

6.4.7.1

If shooting is done from tables, the tables must be approximately 2.20 m long and 0.8 m to 1.00 m wide, rigid, stable and removable. **Shooting tables** may slope to the rear a maximum of 10 cm.

6.4.7.2

Firing Point Equipment. Firing points must be equipped with:

- a) A bench or stand, 0.70 m – 1.00 m high;
- b) A mat for shooting in the prone and kneeling positions. Athletes must not alter shooting mats provided by the range. The front portion of the mat must be of a compressible material not more than 50 mm thick, and approximately 50 cm x 80 cm in size and measuring not less than 10 mm when compressed with the measuring device used to measure the thickness of Rifle clothing. The remainder of the mat must have a maximum thickness of 50 mm and a minimum thickness of 2 mm. The



minimum overall size must be 80 cm x 200 cm. An alternative of two mats is permitted, one thick and one thin, but together they must not exceed the dimensions indicated. The use of private mats is prohibited;

- c) A chair or stool for the athlete on Qualification ranges; no chairs or stools for athletes may be placed on or near the firing points on Finals ranges;
- d) On new ranges, wind screens forward of the firing line are not recommended, but when necessary to ensure that wind conditions are as equal as possible throughout the range, wind screens may be used; and
- e) When it is necessary to install dividing screens on the 300m firing line, they should be made of transparent material on a light frame. Screens should extend at least 50 cm forward of the firing line, and be approximately 2.00 m high.

6.4.8 Firing Point Standards for 300m Ranges

The size of the firing point must not be less than 1.60 m wide x 2.50 m long. The width of the firing point may be reduced only if any dividing screens are constructed so that an athlete in the prone position can place his left leg in an adjacent firing point without disturbing that athlete.

6.4.9 Firing Point Standards for 50m Ranges

- a) The firing point must be a minimum of 1.25m wide x 2.50 m in length and
- b) If the firing point is also used for 300m shooting, the firing point must be a minimum of 1.60 m wide.

6.4.10 Range and Firing Point Standards for 10m Ranges

- a) The firing point must be a minimum of 1.00 m wide;
- b) The nearest edge of the bench or stand must be placed 10 cm forward of the 10m firing line; and
- c) If the firing point is also used for 50m shooting, the firing point must be a minimum of 1.25 m wide.

6.4.11 Range and Firing Point Standards for 25m Pistol Ranges

6.4.11.1 Roofs and screens of 25m ranges must provide the athlete with adequate shelter from wind, rain, sun and ejected cartridge cases.

6.4.11.2 The firing point must be roofed or covered at a minimum height of 2.20 meter above the level of the firing point.

6.4.11.3 25m ranges must be divided into sections that are composed of two (2) groups of five (5) targets. Two (2) of five (5) targets are one bay.

6.4.11.4 In 25m events, athletes must be squadded with one athlete in each group of five (5) targets for the Rapid Fire Pistol event, and with four (4) (targets 1-2-4-5), three (3) (targets



1-3-5) or exceptionally five (5) (all targets) athletes in a group of five (5) targets for the 25m Pistol, 25m Center Fire Pistol and 25m Standard Pistol events.

6.4.11.5 25m ranges may be either open or divided by protected walkways. In open ranges, target officers move from the firing line area to the targets. Protected walkways, if used, must allow range staff to safely move to and from the target line. When protected walkways are used, a secure safety control system must be available.

6.4.11.6 Range Sections should be capable of being operated centrally and of being operated independently.

6.4.11.7 Firing point or shooting station dimensions must be:

Event	Width	Depth
25m Rapid Fire Pistol	1.50 m	1.50 m
25m Pistol 25m Center Fire Pistol 25m Standard Pistol	1.00 m	1.50 m

6.4.11.8 Firing points must be separated by small transparent screens that protect athletes from ejected cartridge cases and permit visibility of athletes by officials. The screens must be placed or hung next to the pistol locations and be large enough to prevent ejected cartridge cases from hitting other athletes. The screens must not obscure the officials' and spectators' views of the athletes.

6.4.11.9 45-degree reference lines should be placed on range walls or section dividers to the left or right of the firing points.

6.4.11.10 Each firing point must be provided with the following equipment:

- a) A removable or adjustable bench or table, approximately 0.50 m x 0.60 m in size and 0.70 m to 1.00 m high;
- b) In Qualification competitions, athletes may place items or support stands on a table to increase the table to a maximum height of 1.00 m;
- c) In Finals competitions, rifle athletes may not place any item or material on the table to change its height; pistol athletes may place an adjustable support stand (8.6.3) on the table provided the total table height with stand does not exceed 1.0 m; and
- d) A chair or stool for the athlete on Qualification ranges; no chairs or stools for athletes may be placed on or near the firing points on Finals ranges;

6.4.11.11 **Function Firing Range.** A specially designated and supervised function firing range, without targets, must be provided for athletes to test guns.

6.4.12 **Exposure Times for 25m Pistol Events are:**

- a) 25m Rapid Fire Pistol: 8, 6 and 4 seconds;



- b) 25m Standard Pistol: 150, 20 and 10 seconds; and
- c) 25m Pistol and 25m Center Fire Pistol Rapid Fire Stage: Facing for three (3) seconds for each shot, alternating with an edge-on face away time of seven (7) seconds (± 0.1 second).

6.4.13 Standards for 25m Electronic Scoring Target Systems

When electronic scoring targets are used, the timing equipment must be set to add a total of 0.3 seconds to each established scoring time. This includes the established firing time +0.1 second (tolerance) plus an after-time of +0.2 second. The after-time ensures that shots that would have been valid skid-shots on paper turning targets, are scored according to the same standard on electronic targets. The green lights remain on for the required time +0.1 sec. and the electronic target must continue to record and score valid shots for an additional 0.2 sec. after-time.

6.4.14 Indoor Range Light Requirements (Lux)

Type of Indoor Range	General Lighting Recommended Minimum	Target Lighting	
		Minimum	Recommended
10m	500	1500	>1800
10m RT	500	1000	>1000
25m	500	1500	>2500
50m	500	1500	>3000

Finals Ranges must have a minimum general lighting of 500 lux and minimum of 1000 lux on the firing line. For new ranges lighting of about 1500 lux on the firing line is recommended.

6.4.14.1 All indoor ranges must have artificial illumination providing the necessary amount of light without glare or distracting shadows on the targets or firing points. The background area behind the targets must be a non-reflecting, light even neutral color.

6.4.14.2 Measuring target illumination on targets with external lighting must be done with the measuring device held at the level of the target and pointed toward the firing point (A). Measuring target illumination on targets with internal lighting must be done by measuring reflected light from the target face.

6.4.14.3 Measuring general range illumination must be done with the measuring device held at the firing point (B1) and midway between the firing point and the target line (B2) with the device directed toward the ceiling illumination.



muzzle movement of his rifle.

6.4.15.6 In front of the athlete there must be a bench or a table 0.70 m – 1.00 m high.

6.4.15.7 Behind the athlete there must be a place for the Range Officer and at least one member of the Jury. The Register Keepers must be located either behind or at the side of the shooting station.

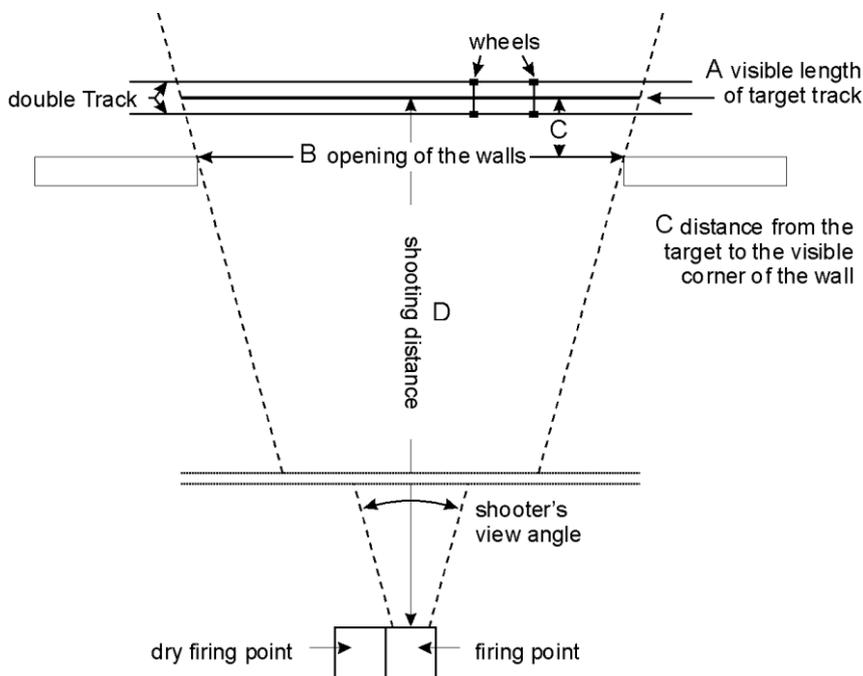
6.4.15.8 Run times for the targets are:

Slow runs:	5.0 seconds, +0.2 seconds – 0.0 seconds
Fast runs:	2.5 seconds, +0.1 seconds – 0.0 seconds

Timing should preferably be done by using an electronic timer that is started and stopped by switches mounted on the rail. If this method cannot be used, timing may be done by using three (3) stop watches operated by three different persons. The middle (median) of the three (3) times must be counted. If the run time is found to be less or more than that specified, range personnel or the Jury must regulate the time to within the specified run time standards. If the timer is built into the starting control, the timing must be examined by the Jury and sealed.

6.4.15.9 Timing must be electronically controlled and continually displayed for inspection by athletes and officials. Any deviation must be corrected immediately.

6.4.16 Running Target Ranges



A	Visible length of target track
B	Opening of the wall between visible corners
C	Distance from the target to the visible corner of the wall
D	Shooting distance
Formula for determining the opening: $B = A \times (D - C) / D$	
Example (50m):	$B = 10.00 \text{ m} \times (50.00 \text{ m} - 0.20 \text{ m}) / 50.00 \text{ m}$



C= 0.20 m	B = 10.00 m x 49.80 / 50.00 = 10.00 m x 0.996 B = 9.96 m
Example (10m): C= 0.15 m	B = 2.00 m x (10.00 m – 0.15 m) / 10.00 m B = 2.00 m x 9.85 / 10.00 = 2.00 m x 0.985 B = 1.97 m

6.4.16.1 Special Standards for 50m Running Target Ranges

- There must be a vertical wall on both sides of the opening for the protection of operating personnel and scorers;
- There must be an embankment behind the opening. In front of the opening there must be a low wall to conceal and protect the target carrying mechanism; and
- The visible length of the target track must be: **10.00 m (+0.05 m/-0.00 m)** as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible.
- Wind flags are not permitted for 50m Running Target.

6.4.16.2 Standards for 10m Running Target Ranges

- If target changing and shot evaluation is done behind the target carrier, there must be sufficient protection for operating personnel and scorers. The target changing and evaluation must be supervised by a member of the Jury;
- Behind the opening there must be a backstop to stop pellets and prevent ricochets. The target carrying mechanism must be protected by a front cover plate;
- The visible length of the target track must be: **2.00 m (+0.01 m/-0.00 m)** as seen from the firing point. This must be considered when measuring the opening since the distance between the visible corner of the wall and the target increases the distance over which the target is visible;
- Two shooting stations may be installed and used alternately, to save time. In this case, the two firing points must not deviate from the standards; and
- When electronic scoring targets are used, the timing equipment must be set to give the nominal exposure times plus 0.1 second. This should ensure that the earlier appearance of the EST aiming mark is allowed for.

6.4.17 General Standards for Shotgun Venues

6.4.17.1 Shotgun venues in the Northern Hemisphere should be laid out so shooting is toward a north to north-easterly direction. Venues in the Southern Hemisphere should be laid out so shooting is toward a south to south-easterly direction. These arrangements place the sun to the back of the athlete and on the target as much as possible.

6.4.17.2 Where necessary and feasible, new Shotgun venues must be constructed with a reasonably level shot fall zone that is free of



obstacles to permit mechanical salvage and the recovery of lead pellets. Net systems may also be installed to capture lead pellets.

6.4.17.3

When Shotgun venues include more than one range, ranges must be identified, starting on the left, with letters (A, B, C, etc.) or numbers (1, 2, 3, etc.),.

6.4.18

Standards for Trap Ranges

6.4.18.1

The Trap Pit

The trap pit must be constructed so that the upper surface of the roof is on the same elevation as the surface of the shooting stations. Interior measurements of the trap pit should be approximately 20 m from end to end, 2.00 m from front to rear, and 2.00 m to 2.10 m from the floor to the under side of the roof. These dimensions will allow freedom of movement for working personnel and sufficient storage space for targets (see Figures).

6.4.18.2

Distances Between Trap Pits

The distance between the center of machine 15 on Range A and the center of the machine one (1) on Range B must not be less than 35 m. For pre-existing ranges with a distance less than 35 m, as specified above, the Jury may reduce the throwing angles of the settings of machine 13 of Range A, and machine three (3) of Range B, if necessary, to prevent those targets from crossing over into the target flight path of the adjoining range and disturbing those athletes.

6.4.18.3

The Traps (Target Throwing Machines)

Each trap pit must have 15 traps attached to the front wall of the pit. The traps must be divided into five (5) groups of three (3). The center of each group must be indicated only by a painted mark on the top of the roof which must be positioned so that it must indicate the point above the center trap of each group at which a target must emerge when set to throw at zero (0) degrees. The distance between traps within each group must be equal, from 1.00 m to 1.10 m. The distance between the center traps of adjacent groups should be 3.00 m to 3.30 m. For existing ranges this may be 3.00 m to 6.00 m.

- a) In the case of use of machines with left-hand (clockwise) rotation of throwing arms the distance between the left side (viewed from behind) and the center machine in each group may be reduced to less than the prescribed 1.00 m to 1.10 m (see also Rule 6.4.19.3).
- b) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (± 0.10 m) below the top surface of the roof of the trap pit and set back 0.50 m (± 0.10 m) from the front edge of the roof when the trap is set at the 2 m elevation. This is defined as the Throwing Point. Traps may be fully automatic (self loading and cocking), semiautomatic (hand loaded and self cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing



its elevation angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of making target throwing settings on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.

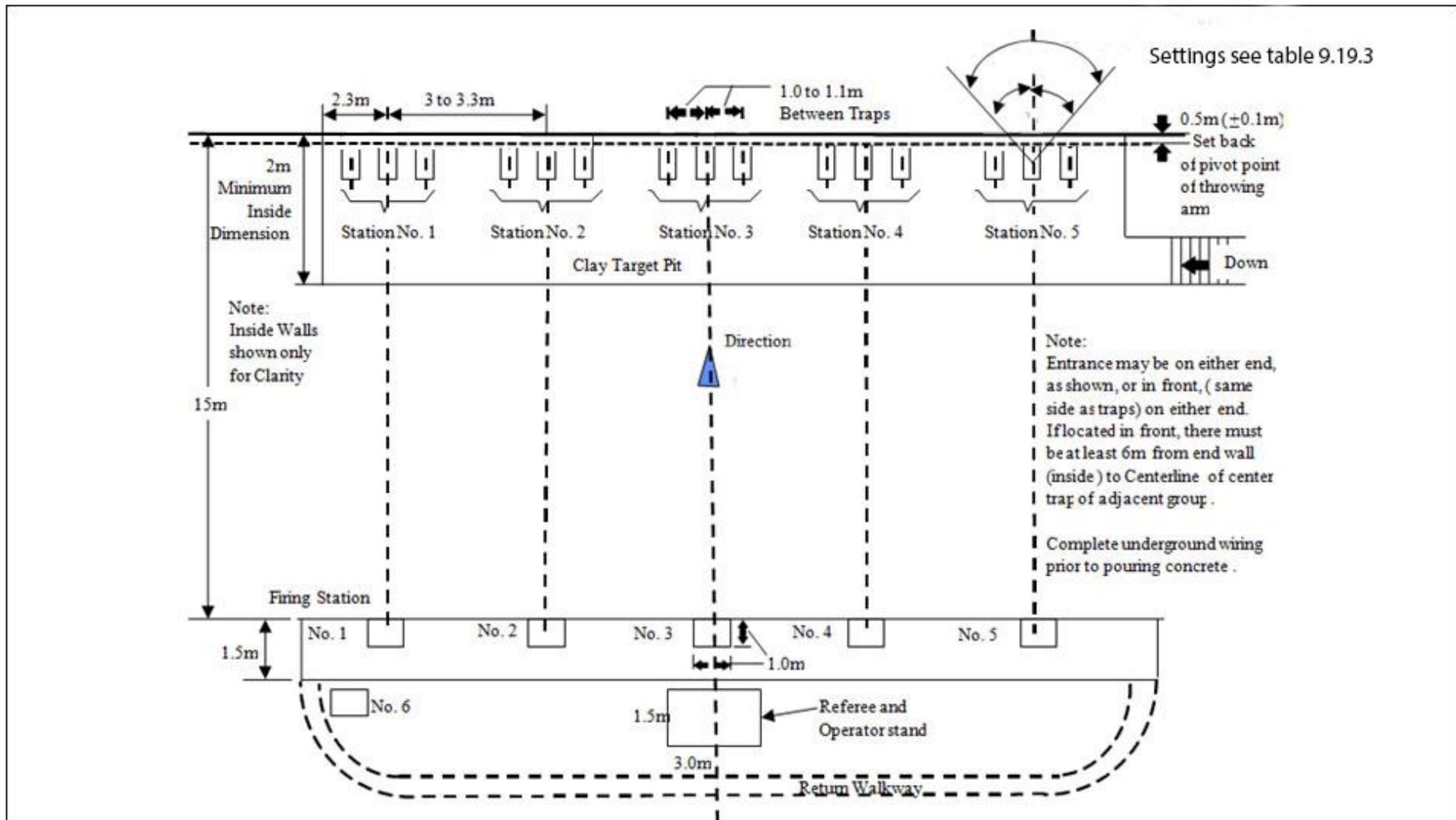
- c) The traps must be released by an electric-manual or electric-microphone system. The control system must be placed in such a position that the puller can clearly see and hear the call of the athlete. The release devices must guarantee equal distribution of targets to each athlete in a series of 25 targets. This distribution must be: ten (10) targets to the right, ten (10) targets to the left and five (5) targets to the center. With the correct distribution, in a series of 25 targets, each group of traps must throw two (2) targets from the left trap, two (2) from the right trap and one (1) from the center trap as the athletes progress from station 1 to 5. After every five (5) targets the selector index must be advanced one step.
- d) The five (5) shooting stations must be arranged on a straight line at a distance 15 m to the rear of the front edge of the trap pit. Each station must be prominently marked with a square 1.00 m x 1.00 m which is centered on a line perpendicular to the line of shooting stations and extending through the painted mark which indicates the zero (0) degree exit point above the middle machine in each group of three. A sixth station must be marked about 2.00 m to the rear and slightly to the left of Station 1 where athlete number 6 may take his position. All six (6) shooting stations must have a table or bench where the athletes may place their extra cartridges and other equipment. The stations must be firm and level in all directions. Each station must have at the front right and left hand corners a block of wood, piece of carpet or rubber about 15 cm square or round upon which the athlete may rest his gun.
- e) For Trap Finals, medium intensity colored lamps must be fitted to each microphone stand at a height of 40 cm to 75 cm to indicate when the microphone is live. The lamp system must be constructed to indicate a pause (microphone dead) of 5-25 seconds after each athlete has shot at a pre-determined number of targets. At the end of the pause, the Referee must command “**READY**” and the athlete next to shoot must have a further 12 sec. preparation time to call for the target.
- f) 3.00 m to 4.00 m behind the line of shooting stations a path must be provided for mandatory use by the athletes moving from station 5 to station 6. Athletes must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7.00 m to 10.00 m behind the return walkway. No spectators are to be allowed within this barrier.



The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, Referee stand and operator stand should have adequate protection from sun and rain, except that Finals ranges should, if possible, be open.



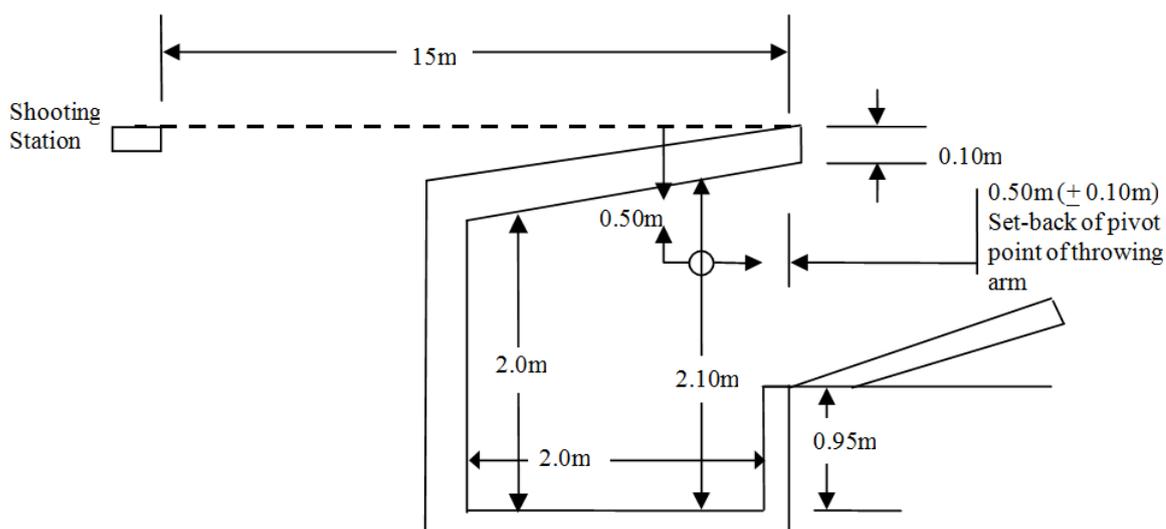
6.4.18.4 Trap Range







6.4.18.5. Trap and Double Trap pit section



6.4.19 Standards for Double Trap Ranges

6.4.19.1 The Trap Pit

Trap ranges are most commonly adapted to Double Trap competition by using the center group of traps, numbers 7, 8 and 9, directly in front of Station 3. See Double Trap Rules.

6.4.19.2 Distances between Trap Pits

See Rule 6.4.18.2 when trap pits are used. When separate double trap pits are constructed, the distance from the center machine on one field to the center machine on the adjoining field should not be less than 35.00 m. (The angles of targets in Double Trap are not so wide as in Trap therefore reductions are possible.)

6.4.19.3 Traps for Double Trap (target throwing machines)

Each double trap pit must have three (3) traps attached to the front wall of the pit. The zero (0) degree exit point of the center trap of the group must be indicated only by a painted mark on the top side of the pit roof. The distance between traps within the group must be equal, from 1.00 m to 1.10 m (see Rule 6.4.18.3). Traps number 1 and number 3 should be a minimum of 1.50 m from the end walls.

- a) The traps must be installed in the pit so that the pivot point of the throwing arm is 0.50 m (± 0.10 m) below the top surface of the roof of the trap house and set back 0.50 m (± 0.10 m) from the front edge of the roof when the trap is set at the 2.00 m elevation (see Figures). Traps may be fully automatic (self loading and cocking), semiautomatic (hand loaded and self cocking), or manual (hand loaded and cocked). Each trap must be provided with a means of sealing its elevation, angle, and main spring tension after these have been inspected and approved by the Jury. All traps must be provided with a means of allowing target throwing on a precise setting. All traps which are hand loaded must have two stops fixed to them. The stops are necessary to prevent accidental or deliberate movement



of the target forward or backward on the throwing arm, thus changing the preset directions of the target. Each trap must have the elevation and angle sectors marked in increments of 10 degrees.

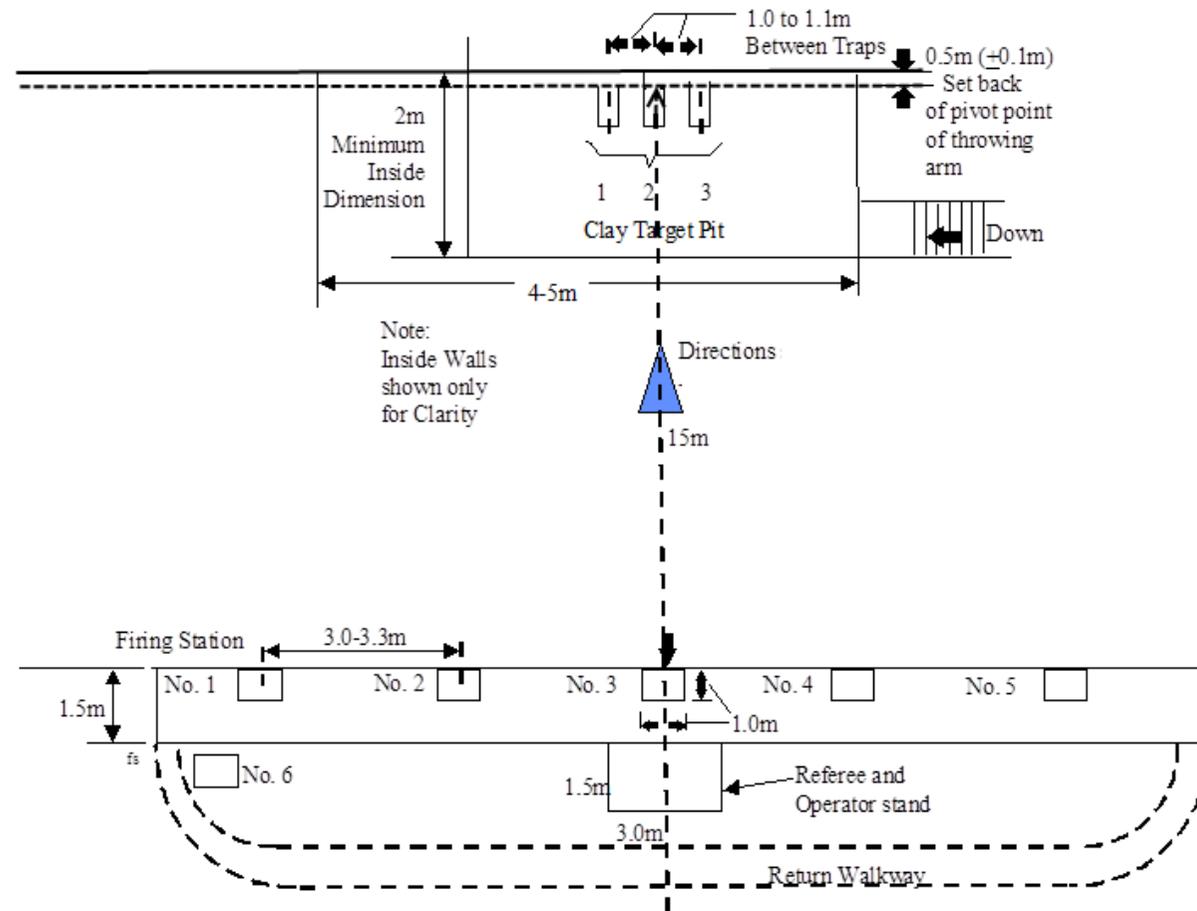
- b) The traps must be released by an electric-manual or electric-microphone system. If a manual control system is used it must be placed in such a position that the puller can clearly see and hear the call of the athlete. For all ISSF Championships an automatic release device must be used which must be set to simultaneously release the targets immediately after the athlete's call. Where an electric-manual system is used, the release device must be designed so that only one (1) button or switch can be used to release the targets.
- c) The five (5) shooting stations must be arranged on a straight line at a distance of 15 m to the rear and parallel to the front edge of the trap pit. Each station must be prominently marked with a square 1.00 m x 1.00 m. Station 3 must be centered on a line extending through the painted mark that indicates the zero (2) degree exit point above the middle trap in the group. Station 2 is 3.00 m – 3.30 m to the left of Station 3 and Station 1 is equidistant to the left of Station 2. Likewise Station 4 is 3.00 m – 3.30 m to the right of Station 3 and Station 5 equally 3.00 m – 3.30 m to the right of Station 4 (see Figure, Separate Double Trap range). A sixth Station must also be marked about 2 m to the rear and slightly to the left of station 1 where athlete number 6 may take his position at the start of the competition. All six (6) of the shooting stations must be furnished with a table or bench where the athletes may place their extra cartridges and equipment. The stations must be firm and level in all directions and must be at the same elevation as the front edge of the roof of the trap pit. Each station (six) must also have a block of wood, piece of carpet or thick rubber sheet about 15 cm square or round upon which an athlete may rest his gun.
- d) For Double Trap Finals, medium intensity colored lamps must be fitted to each microphone stand at a height of 40 cm-to 75 cm to indicate when the microphone is "live." The lamp system must be constructed to indicate a "pause" (microphone "dead") of 5-25 seconds after each athlete has shot at a pre-determined number of targets. At the end of the pause, the Referee must command "**READY**" and the athlete next to shoot must have a further 12 sec. preparation time to call for the target.
- e) 3.00 m to 4.00 m behind the line of shooting stations a path must be provided for mandatory use by the athletes moving from station 5 to station 6. Athletes must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7.00 m to 10.00 m behind the return walkway. No spectators are to be allowed within this barrier.



The Referee and Jury Members are responsible for enforcing this rule. The shooting stations, Referee stand and operator stand should have adequate protection from sun and rain, except that Finals ranges should, if possible, be open.

6.4.19.4

Separate Double Trap Range – 3 Machine



6.4.20

Standards for Skeet Ranges

6.4.20.1

A Skeet field consists of two houses (high house and low house) and eight (8) shooting stations. Stations 1 through 7 are arranged on a segment of a circle with a 19.20 m radius and a base chord of 36.80 m (with a tolerance of ± 0.25 m) which is 5.50 m from the center point of the circle which is marked by a stake.

- a) The center of the circle which is marked by a stake also marks the base of the target crossing point.
- b) Station 1 is located at the left end of the base chord and station 7 at the right end when standing anywhere on the segment of the circle and facing the center stake. Stations 2 through 6 are located on the segment of the circle at points equidistant from each other (the distance between the center of the front of the stations 1 and 2, 2 and 3, etc., is 8.13 m ± 0.05 m on chord). Stations 8 and 4 are located at the center of the base chord (see Figure).
- c) Shooting stations 1 through 7 are 0.90 m ± 0.05 m x 0.90 m ± 0.05 m square, with two sides parallel to a radius of the circle drawn through the station marker (center of the station). Shooting station 8 is rectangular, 0.9 m ± 0.05 m wide by 1.85 m ± 0.05 m long, with its long sides parallel to the base chord. The location of each shooting station must be accurately indicated. The markers for shooting stations 1 through 7 are on the center of the side nearest the target crossing point. The marker for shooting station 8 is on the center point of the base chord. All eight (8) shooting stations must be on the same level, within ± 0.05 m difference in elevation.

6.4.20.2

Target Distances, Angles and Elevations

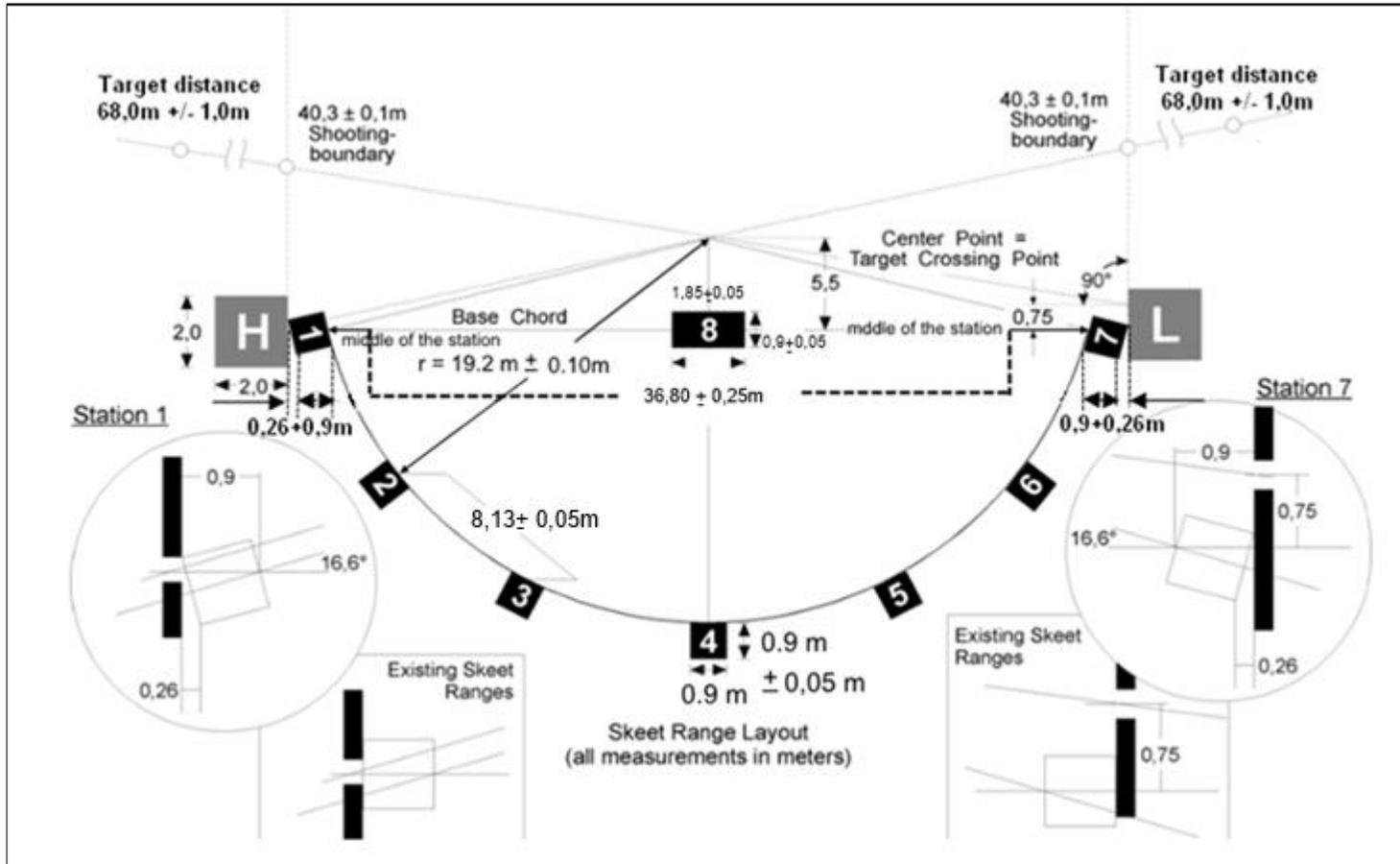
- a) Each house must contain a clay target throwing machine in a fixed position. The throwing arm of the target throwing machine in the high house, when in a horizontal position, should be 2.80 m ± 0.10 m above the level of station 1 and the throwing arm in the low house should be 0.80 m ± 0.10 m above the level of station 7.
- b) Targets thrown from the high house must emerge at a point 0.90 m ± 0.05 m behind the station marker 1 (measured along the extended base chord) and 3.05 m ± 0.05 m. Targets thrown from the low house must emerge at a point 0.9 m ± 0.05 m behind station marker 7 (measured along the extended base chord) (moved 0.75 m ± 0.05 m to the exterior of the base chord) and 1.05 m ± 0.05 m above the level of station 7.
- c) Targets properly released must pass through a circle 0.90 m - 0.95 m in diameter, located 4.60 m ± 0.05 m above the center point.
- d) In calm weather conditions targets must carry a distance of 68.00 m ± 1.00 m as measured from the face of the house

behind stations 1 and 7. If the correct distance cannot be verified by measurement, the Jury will decide the trajectory of the targets.

- e) The shooting boundaries of stations 1 to 7 are 40.30 m \pm 0.10 m from the face of each house. For station 8 the shooting boundary is determined by the crossing point between a straight line running from station 4 to station 8 and the target crossing point. Suitable markers must be placed on the target flight path, at points 40.30 m \pm 0.1 m from both the high house and the low house, to indicate the shooting boundaries. Similar markers must be placed at 67.00 m and 69.00 m to indicate the distance of a regular target.
- f) A safety shield must be installed at the opening of each trap house so that the trap operator is not visible to an athlete on any station. This precaution is mandatory as a safety measure to protect the operator from possible injury from direct or ricocheting shot, and the athletes from broken targets emerging from the opening of the trap house. A wire, rope or other suitable barrier is to be erected 7.00 m to 10.00 m behind Station 4 and parallel to the base chord. No spectators are allowed within this barrier. The Referee and Jury Members are responsible for enforcing this Rule.
- g) The traps must be released by an electric-manual or electric-microphone system (see note below) with a timer device which must be installed so as to allow the operator to see and hear the athletes. For all ISSF Championships the use of a timer is mandatory. This must provide for the release of the targets within an indefinite period of time, varying from instant release up to a maximum of three (3) seconds after the athlete has called for his target. The release device must be designed so that only one (1) button (or switch) can be used to release double targets.
- h) Note: If an electro-microphone system is to be used, it must be so constructed as to randomly insert a delay varying from 0.2 to 3.0 seconds.
- i) A colored lamp must be fitted to the outside of both high and low houses. The lamps must light immediately on the athlete's call and extinguish when the target(s) are thrown. The lamps must be clearly visible to the Referee. The lamp must be installed on the side of the skeet house which faces the spectator area at a height of 2.20 m – 2.80 m on the high house and 1.60 m – 2.00 m on the low house.

6.4.20.3 Skeet Range Layout

All new Skeet ranges must comply with these specifications. Skeet ranges constructed before 2013 with stations 1 and 7 facing the opposite target house will continue to be accepted for ISSF Championships.



6.5

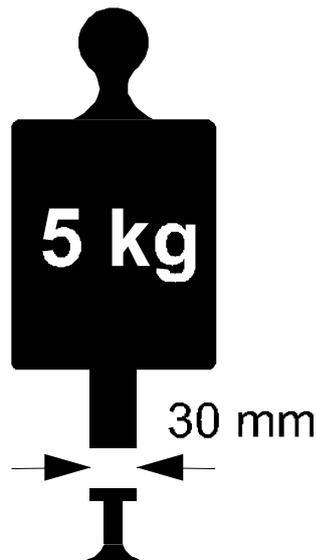
GAUGES AND INSTRUMENTS

- a) Each Organizing Committee must provide a complete set of gauges and instruments for Equipment Control during ISSF Championships;
- b) A detailed list of **Equipment Control Instruments** that are required for conducting Equipment Control tests and the requirements and specifications for those instruments is available from ISSF Headquarters;
- c) The ISSF Technical Delegate or the Chairman of the Equipment Control Jury must examine and approve all gauges and instruments prior to the competition;
- d) Calibration test equipment for use in examining Equipment Control instruments is available from ISSF Headquarters and must be used to calibrate testing instruments before each day of testing and when a disqualification is considered during post-competition testing (Calibration Report Forms are available from ISSF Headquarters); and
- e) The measuring devices used to test the thickness, stiffness and flexibility of athletes' clothing must be constructed according to this rule (see Rule 6.5.1 below) and be approved by the ISSF Technical Committee.

6.5.1

Thickness Measurement Device

The device used to measure the thickness of clothing and shoes must be capable of measuring to one-tenth of a millimeter (0.1 mm). Measurements must be taken with a 5.0 kg weight applied. The device must have two (2) circular flat surfaces facing each other, each 30 mm in diameter.

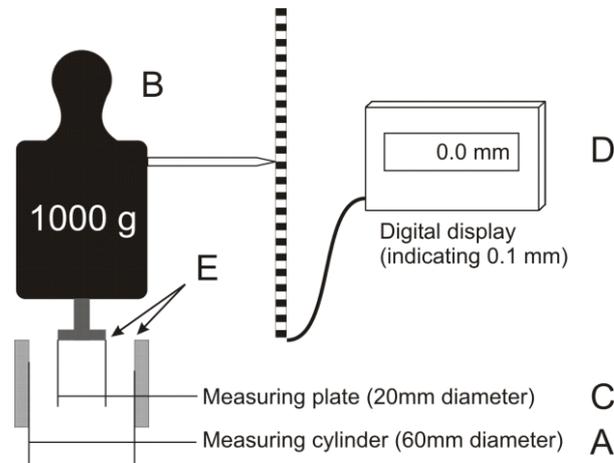


6.5.2

Stiffness Measurement Device

The device used to measure the clothing stiffness must be capable of measuring to one tenth of a millimeter (0.1 mm) and have the following dimensions:

A	Measuring cylinder	=	60 mm diameter
B	Measuring weight	=	1000 g (including grip and measuring plate C)
C	Measuring plate	=	20 mm diameter
D	Digital display		indicating 0.1 mm
E	The rounding of the edges on the measuring plate (C) and measuring cylinder (A) must not be more than 0.5 mm radius as a maximum.		

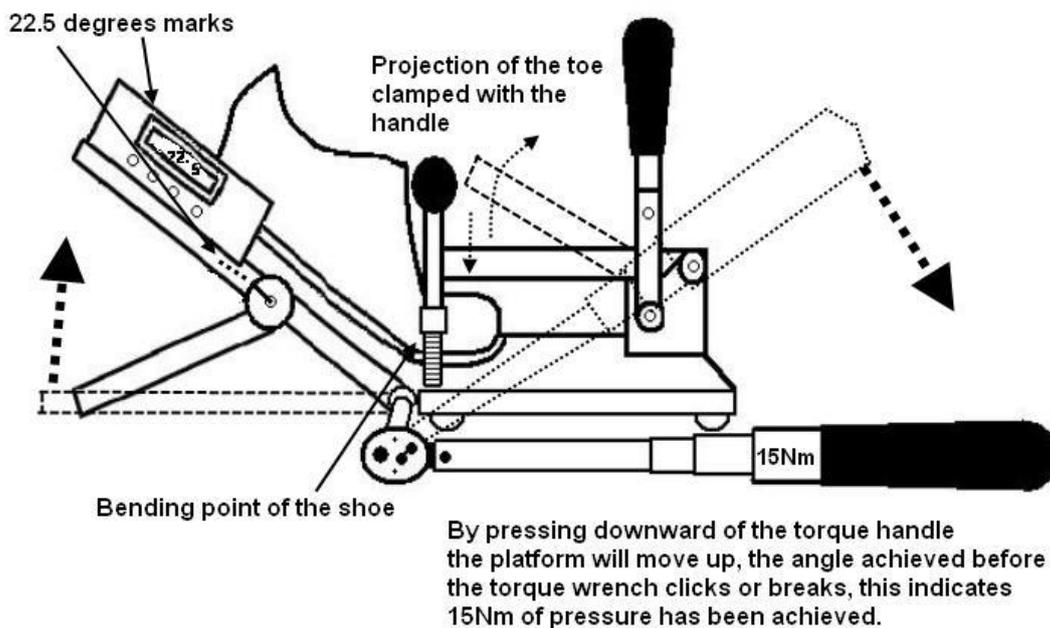


- Stiffness measurements must be made with the fabric/material laid flat, without stretching, on measuring cylinder "A;" and
- Measuring weight "B" presses measuring plate "C" onto the fabric/material on measuring cylinder "A."

6.5.3

Shoe Sole Flexibility Measurement Device

The device used to measure shoe sole flexibility must be capable of accurately measuring, in degrees, the shoe sole flexibility under a precise amount of upward pressure (NM).



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6.6 CHAMPIONSHIP ADMINISTRATION

6.6.1 Championship Program and Schedule

The administration of ISSF Championships shall be carried out in accordance with this Rule, except that the administration of Olympic and Continental Games Shooting Championships shall be carried out in accordance with the charter and regulations of the IOC or the appropriate Continental NOC organization.

6.6.1.1 Official Championship Program. The office of the ISSF Secretary General will provide a standardized Championship Program and coordinate the preparation of an **Official Championship Program** with each Organizing Committee to be finalized at the time of the annual ISSF Workshop for Organizers in November of the year before the Championship. The **Official Championship Program**, including invitations, schedules, the official symbol or logo and entry forms will be posted on the ISSF website and the Organizing Committee must publish the **Official Program** and send it to all ISSF Member Federations as soon as possible after it is finalized.

6.6.1.2 Official Schedule. The office of the ISSF Secretary General, the Organizing Committee and the Technical Delegate appointed for the Championship must prepare a detailed **Official Schedule** for each Championship. Championship schedules should include an official arrival day, at least one day of Official Training, the necessary competition days and an official departure day. World

Championship schedules, including Official Training days and the opening and closing ceremonies, should not exceed 16 days. Ranges may be open for additional Unofficial Training before the Official Training day at the option of the Organizing Committee. **Official Schedules** must provide dates and times for Official Training, Pre-Event Training, Elimination Relays, Qualification Relays, Finals Reporting Times, Finals and Victory Ceremonies. They must be published on the ISSF website as soon as possible after the annual ISSF Workshop for Organizers in November of the year before the Championship. Schedule changes, as approved by the Technical Delegate, must be made as soon as possible after the Final Entry Deadline and distributed to all participating delegations.

6.6.1.3 Entry Status and Limits. National Federations may enter a maximum of three athletes per nation per event who are competing for awards (in-competition) in ISSF Championship events. In addition, World Cups may, at the option of the Organizing Committee, accept a maximum of two additional athlete entries per nation per event that may compete for Olympic MQS status (MQS only) or participate out-of-competition (OOC).

6.6.1.4 Maximum Entry. The Organizing Committee and Technical Delegate must establish the **Maximum Entry** (range capacity) for each event on the program. Final entries that exceed the maximum entry for an event will be placed on a waiting list and will only be accepted if entry spaces become available before the Late Entry Deadline.

6.6.2 Technical Meeting

A Technical Meeting conducted by the Competition Director and Technical Delegate(s) must be scheduled on the day before the first competition day to inform team leaders about competition details and any schedule changes.

6.6.3 Training

6.6.3.1 Official Training. For World Cups, one full day of Official Training must be scheduled on the day following the official arrival day.

6.6.3.2 Pre-Event Training (PET). Pre-Event Training must be provided for every event on the program on the day before Elimination or Qualification competition for that event starts. For Rifle, Pistol and Running Target events, each athlete must be allowed to train on his allocated competition target for a minimum of 40 minutes per relay (30 minutes per relay for Rapid Fire Pistol, 15 minutes per athlete for Running Target) on a day before the event. This is in addition to the Official Training day(s) in the program (for Shotgun, see Rule 9.6.2.1).

6.6.3.3 Unofficial Training. In addition to Official Training and scheduled Pre-Event Training, athletes should be given additional Unofficial Training opportunities when the shooting ranges are available.

6.6.4 Entries and Entry Confirmation

National Federations must submit entries to the ISSF Online Registration Service by the Final Entry Deadline 30 days before the official arrival day (Rule 3.7.3.2).

- a) **Late Entries** may be submitted until three days before the official arrival day if an additional penalty is paid and entry spaces are available (Rule 3.7.3.4);
- b) **Entry Confirmations** and the payment of applicable entry fees to the Organizing Committee must be completed by team leaders upon arrival (Rule 3.7.4); and
- c) **Entry Changes** can only be made in accordance with Rule 3.7.3. Entry Changes must be completed not later than 12:00 hours on the day before the Pre-Event Training for a particular event.

6.6.5

Start Lists

- a) Start lists with firing point and relay allocations must be published and distributed not later than 16:00 hrs on the day before Pre-Event Training for Rifle-Pistol events and the day of Pre-Event Training for Shotgun events;
- b) **Sustainability option:** If the organizer provides a comprehensive email distribution system or a wireless internet system that is generally available throughout the venue, and a public access information station, the organizer may, with the approval of the Technical Delegate, use a paperless system where printed start lists are not distributed; and
- c) **Substitutions.** An athlete, in a team event only, may be replaced by an already registered athlete not later than 30 min. before the scheduled start time for that event. This rule also applies for competitions composed of several parts or carried out over several days.

6.6.6

Principles for Firing Point Allocation

- a) The random allocation of athletes to firing points and relays must be done under the supervision of the Technical Delegate with a computer program designed for this purpose or by the drawing of lots;
- b) Whenever draws are used to determine firing positions the Technical Delegate must approve the range constraints to be taken into account; the Technical Delegate may approve the squadding of MQS-only athletes in specific sections of a range.
- c) Individual athletes and teams (nations) should be able to shoot under conditions that are as nearly equal as possible;
- d) Athletes from the same nation should not be allocated adjacent firing positions;
- e) Athletes from the same nation should be divided as equally as possible between relays;

- f) If there are more athletes than targets in Air Rifle or Air Pistol events, targets must be distributed by drawing lots for two (2) or more relays;
- g) If more than one relay is used in team competitions, team members must be distributed equally between the relays;
- h) If a Rifle competition lasts for more than one day, all athletes must fire an equal number of shots in the same position or positions each day; and
- i) When a Pistol event is divided into two (2) stages or days, all athletes must finish the first stage before the second stage or day may begin. All athletes must fire an equal number of series on each day of a two-day competition.

6.6.6.1

Elimination Events for Outdoor 50m and 300m Ranges

If the number of athletes exceeds the useable capacity of the range, an Elimination must be conducted, except that in Junior World Cups this requirement may be waived by the Technical Delegate when required by schedule limitations.

- a) Any Elimination must be over the complete course of fire;
- b) Elimination relays should be scheduled on the day before the Qualification is scheduled;
- c) Qualification athletes must consist of a proportionate number of highest ranking athletes from each Elimination relay, taking the number of starts on the startlists into account. The number of athletes who qualify must be announced as soon as possible;
- d) **Formula:** The usable number of firing points is divided by the total number of athletes on the startlists multiplied by the number of athletes on the startlist for each relay to give the number of athletes going forward from the Elimination to the Qualification, e.g. 60 firing points and 101 athletes:
 1st relay: 54 athletes = 32.08 → 32 athletes forward;
 2nd relay: 47 athletes = 27.92 → 28 athletes forward;
- e) When Eliminations are required for team events, team members/nations must be equally divided between the Elimination relays. Team scores are taken from these relays;
- f) If insufficient targets are available to allocate two team members from each team to the first relay and the remaining member from each team to the second relay, then it will be necessary to have three relays with one member from each team on each relay;
- g) An athlete who does not qualify must not be allowed to participate further in the event; and
- h) If there are tied scores for the last places in an Elimination the order of rank will be determined according to tie breaking rules.

- i) If an Elimination is not scheduled in Junior World Cups and multiple relays are scheduled, Team Leaders must be allowed to designate their athletes who will be squadded on the first and subsequent relays.

6.6.6.2 Schedules and Squadding – 25m Rapid Fire Pistol Men

- a) The second 30-shot stage must begin only after all athletes complete the first 30-shot stage. If there are fewer athletes than are necessary to completely fill all relays, the allocation of firing points should be done so that gaps are left in the last relays of the first and second stages;
- b) For the 2nd stage, firing point allocation will be in order of ranking according to scores fired in the first 30-shot stage, with the lowest ranked athletes shooting in the first relay. Start positions within each relay will be decided by a random draw.

6.6.6.3 Schedules and Squadding -- 25m Pistol Women

The event may be scheduled to take place on one or two days. If possible, the event should be scheduled to take place on two days with the rapid-fire stage and Final taking place on the second day. If the event is scheduled over two days, the PET before the first day should be for the precision stage. There should be a second PET on the first competition day, after the precision stage, for the rapid-fire stage.

6.6.6.4 Shotgun squadding and draw rules are found in Rule 9.11.4.

6.6.6.5 Running Target squadding and draw rules are found in Rule 10.7.3.1.

6.7 COMPETITION CLOTHING AND EQUIPMENT

6.7.1 The ISSF establishes specific standards for competition clothing and equipment that athletes may use in ISSF Championships and for Equipment Control testing to check those standards in order to safeguard the principles of equal and ethical competition where no athlete can gain an unfair advantage over other athletes.

6.7.2 Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF Championships comply with ISSF Rules.

6.7.3 All athletes' equipment is subject to checks by the Equipment Control Jury and an Equipment Control Section established by the Organizing Committee as well as by the respective Competition Juries.

6.7.4 Standards for Clothing and Equipment

6.7.4.1 Rules governing specific equipment used by athletes in a particular discipline are found in the Rules for that discipline.

6.7.4.2 The use of any special devices, means or clothing, including the use of Kinesio, medical or similar taping, which immobilizes or unduly reduces the movement of the athlete's legs, body or arms, is prohibited for Rifle, Pistol and Running Target athletes in order to

ensure that athletes' performance skills are not artificially improved.

6.7.4.3 Only sound reducing devices (hearing protection) may be used. Radios, iPods, or any similar type of sound producing or communication systems are prohibited during competitions and any training, except when they are used by competition officials.

6.7.4.4 Mobile phones or other hand-held communication devices (i. e. tablets, etc.), electronic devices or wrist-worn devices (i. e. smart watches) may not be used by athletes on the firing line.

6.7.5 **ISSF Dress Code**

It is the responsibility of athletes, coaches and officials to appear on the ranges dressed in a manner appropriate for a public sports event. Clothing worn by athletes and officials must comply with the **ISSF Dress Code**. See 6.19 for the full **ISSF Dress Code**.

6.7.6 **Equipment Control**

6.7.6.1 The Organizing Committee must establish an Equipment Control Section to perform equipment control checks under the supervision of the Equipment Control Jury. An Equipment Control checking service must be available to all athletes so that they may have their equipment checked prior to the competitions. To ensure compliance with ISSF Rules, the Equipment Control Jury and Equipment Control Section must conduct random post-competition testing (6.7.9).

6.7.6.2 **Equipment Control Procedures**

- a) The Organizing Committee must inform team officials and athletes where and when they may have their equipment inspected prior to or during the competitions;
- b) The Equipment Control Section must be open to provide voluntary inspections for athletes' equipment, starting with the Official Training day and continuing through the last day of Rifle-Pistol-Running Target competition;
- c) ISSF calibration test equipment must be used to check testing instruments before each day of testing and when a disqualification is considered during post-competition testing;
- d) Athletes are encouraged to bring any items of equipment to the Equipment Control Section for checking if they are not certain if they will pass a post-competition check;
- e) The Equipment Control Section must ensure that all Rifle shooting jackets and shooting trousers are identified with a seal bearing a unique serial number that is registered to the athlete. The seal must be designed so that it cannot be removed without breaking the seal. Seals previously issued for one-time-only clothing inspections (2013 and prior) fulfill this requirement. Jackets and trousers with no seal must be checked for compliance with ISSF Rules and have seals affixed to them that are registered for the athlete. The Equipment Control and Rifle Juries will use the jacket and

trouser seals to conduct random checks for compliance with Rule 7.5.1.2;

- f) The Equipment Control Section must keep a register of the guns, shooting jacket and trousers that they check, with the name of the athlete, the make (manufacturer), serial number and caliber of each gun checked on an Equipment Control Card;
- g) It is the athlete's responsibility that any air or CO₂ cylinder is within manufacturer's validity date (maximum of ten (10) years); this may be checked by Equipment Control and advisory recommendations may be given;
- h) One copy of the Equipment Control Card is given to the athlete who must retain this card with his equipment at all times. If an athlete loses his Equipment Control Card, there is a EUR 10.00 fee to replace it; and
- i) If a Rifle clothing item is resubmitted for a second or subsequent test during the same Championship, a reinspection fee of EUR 20,00 will apply.

6.7.7 Bib (Start) Numbers and Items Worn by Athletes

6.7.7.1 All athletes must be provided with a Bib Number (Start Number) to wear on the back of the outer garment above the waistline during the entire competition. Bib Numbers must display the athlete's allocated number for that Championship, family name, initial and nation (IOC abbreviation only). If a flag of the nation is used, it must be placed to the left of the IOC abbreviation. The height of the letters in names should be as big as possible, but no letters or numbers may be less than 20 mm (for Shotgun, see 9.13.2, 9.13.3).

6.7.7.2 **Bib Numbers** must be worn by all athletes, on their backs and above the waist, at all times while participating in Pre-Event Training and competition. If the Bib Number is available and not worn, the athlete may not compete.

6.7.7.3 All athletes must comply with **ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/Advertising Rules**. These rules govern such matters as emblems, sponsorship, advertising and commercial markings on clothing together with controls and sanctions.

6.7.8 Blinders

6.7.8.1 **Side Blinders** (either or both sides) attached to the hat, cap, shooting glasses, or to a head band, not exceeding 60 mm deep are permitted for Shotgun athletes only (Rule 9.13.4) (A). The front edge of a side blinder must not extend further forward than the center point of the forehead, when viewed from the side.

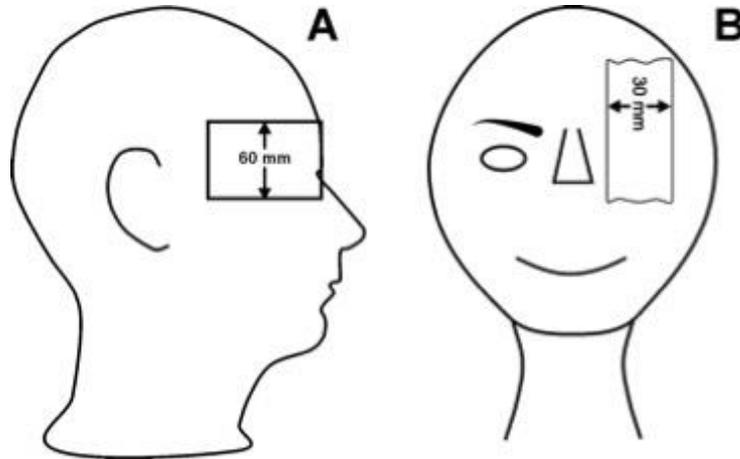
6.7.8.2 **One Front Blinder** to cover the non-aiming eye that is not more than 30 mm wide is permitted for all athletes (B).

6.7.9

Post-Competition Testing

6.7.9.1

Post-competition checks must be conducted after Elimination and Qualification competitions and during the reporting time before Finals according to procedures specified in the “ISSF Equipment Control



Guidelines.” The Equipment Control Jury is responsible for supervising the conduct of all post-competition checks. Judges of the same gender as the athletes must be available for clothing and taping checks. Failure of the following specific post-competition checks must result in disqualification (DSQ):

- a) Rifle: Shooting clothing, underclothing, taping and rifle specifications (trigger weighing when applicable);
- b) Pistol: Shoes, taping, trigger weighing, pistol dimensions and grips (8.12), ammunition velocity checks and the weighing of bullets where applicable;
- c) Shotgun: See Shotgun Rules; and
- d) Running Target: Rifle weight, telescope power (10m), trigger weight (50m, 10.4.3.6 a) and marker tapes.
- e) All disciplines: Failure to report for a post-competition check after being given written notice to report.

6.7.9.2

If an athlete fails a post-competition check, the Chairman of the Equipment Control Jury or one other Equipment Control or Competition Jury Member must confirm that the test was performed correctly and that the athlete is disqualified. The confirmation procedure must include using ISSF calibration testing equipment to confirm that the testing instruments are measuring accurately.

6.7.9.3

Appeals against a post-competition test disqualification may be submitted to the Jury of Appeal. The Jury of Appeal must decide if the test was performed correctly, but it may not repeat the test. The Jury of Appeal can overturn a post-competition check disqualification only if it finds that the test was performed incorrectly.

6.7.9.4

Targeted testing (selection of athletes on a non-random basis) may be done when a Jury has credible evidence that an athlete has altered or attempted to alter his gun, clothing or equipment.

6.8 COMPETITION JURY DUTIES AND FUNCTIONS

Juries are responsible for advising, assisting and supervising the competition officials appointed by the Organizing Committee.

- a) Competition Juries (Rifle, Pistol, Shotgun, Running Target) supervise the conduct of events in their respective disciplines;
- b) RTS (Results, Timing and Scoring) Juries supervise scoring and results operations; and
- c) Equipment Control Juries supervise the testing of athletes' clothing and equipment.

6.8.1 Range Officers, RTS Officers and Referees appointed by the Organizing Committee are responsible for the actual conduct of the competitions while Juries act in an advisory and supervisory capacity. The Range Officers and Juries are mutually responsible for conducting the training and competitions in accordance with ISSF Rules and must ensure that these Rules are enforced in a fair and equitable manner during the competitions.

6.8.2 All Jury Members must wear the official ISSF Jury vest (red color) when on duty. Jury vests must be purchased from ISSF Headquarters. It is recommended that all Range Officers wear a distinctive vest or other means of identification (preferably in green color) when on duty. It is recommended that all Target Officers or other personnel who must go forward of the firing lines to perform their duties wear a vest in a fluorescent color or high visibility armbands.

6.8.3 Before the beginning of the competition, the Competition Juries must examine the shooting ranges and check the organizational arrangements and organization of operating personnel, etc., to ensure that they conform to ISSF Rules. Jury checks should be done in coordination with any earlier checks made by the Technical Delegate.

6.8.4 Jury Members must continuously observe the shooting positions and the equipment of the athletes.

6.8.5 Jury Members have the right to examine the guns, equipment, positions, etc., of the athletes at any time, during training and competitions.

6.8.6 During training and competitions, Jury Members are responsible for checking athletes clothing and equipment for compliance with ISSF Sponsorship/Advertising Rules (4.4-4.7, 6.7.7.3);

6.8.7 During competitions, Jury Members should not approach an athlete while he is firing a shot (or series of shots in rapid fire events) unless a safety issue requires immediate action.

6.8.8 A majority of the Jury must always be present on the range during competitions so that, when necessary, the Jury can meet and make decisions immediately.

6.8.9 Jury Members have the right to make individual decisions during competitions, but should confer with other Jury Members and

Range Officers when any doubt exists. If a Team Official or Athlete does not agree with the decision of an individual Jury Member, a decision of the majority of the Jury may be requested by making a written protest.

6.8.10 Jury Members must be completely impartial in making decisions, regardless of the nationality, racial, religious, ethnic or cultural identity of any athletes who are involved.

6.8.11 Juries must deal with any protest(s) that are submitted to the Jury in accordance with ISSF Rules. After consultation with the Range Officers and others directly concerned, the Jury must rule on any protest.

6.8.12 A Jury must delay the start of a Final if a protest involves athletes who could, depending upon the protest decision, qualify for the Final. The RTS Jury may release a Final Start List if a protest does not involve athletes who could qualify for the Final. Official Final Results cannot be released until all protests and appeals are decided.

6.8.13 A Jury must decide all cases that are not provided for in the ISSF Rules. Such decisions must be made within the spirit and intent of ISSF Rules. Any such decisions must be included in a Jury Chairman's Report that is submitted to the Technical Delegate after each Championship.

6.8.14 Athletes and Team Officials must not be members of a Jury. Jury Members must not advise, coach or assist athletes beyond the scope of the ISSF Rules at any time during the competition.

6.8.15 The Jury Chairman is responsible for directing Jury schedules and activities for ensuring the presence of sufficient member(s) of the Jury at all times, including all Official and Pre-Event Training.

6.8.16 The Jury Chairman must prepare a report on Jury decisions and actions to be submitted to the ISSF Secretary General through the Technical Delegate as soon as possible after the Championship.

6.9 ORGANIZING COMMITTEE COMPETITION OFFICIALS

6.9.1 Chief Range Officer (CRO) Duties and Functions

A Chief Range Officer (CRO) must be appointed for each range. The CRO is in charge of all Range Officers (RO) and range personnel and is responsible for the correct conduct of the shooting event. The CRO is responsible for giving all range commands and for ensuring the cooperation of range personnel with the Jury. The CRO is responsible for the rapid correction of any equipment failures and for making available the necessary experts and supplies to operate the range. It is strongly recommended that an Assistant CRO be appointed to serve as a backup for the CRO, especially in maintaining range documentation and Range Incident Reports (Form IR) regarding events and irregularities that occur during the competition.

6.9.2 Range Officer (RO) Duties and Functions

A Range Officer (RO) must be appointed for each Range Section or for each ten (10) firing points. Range Officers must:

- a) Be responsible to the CRO for the conduct of the competition in the target section entrusted to them;
- b) Check the names and Bib Numbers of athletes to ensure that they correspond with the start list;
- c) Ensure that the athletes' guns, equipment and accessories have been examined and approved;
- d) Check athletes' shooting positions and equipment and advise the Jury of any possible violations;
- e) Ensure that the commands of the CRO are followed;
- f) Take necessary actions regarding a malfunction, protest, disturbance, or any other matter arising during the competition;
- g) Receive verbal protests and immediately report them to a Jury Member;
- h) Record all irregularities, disturbances, penalties, malfunctions, cross-fires, extra time allowed, repeated shots authorized, etc. on Range Incident Report Forms (IR) and on the target or printer strip as appropriate; and
- i) Refrain from any conversations with athletes or from making other comments regarding scores.

6.9.3 Chief RTS (Results, Timing and Scoring) Officer (CRTSO) Duties and Functions

The CRTSO must be appointed for each Championship. He is in charge of all RTSO and Entry and Results Personnel. The CRTSO is responsible for the correct conduct of all scoring and results operations at the Championships.

6.9.4 RTS Officers (RTSO) Duties and Functions

One RTSO should be appointed for each range that is used for Qualification competitions. The RTSOs are responsible for working with the RTS Jury, Competition Jury, ROs and Official Results Provider to facilitate the conduct of scoring and results operations on their ranges.

6.10 EST COMPETITION OPERATIONS

6.10.1 EST Technical Officers

- a) EST Technical Officers are responsible for operating and maintaining the Electronic Scoring Target equipment;
- b) EST Technical Officers may advise Range Officers and Jury Members, but they must not make any decisions regarding the application of ISSF Rules; and
- c) EST Technical Officers are designated by the Official Results Provider or the Organizer and must be persons with special

training in EST operations and electronic competition management systems (computer software).

6.10.2 Target Officers

Target Officers are appointed by the Organizing Committee to assist in the operation and maintenance of EST:

- a) Before each relay of each event, Target Officers must ensure that there are no shot holes on the white surface of the target and that all shot marks on the frame are clearly indicated;
- b) During competitions, Target Officers patch Backing Targets and Backing Cards and change the Control Sheets; and
- c) **Backing Targets, Backing Cards and Control Sheets** must not be patched or changed until after all scoring is completed.

6.10.3 Jury Member Duties – Electronic Scoring Targets

6.10.3.1

Member(s) of the RTS Jury must be present on the ranges to supervise scoring and results operations and assist in the resolution of any questions or protests relating to scoring. Members of the Competition Jury must assist in cases where actions or decisions need to be taken and there are only two or fewer RTS Jury Members available.

6.10.3.2

Before each relay of an event, a Jury Member must inspect the electronic scoring targets to confirm that:

- a) There are no shot holes on the white surface of the target;
- b) Any shot marks on the frame are clearly indicated;
- c) The Control Sheets are renewed; and
- d) The Backing Cards and Backing Targets have no shots outside of the central area that is covered by the Control Sheet.

6.10.4 Shooting on Electronic Scoring Targets

- a) Athletes must familiarize themselves during training with the control buttons that alter the target presentation on the monitor screen (ZOOM) and that change from a Sighting target (SIGHTING) to a Match target (MATCH);
- b) In 10m, 25m and 50m single position events, changing from Sighting to MATCH shots is under control of range personnel. If any athlete is in doubt, he must ask a Range Officer for assistance;
- c) In 3-Position events, after athletes complete the kneeling or prone positions, changing from MATCH to Sighting and back to MATCH is the responsibility of the athlete. Athletes may fire unlimited Sighting shots before starting MATCH firing shots in the prone and standing positions. No additional time is allowed for these Sighting shots. If an athlete inadvertently fails to switch from MATCH to Sighting after changing positions, any shots recorded as extra shots in the previous position must be

nullified and the target must be reset to Sighting.

- d) It is not permitted to **obscure the athlete's monitor-screen** or any part of the screen. The whole screen must be visible to the Jury and range personnel;
- e) Athletes and range officials must **not touch the printer control panels** and/or printer strips before the end of the relay or event, except when authorized by the Jury;
- f) Athletes should sign the printer strip (next to the score total) before leaving the range to identify their score.
- g) When an athlete fails to sign the printer strip a Jury Member or range official should initial this printer strip to allow it to be sent to the RTS Office.

6.10.5 Target Scoring Complaints During Sighting Shots

If an athlete complains during sighting shots about the correct recording or evaluation of the shot(s), the Jury may offer to move him to another firing point.

- a) The athlete will be given appropriate extra time;
- b) The Jury will, as soon as possible, examine the sighting shot(s) on the original firing point by applying the **Procedure for EST Examination**; and
- c) If this subsequent examination confirms that the target on the original firing point provided correct results, the athlete will be penalized with the **DEDUCTION** of two (2) points from the lowest value shot of his first competition series.

6.10.6 Failure of the Paper or Rubber Band to Advance

If the Jury confirms that the problem causing an athlete complaint is because the paper or rubber band is not advancing properly:

- a) The athlete will be moved to a reserve position;
- b) He will be permitted unlimited sighting shots to be taken within the time remaining for the event plus any additional time granted;
- c) He will repeat the number of MATCH shots determined by the Jury plus the number of shots necessary to complete the event;
- d) After the relay, the RTS Jury will decide which shots are to be counted from each target; and
- e) The athlete will be credited with the scores of all shots that were correctly displayed on the monitor of the first target, plus the scores of all MATCH shots fired on the second target that were necessary to complete the course of fire.

6.10.7 Protest Concerning a Shot Value

If a shot registers and displays, but the athlete protests the value indicated in accordance with Rule 6.16.5.2:

- a) After the relay, the detailed printer results (LOG-Print) must be generated by the Technical or Range Officers for all firing lanes on which complaints or protests have been made, and for the immediately adjacent lanes, before the target systems are reset for the next relay;
- b) After the completion of the relay, the **Procedure for EST Examination** will be applied;
- c) Any non-indicated or incorrectly indicated shot must be scored by the RTS Jury; and
- d) If the RTS Jury determines that a protested shot was scored correctly, a two point penalty will be applied (6.16.5.2.c).

6.10.8 PROCEDURE FOR EXAMINING ELECTRONIC SCORING TARGETS FOLLOWING A SCORE PROTEST OR COMPLAINT

6.10.8.1 If there is a score protest, complaint or no indication of a shot, etc., a Jury Member must collect the following items (the number of the firing point and the orientation of the card, sheet or target, the relay and series and the time of collection must be noted on each):

- a) The Control Sheet (25m / 50m). If the location of any shot hole is out of the area of the Control Sheet, the geometric relation between the shot holes on the Control Sheet and the Backing Card must be made before the Control Sheet is removed;
- b) The Backing Card (25m / 50m / 300m);
- c) The Backing Target (25m);
- d) The black paper strip (10m);
- e) The black rubber band (50m);
- f) The Range Incident Report;
- g) The LOG print; and
- h) The data record from the electronic scoring target computer (if necessary).

6.10.8.2 A Jury Member must examine the face of the EST and the frame and record the location of any shots outside the black aiming mark.

6.10.8.3 No CLEAR LOG must be made before the RTS Jury has given permission.

6.10.8.4 The number of shot holes must be counted and their location taken into account.

6.10.8.5 Jury Members must examine these items and then make independent assessments before a formal Jury decision is made.

6.10.8.6 A Jury Member must supervise any manual intervention of the control computer results (e.g. the recording of penalties, corrected scores after malfunctions etc.).

6.10.9 EST FAILURE

These Rules apply to 10m, 50m and 300m EST. For procedures concerning 25m EST failures, see Rule 8.10. For procedures

concerning Running Target EST failures, see Rule 10.11.

6.10.9.1

When ALL Targets on a Range Fail

- a) The time of failure and the expired shooting time must be recorded by the Chief Range Officer and the Jury;
- b) All completed competition shots of each athlete must be counted and recorded. In the event of a range power supply failure, this may involve waiting until the power supply is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established; and
- c) After the failure is rectified and the full range is in operation, an **additional five (5) minutes** will be added to the competition time remaining. The time for recommencing is to be announced over the loudspeaker system at least five (5) minutes beforehand. Athletes must be allowed to resume their position in the five (5) minutes before the competition restarts. Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.

6.10.9.2

When a SINGLE Target Fails

- a) If the EST cannot be repaired within five (5) minutes, the athlete must be moved to a reserve position;
- b) When he is ready to shoot, an **additional five (5) minutes** will be added to the competition time remaining; and
- c) He will be permitted unlimited sighting shots before he starts the remaining competition shots.

6.10.9.3

When a Shot Fails to Register or Display on the Monitor

The athlete must immediately inform the nearest Range Officer of the failure. The Range Officer must make a written note of the time of the complaint. One or more Jury Member(s) must go to the firing position. The athlete must be directed to fire one more MATCH shot at his target:

If the value and location of this shot is registered and displayed on the monitor:

- a) The athlete must be directed to continue the competition;
- b) The value, location and time of firing of this extra shot must be recorded, its shot-number (after including the missing shot) and its value and its shot-location, and the firing point number must be given to the Jury in writing and recorded on the Range Register and a Range Incident Report;
- c) After the end of that relay, the **Procedure for EST Examination** will be applied. Using this information and the time of the extra shot and its location, the RTS Jury will determine whether all shots, including the extra shot, are recorded on the computer record;
- d) If all the shots are recorded correctly, then the questioned shot

(shot that did not register or display) will be counted in the score of the athlete, as well as the shot fired immediately after (as the “extra” shot), but the last shot fired (extra to the competition) will be annulled;

- e) If the questioned shot was not located by applying the **Procedure for EST Examination** or was confirmed as an off-target miss (Note: This means a questioned 10m shot could not be found on the witness strip or target face; a questioned 25m shot could not be found on the backing target, control sheet or backing card or there was evidence that a questioned 50m or 300m shot was an off-target miss), then the questioned shot must be scored as a miss and the last shot fired (extra to the competition) must be nullified; or
- f) If the questioned shot was found or was located in the computer memory, the RTS Jury must determine and count the score of the questioned shot; or
- g) If a questioned 50m or 300m shot is not found, the Jury must decide whether to score the missing shot as a miss and nullify the last shot or, if there is no credible evidence that the questioned shot was an off-target miss, the Jury may conclude that a target system anomaly occurred and count the extra shot in lieu of the missing shot and the last shot fired.

6.10.10.4

OR: If the extra shot fired as directed does not register or display and the EST cannot be repaired within five (5) minutes:

- a) The athlete must be moved to a reserve position;
- b) When he is ready to shoot, an **additional five (5) minutes** will be added to the competition time remaining and he will be permitted unlimited sighting shots;
- c) **In 10m and 50m Rifle and Pistol Events**, the athlete will repeat the two (2) MATCH shots that did not register or display on the previous target used.

6.10.10.5

OR: **In 10m Running Target Events**, the athlete will be permitted two (2) minutes to resume his position and then allowed two (2) additional sighting shots Rule 10.7.3.10). Then he will repeat the two (2) competition shots which did not register or display on the previous target used and fire the remaining shots of the series. The athlete will be credited with the score of all the shots that were displayed on the monitor of the first target plus the score of all the properly fired competition shots that were displayed on the second target used. If the two (2) extra shots were later found in the computer record of the previous target they will be annulled.

6.11

COMPETITION PROCEDURES (see also 6.17, Finals Competition Procedures)

6.11.1

Rules for 10m and 50m Rifle and Pistol Events

6.11.1.1

Preparation and Sighting Time

Athletes must be given 15 minutes Preparation and Sighting Time

before MATCH firing starts to make their final preparation and fire unlimited **sighting shots**.

- a) The Preparation and Sighting Time must be timed to end approximately 30 seconds before the official starting time for MATCH firing.
- b) Sighting targets must be visible at least 15 minutes before the Preparation and Sighting Time starts;
- c) Athletes may not place their guns and equipment on their firing points until the Chief Range Officer has called the athletes to the line;
- d) The Chief Range Officer must call athletes to the line at least 15 minutes before the Preparation and Sighting Time starts;
- e) If there is more than one relay, each relay must be allowed the same amount of time to bring their equipment to the firing line;
- f) After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts;
- g) Pre-competition checks by the Jury and Range Officers must be completed during the 15 minutes before the Preparation and Sighting Time starts;
- h) The Preparation and Sighting Time begins with the command **“PREPARATION AND SIGHTING TIME...START;”** No shot may be fired before the command **“START;”**
- i) An athlete who fires a shot or shots **before the “START”** command for the Preparation and Sighting Time may be disqualified if safety is involved. If safety is not involved (6.2.3.5), the first competition shot must be registered as a miss (0);
- j) After 14 minutes, 30 seconds have elapsed in the Preparation and Sighting Time, the Range Officer must announce **“30 SECONDS.”**
- k) At the end of the Preparation and Sighting Time, the Chief Range Officer must command **“END OF PREPARATION AND SIGHTING...STOP.”** There must be a brief pause of approximately 30 seconds when the Target Officer will reset the targets for MATCH firing; and
- l) If an athlete fires a shot after the command **“END OF PREPARATION AND SIGHTING...STOP”** and before the **“MATCH FIRING...START”** command, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first competition shot.

6.11.1.2

START of MATCH Firing

- a) When all targets are reset for MATCH firing, the Chief Range Officer will command “**MATCH FIRING...START.**” MATCH firing is considered to have started when the CRO has given the command “**START;**”
- b) Every shot fired after the start of MATCH firing must be recorded as a MATCH shot, however, dry firing is allowed;
- c) After the start of MATCH firing, no further sighting shots are allowed, except for position changes in 50m Rifle 3-Position events (see Rule 7.7.3) or when permitted by the Jury in accordance with these Rules;
- d) Any further sighting shot(s) fired in contravention of this rule must be scored as miss(es) in the competition;
- e) The CRO must inform athletes by loudspeaker of the time remaining at both ten (10) minutes and five (5) minutes before the end of the competition time;
- f) A shot or shots that are not fired during the MATCH firing time must be scored as miss(es) on the last competition target(s), unless the CRO or a Jury Member has authorized extra time; and
- g) If, during MATCH firing on 10m ESTs, the Jury directs an athlete to move his position laterally (sideways) within his firing point by 30 cm or more, the athlete may be offered additional sighters and 2 minutes additional time before he resumes MATCH firing.

6.11.1.3 “STOP” COMMAND

The competition must stop at the command “**STOP.**”

- a) If a shot(s) is fired after the command “**STOP,**” that shot(s) must be scored as a miss; and
- b) If the shot(s) cannot be identified, the best hit(s) must be deducted from the score of that target and scored as miss(es).

6.11.2 Specific Rules for 10m Air Gun Events

6.11.2.1 If an athlete **releases the propelling charge** prior to the Preparation and Sighting Time he must be given a **WARNING (Yellow Card)** for the first violation and a **DEDUCTION (Green Card)** of two (2) points from the lowest value shot of the first MATCH series for the second and subsequent violations.

6.11.2.2 Any release of the propelling charge, after MATCH firing starts, without a hit on the target will be scored as a miss. Dry firing without release of the propelling charge is permitted except during Finals.

6.11.2.3 If an athlete wishes to change, or to fill, a gas or air cylinder, he must leave the firing point to do so, after obtaining permission from the Range Officer. No extra time is allowed to change or fill a gas or air cylinder during a competition.

6.11.2.4 The gun may only be loaded with one (1) pellet. When a gun is accidentally loaded with more than one (1) pellet:

- a) If the athlete is aware of the situation, he must raise his non-shooting hand to indicate to a Range Officer that he has a problem. A Range Officer must then supervise the unloading of the gun and no penalty will be incurred. No extra time will be allowed for this; or
- b) If the athlete is unaware of the situation and fires two pellets at the same time, he must report this to a Range Officer. If there are two (2) hits on the target, the score of the higher value shot will be counted and the second shot will be annulled. If there is only one (1) hit on the target, this will be counted.

6.11.3 Interruptions in 10m Events, 50m Rifle and Pistol Events and 300m Rifle Events

6.11.3.1 If an athlete must stop firing **for more than three (3) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, he may demand extra time equal to the amount of time lost, or the time remaining when the interruption occurred, plus one (1) minute, if during the last five (5) minutes of the competition.

6.11.3.2 If an athlete is interrupted **for more than five (5) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, **or if the athlete is moved to another firing point**, he may have additional unlimited sighting shots at the beginning of his remaining shooting time together with any time extension granted plus an additional five (5) minutes.

- a) Range Officers or Jury Members must ensure that a complete explanation is recorded on a Range Incident Report; and
- b) Any **extension of time** allowed by the Jury or Range Officers must be documented, stating the reason on a Range Incident Report.

6.11.4 Late Arrival By Athlete

If an athlete **arrives late** for a competition, he may participate but will not be given any extra time. If an athlete arrives after the Preparation and Sighting Time, no additional sighting time will be given. When it can be proven that an athlete's late arrival was due to circumstances beyond his control, the Jury must grant extra time, including time for Preparation and Sighting if this does not delay the start of the Final or disrupt the overall shooting program. In this case the Jury will determine when and on which firing point the late athlete may start.

6.11.5 Irregular Shots -- Too Many Shots in an Event or Position

If an athlete in a 10m, 50m or 300m event fires more shots in the event or position than are provided for in the program, the extra shot(s) must be annulled on the last competition target(s). If the shot(s) cannot be identified, the highest value shot(s) must be annulled on the last competition target. The athlete must also be penalized by a deduction of two (2) points for each excessive shot

fired, deducted from the lowest value shot(s) in the first series.

6.11.6 Crossfires

6.11.6.1 Crossfires of competition shots must be scored as misses.

6.11.6.2 If an athlete crossfires a sighting shot on the sighting target of another athlete no penalty is incurred.

6.11.6.3 If an athlete crossfires a sighting shot on the MATCH target of another athlete, he must be penalized by the deduction of two (2) points from his own score deducted from the first series.

6.11.6.4 If an athlete receives a confirmed crossfire shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.

6.11.6.5 If there are more hits on an athlete's MATCH target than are provided for in the program, and if it is impossible to confirm that another athlete(s) fired the shot(s), the hit(s) of the highest value must be nullified.

6.11.6.6 If an athlete wishes **to disclaim** a shot on his target, he must report this immediately to a Range Officer.

6.11.6.7 If the Range Officer confirms that the athlete did not fire the disputed shot(s), he must make the necessary entry on a Range Incident Report and on the Range Register and the shot must be annulled.

6.11.6.8 If the Range Officer cannot confirm beyond all reasonable doubt that the athlete did not fire the disputed shot(s), the shot(s) must be credited to the athlete and must be so recorded.

6.11.6.9 The following must be considered as reasons to justify the annulment of a shot:

- a) If a Range Officer confirms by his observation of the athlete and the target that the athlete did not fire the shot;
- b) If a missing shot is reported by another athlete or a Range Officer at approximately the same time, and from within the neighboring two or three firing points; and
- c) When using 300m EST with shot sensors, crossfires should not register on the recipient's target, but an indication will be received at the control center. The firer, whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.

6.11.7 Disturbances

If an athlete claims that he was disturbed while firing a shot, he must keep his gun pointed downrange and immediately inform the Range Officer or Jury Member. He must not disturb other athletes. If the claim is considered justified, the shot(s) must be annulled and the athlete may repeat the shot(s) or series. If the claim is not considered justified, the shot(s) must be credited to the athlete and he may continue shooting; no penalty will be applied.

6.11.8 Special Competition Regulations

- a) During the Preparation and Sighting Times for all competitions, announcements and/or visual displays may be used to inform spectators about the event. During Preparation and Sighting and Match Firing Times for Elimination, Qualification and Finals competitions, music may be played.
- b) It is not permitted to put any substance on the floor of the firing point to gain an unfair advantage or to wipe the firing point without permission;
- c) It is not permitted to place non-removeable tape or draw lines with a permanent marker on the floor;
- d) No one may change or modify any range structure or equipment;
- e) Smoking is prohibited in all areas used by athletes and officials as well as in the spectator areas of the ranges;
- f) The use of mobile phones, walkie-talkies, pagers or similar communication or electronic devices by athletes, coaches and team officials while on the field of play is prohibited. All mobile phones etc. must be switched off or placed on silent mode;
- g) Flash photography is prohibited until after competitions are completed; and
- h) Notices must be displayed to inform spectators that mobile phones must be placed on silent mode, that smoking is not permitted and that flash photography is prohibited until competitions are completed.

6.12 RULES OF CONDUCT FOR ATHLETES AND OFFICIALS

6.12.1 No type of demonstration or political, religious or racial propaganda is permitted during ISSF Championships.

6.12.2 Each team must have a team leader who is responsible for maintaining discipline within the team. An athlete may be appointed as a team leader. The team leader must cooperate with competition officials at all times in the interest of safety, the efficient conduct of the competition and good sportsmanship.

6.12.3 The Team Leader is responsible for:

- a) Completing the necessary entries with accurate information and submitting them to appropriate officials within designated time limits;
- b) Being familiar with the program;
- c) Having team members report, ready to shoot, at designated firing points, at the correct times, with approved equipment;
- d) Checking scores and filing protests, if necessary;
- e) Observing preliminary and official bulletins, scores and announcements;
- f) Receiving official information and informing team members; and

- g) Representing the team at all official activities.

6.12.4 **The Athlete is responsible for:**

- a) Reporting to his firing point, ready to shoot, at the correct time, with equipment that complies with these rules;
- b) Taking his firing position on his designated firing point so that he does not disturb adjacent athletes; and
- c) Conducting himself so that he does not disturb or adversely affect the performances of other athletes. If, in the opinion of the Jury, an athlete's behavior or actions disturbs other athletes, the athlete may be given a warning, penalty or disqualification, depending upon the circumstances.

6.12.5 **Coaching During Any Event**

6.12.5.1 In all events, non-verbal coaching is allowed. In 50m Three-Position Finals, verbal coaching is allowed only during changeover times. While on the firing line, an athlete may speak only with Jury Members or range officials. Coaching during training is permitted, but such coaching must not disturb other athletes.

6.12.5.2 If an athlete wishes to speak with his Coach or Team Official during an Elimination or Qualification, the athlete must unload his gun and leave it in a safe condition on the firing line with the action open and a safety flag inserted. An athlete may leave the firing line only after notifying a Range Officer and without disturbing other athletes.

6.12.5.3 If a coach or team official wishes to speak with a team member on the firing line, the team official must not contact the athlete directly or talk with the athlete while he is on the firing line. The team official must obtain permission from a Range Officer or Jury Member, who will call the athlete off of the firing line.

6.12.5.4 If a team official or athlete violates the rules concerning coaching, a warning must be issued the first time. In repeated cases, two (2) points must be deducted from the athlete's score and the team official must leave the vicinity of the firing line.

6.12.6.1 **Deciding Open and Concealed Violations**

The Jury must decide violations according to these standards:

- a) In the case of an **open violation** of the Rules, a **Warning (Yellow Card)** must first be given so the athlete may have an opportunity to correct the fault. Whenever possible, the warning should be given during training or the Preparation and Sighting Time. If the athlete does not correct the fault as instructed by the Jury, two (2) points must be deducted from his score. If the athlete still does not correct the fault after receiving a warning, disqualification must be imposed;
- b) In the case of a **concealed violation** of the Rules, when the fault is deliberately concealed, **Disqualification (Red Card) (DSQ)** must be imposed; or
- c) If, when asked to give an explanation for an incident, an

athlete consciously and knowingly gives **false information**, two (2) points must be deducted or in serious cases, disqualification may be imposed.

6.12.6.2

In cases of a violation of ISSF Rules or the instructions of Range Officers or Jury, the following penalties may be imposed on the athlete by a Jury Member or the Jury.

- a) **Warning (Yellow Card).** A warning must be expressed in terms that will leave no doubt that it is a **Warning** and the yellow card must be shown. However, it is not necessary to precede other penalties with a warning. This must be recorded on a Range Incident Report and noted on the Range Register. A warning may be given by an individual Jury Member;
- b) **Deduction (Green Card).** Deduction of points from the score, expressed by a minimum of two (2) Jury Members, showing a **Green Card** with the word "**Deduction.**" This must be recorded on a Range Incident Report Form, marked on the printer strip, and noted on the Range Register. A deduction may be given by an individual Jury Member; and
- c) **Disqualification (Red Card) (DSQ).** An athlete must be disqualified (DSQ) for failure to pass a post-competition check (6.7.9.1) or for a violation of Shotgun Rule 9.4.1.1 or 9.4.3.2. Disqualification for any other reason may only be given by the decision of a majority of the Jury. The disqualification of an athlete is expressed by the Jury by showing a **Red Card** with the word "**Disqualification.**" If an athlete is disqualified during any phase of an event (Elimination, Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the end of the results list with an explanation regarding why the athlete was disqualified.
- d) **Unsportsmanlike Behavior (DQB).** If an athlete is disqualified for an anti-doping violation, for a serious safety violation or for the physical abuse of a competition official or another athlete (Rule 6.12.6.4) as decided by a majority of the Jury, all results for that athlete for all events in the Championship must be deleted and the explanation(s) must indicate DQB.
- e) Penalties should be expressed both with a verbal explanation and with the display of yellow, green or red cards. The size of penalty cards should be approximately 70 mm x 100 mm.
- f) A team, of which a member has been disqualified, must not be ranked and must be shown in the result list with the remark "DSQ."
- g) When there is a penalty or disqualification, a Jury Member must provide or approve remarks for the Results Lists to explain the penalty or disqualification.

6.12.6.3

Serious Safety Violations

If the Jury determines that an athlete has handled a gun or violated a safety rule in a **dangerous manner**, the athlete must be disqualified (DSQ) (see 6.2.2).

6.12.6.4 Physical Abuse of a Competition Official or Athlete

An athlete or team official who makes physical contact with a Jury Member, Referee, Range Officer, other competition official or another athlete by grasping, pushing, shoving, striking or similar means may be excluded from further participation in a Championship. Any such act of physical abuse must be reported to the Chairman of the Jury responsible for supervising that area of activity. One or more witnesses or physical evidence must confirm the act of alleged abuse. The Jury must then decide whether the athlete or team official may be excluded from that Championship. A decision to exclude may be appealed to the Jury of Appeal (6.16.6). If the Jury or Jury of Appeal concludes that the act of abuse was of such a serious nature that further sanctions are warranted, they may, in addition to excluding the athlete or team official from the current championship also refer the case to the ISSF Ethics Committee (3.12.3.5, Annex "CE") for further consideration.

6.13 MALFUNCTIONS

6.13.1 A malfunction occurs when a gun fails to fire a projectile when the trigger is pulled.

6.13.2 Malfunctions may be either ALLOWABLE or NON-ALLOWABLE.

6.13.2.1 ALLOWABLE MALFUNCTIONS are:

- a) A cartridge fails to fire;
- b) A bullet or pellet is lodged in the barrel; or
- c) The gun fails to fire or function properly and the trigger mechanism has been released.

6.13.2.2 NON-ALLOWABLE MALFUNCTIONS are:

- a) The athlete has opened the action of his gun;
- b) The safety was engaged;
- c) The athlete did not properly load his gun;
- d) The athlete did not pull the trigger; or
- e) The malfunction is due to any cause that could reasonably have been corrected by the athlete.

6.13.3 If an athlete has a gun or ammunition malfunction, he may repair it and continue shooting or, if the malfunction was an ALLOWABLE malfunction, he may continue shooting with another gun of the same type and caliber that complies with these Rules. The replacement rifle will be subject to targeted testing.

6.13.4 No extra competition time is allowed to repair or replace a gun after any malfunction in 10m, 50m and 300m Rifle or Pistol Elimination or Qualification Rounds, but the Jury may allow an athlete to fire

additional sighting shots after repairing or replacing a malfunctioning gun if the malfunction was ALLOWABLE.

6.13.5 Specific rules concerning malfunctions in 25m Pistol events are found in Rule 8.9.3.

6.13.6 Specific rules concerning malfunctions in Finals are found in Rules 6.17.1.6, 6.17.4.m and 6.17.5.l.

6.13.7 Range Officers or Jury Members must ensure that malfunctions are documented on Range Incident Reports or Malfunction Score Computation Forms and in the Range Register.

6.14 SCORING AND RESULTS PROCEDURES

6.14.1 The RTS Office must publish Preliminary Results on the Range Scoreboard as soon as possible after each relay and stage and completion of each event.

6.14.2 Official Final Results must be published on the Main Scoreboard after the Protest Time has expired.

6.14.3 **Results Distribution:** The organizer must provide for the distribution of Preliminary and Official Final Results to all match officials, participating teams and media. This may be done by distributing paper or electronic (see 6.6.5.b, Sustainability Option) Results Lists.

6.14.4 After each ISSF Championship, ISSF Headquarters will produce an electronic (on-line) Official Results Book. The Official Results Book for each Championship must contain:

- a) A table of contents;
- b) A Results Certification Page to be signed by the Technical Delegate(s) and all Jury Chairmen;
- c) A list of Competition Officials;
- d) A list of Entries by Nation and by event;
- e) The Competition Schedule;
- f) A list of Medalists by name;
- g) A list of Medals by Nation by number;
- h) A list of New and Equaled Records; and
- i) All final results in the standard ISSF order of events: 1) All 10m Rifle and Pistol events, 2) all 25m Pistol events, 3) all 50m Rifle and Pistol events, 4) all 300m Rifle events, 5) all Trap events, 6) all Double Trap events, 7) all Skeet events, 8) all 10m Running Target events, 9) all 50m Running Target events.

6.14.4.1 These lists must contain the full names as used in the ISSF ID Numbers: Family name (in capital letters), full given name (first letter only capitalized), Bib Numbers and the Nation (official IOC abbreviation) of each athlete.

6.14.4.2 The following abbreviations must be used in results lists when

appropriate:

DNF	Did not Finish
DNS	Did not Start
DSQ	Disqualified
DQB	Disqualification for Unsportsmanlike Behavior
WR	New World Record
QR	New Qualification Record
EWR	Equals World Record
EQR	Equals Qualification Record
WRJ	New World Record Junior
QRJ	New Qualification Record Junior
EWRJ	Equals World Record Junior
EQRJ	Equals Qualification Record Junior
OR	New Olympic Record
EOR	Equals Olympic Record
OQR	Olympic Qualification Record
EOQR	Equals Olympic Qualification Record

6.14.5 The Official Final Results must be verified and signed by a Member of the RTS Jury to confirm its accuracy.

6.14.6 All irregularities, penalties, misses, malfunctions, extra time allowed, repeated shots/series or the annulment of shots, etc., must be clearly marked and recorded on a **Range Incident Report** and the Range Register, printer strip by a Range Officer and/or Jury Member. Copies of completed **Range Incident Reports** (Form IR) must immediately be forwarded to the scoring and results office. At the end of each competition, the RTS Jury must examine the results to confirm that all malfunction calculations and any penalties are correctly recorded in the results list.

6.14.7 Deductions from Rifle and Pistol scores must always be made in the series in which the violation occurred. If general deductions are involved they must be made from the lowest value MATCH shot(s) in the first series of the stage where the deduction applies.

6.14.8 The RTS Jury must check the ten (10) best individual and three (3) best team results prior to approving the Final Results List. When EST are used, this check must be done by comparing scores recorded in the main computer with scores from the printer strips or an independent memory source (Rule 6.3.2.7) plus all manual score interventions documented by Incident Reports (IR) or malfunction forms.

6.14.9 **WORLD RECORDS**

World Records will be established in all ISSF Championships in accordance with General Regulations, Art. 3.9 (see also 6.1.2 b) in all ISSF events where gold medals are awarded.

6.14.9.1 World Records (WR) for Olympic events will be established in the Finals of those events using Finals results only; World Records (WR) for recognized non-Olympic events will be established by using total results in those events.

6.14.9.2 Olympic Records (OR) may only be established in the Olympic Games.

6.14.9.3 World Records Junior (WRJ) for Olympic events will be established in the Finals of those events using Finals results only; World Records Junior (WRJ) for recognized non-Olympic events will be established by using total results in those events.

6.14.9.4 Qualification Records (QR) and Qualification Records Junior (QRJ) will be established by using total results in Qualification competitions in all Olympic events.

6.14.9.5 When a World Record is established in an ISSF Championship, the report **Procedures for Verification of World Records** (Rule 3.12.3.6, Annex R) must be completed and forwarded to ISSF Headquarters by the Technical Delegate.

6.15 TIE-BREAKING

6.15.1 Individual Ties in 10m, 25m, 50m and 300m Events

All tied scores will be broken for 10m, 25m, 50m, and 300m events by applying the following Rules:

- a) The highest number of inner tens;
- b) The highest score of the last ten (10) shot series working backward by 10-shot series in full ring scoring (not inner tens or decimals) until the tie is broken;
- c) If any ties remain, scores will be compared on a shot-by-shot basis using inner tens (i. e. an inner ten outranks a 10 that is not an inner ten) beginning with the last shot, then the next to the last shot, etc.;
- d) If any ties remain, and EST are used, scores will be compared on a shot-by-shot basis using decimal ring scores beginning with the last shot, then the next to the last shot, etc.;
- e) If any ties remain, the athletes must have the same ranking and must be listed in Latin alphabetical order using the athlete's family name;
- f) **When decimal scoring is used** for 10m Air Rifle or 50m Rifle Prone Elimination or Qualification events, ties will be broken by the highest score of the last ten shot series, etc. (decimal scores) and then by comparing decimal scores on a shot-by-shot basis beginning with the last shot, then the next to the last shot, etc.

6.15.2 Ties in Shotgun Events (see Shotgun Rule 9.15)

6.15.3 Ties in Running Target Events (see Running Target Rule 10.12)

6.15.4 Ties in Olympic Events with Finals

If there is a tie to be eligible for Rifle or Pistol Finals from the Qualification, the tie will be broken by Rule 6.15.1. If there is a tie to be eligible for Shotgun Finals from the Qualification, the tie will be broken by Rule 9.15.1.

6.15.5 Ties in Team Events

Ties in team events must be decided by totaling the results of all members of a team and following the procedures for breaking individual ties.

6.16 PROTESTS AND APPEALS

6.16.1 All Protests and Appeals are to be decided in accordance with ISSF Rules.

6.16.2 Verbal Protests

6.16.2.1 Any athlete or team official has the right to protest a condition of the competition, decision or action of a competition official immediately and verbally to a Referee, Range Officer or Jury Member on the following matters:

- a) An athlete or team official considers that the ISSF Rules or the competition program were not followed in conducting the competition;
- b) An athlete or team official does not agree with a decision or action by a competition official, Referee, Range Officer or Jury Member;
- c) An athlete was impeded or disturbed by other athlete(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s);
- d) An athlete had a long interruption in shooting caused by range equipment failure, the clarification of irregularities or other cause(s); and
- e) An athlete had irregularities regarding shooting times, including shooting times that were too short.

6.16.2.2 Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for a decision. In such cases, a Referee, Range Officer or Jury Member may stop the shooting temporarily if necessary.

6.16.3 Written Protests

Any athlete or team official who does **not agree** with the action or decision taken on a **verbal protest** may protest in writing to the Jury. Any athlete or team official also has the right to submit a **written protest** without making a verbal protest. All written protests must be submitted to a member of the appropriate Jury not later than 20 minutes after the matter in question and the protest fee becomes payable. Written Protests and Appeals must be submitted on the **ISSF Protest Form** (see Protest Form at 6.18).

6.16.4 A **Protest Fee** becomes payable when a written Protest or Appeal is submitted to a Jury member, as follows:

- a) Protest: 50,00 EUR;
- b) Appeal of Protest Decision: 100,00 EUR;

- c) The Protest Fee becomes payable when a completed Protest Form is delivered to a Jury Member and must be paid to the Jury Member or Organizing Committee as soon as possible; and
- d) Protest fees must be returned if the Protest or Appeal is upheld, or will be retained by the Organizing Committee if the Protest or Appeal is denied.

6.16.5 Scoring Protests

Decisions by the RTS Jury on the value or number of shots on a target are final and may not be appealed.

6.16.5.1 Scoring Protest Time

All scoring or results protests must be submitted within **10 minutes** after Preliminary Results are posted on the Range Scoreboard (Rule 6.4.2.i). The time when the Scoring Protest Time ends must be shown on the Range Scoreboard, when Preliminary Results are posted. The location to which any score protest must be made must be published in the Official Program.

6.16.5.2 EST Score Protests

If an athlete **protests the value of an indicated shot** on an EST, the protest will only be accepted when it is made before the next shot or series (25m events) is fired or within three (3) minutes after the last shot, however, this requirement does not apply in case of a failure of the paper or rubber band to advance or other target failures.

- a) If a protest is made concerning the value of a shot, the athlete will be requested to fire another shot at the end of the competition, so that this extra shot may be counted if the protest is upheld and the correct value of the disputed shot cannot be determined;
- b) If the RTS Jury determines that a protested shot scores within two (2) decimal rings of the value of an indicated shot, the protest must not be upheld;
- c) If the protest concerning a shot value, other than zero (0) or failure to register, is not upheld, a two (2) point penalty from the score of the disputed shot will be awarded and the protest fee must be paid;
- d) The team official or athlete has the right to know the resolution of the disputed shot; and
- e) Shots on 50m EST with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds; and
- f) Score protests regarding the value or number of shots are not permitted in Finals (Rule 6.17.1.7).

6.16.6 Appeals

If there is a disagreement with a Jury decision, the matter may be

appealed to the Jury of Appeal, except that decisions by a Finals Protest Jury (6.17.1.10 d) and decisions by the RTS Jury on the value or number of shots (6.16.5) are final and may not be appealed. Such appeals must be submitted in writing by the team leader or a representative not later than 30 minutes after the Jury decision has been announced. **The decision of the Jury of Appeal is final.**

6.16.7 **Copies of all decisions** regarding written protests and appeals must be forwarded by the Technical Delegate(s) to the ISSF Secretary General together with his Final Report for review by the appropriate Section and Technical Committees.

6.17 **FINALS IN OLYMPIC RIFLE AND PISTOL EVENTS**

6.17.1 **General Finals Competition Procedures**

6.17.1.1 **Qualification for Finals.** All athletes entered in an event will fire the Qualification course (Rule 3.3.2.3 and 3.3.4) to determine the finalists for that event. The eight (8) highest-ranking athletes in the Qualification advance to the Finals, except in 25m Rapid Fire Pistol Men, the six (6) highest-ranking athletes advance.

6.17.1.2 **Start Positions.** Start positions in Finals are assigned according to a random draw that is done automatically by the computer when the Finals Start List is released. 10m and 50m firing points must be labelled R1-A-B-C-D-E-F-G-H-R2. Targets for 25m Pistol Women Finals must be labelled A-B-R1-D-E/F-G-R2-I-J. The reserve targets are designated R1 and R2.

6.17.1.3 **Reporting and Start Times.** The Start Time for a Final is when the CRO begins the commands for the first MATCH shot/series. Athletes must report to the Finals Range Preparation Area at least 30 minutes before the Start Time. A two (2) point/hit penalty will be deducted from the score of the first MATCH shot/series if the athlete does not report on time. Athletes must report with their equipment including sufficient ammunition to complete the Final, competition clothing and a national team uniform that is appropriate to wear in the Victory Ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete equipment checks during the reporting period as soon as possible after the athlete reports.

6.17.1.4 **Late Arrival.** Any finalist who does not report to the preparation area within 10 min. after the Reporting Time may not start and will be recorded as the first eliminated athlete and shown as DNS. If a finalist does not report, the first elimination will begin with the seventh place, or fifth place for a 25m Rapid Fire Pistol Men Finals.

6.17.1.5 **Scoring.** Qualification scores entitle an athlete to a place in a Final, but do not carry forward. Scoring in Finals starts from zero (0) in accordance with these rules. A deduction or penalty must be applied to the score of the MATCH shot/series where the violation occurred. No score below zero (0) will be recorded (e.g. 3-1 point deduction = 2, 0-1 point deduction = 0).

- 6.17.1.6 Malfunctions, 10m and 50m Finals.** If a finalist has an ALLOWABLE MALFUNCTION (Rule 6.13.2) during a single shot, a maximum of one (1) min. will be given to repair the malfunction or replace the gun, after which the athlete will be directed to repeat the shot. If a finalist has an ALLOWABLE MALFUNCTION in a 5-shot series and the malfunction can be repaired or the gun replaced within one (1) min., any shots fired in that series will be counted and the athlete will be permitted to complete the series within the time remaining when the malfunction was claimed plus additional time equal to the time required to repair the malfunction, but not exceeding one (1) min. Finalists may have only one ALLOWABLE MALFUNCTION per Final.
- 6.17.1.7 Score Protests.** Score protests regarding the value or number of shots are not permitted in Finals.
- 6.17.1.8 EST Complaints During Finals**
- a) If a finalist complains that his target failed to register a shot during Sighting shots, the athlete must be directed to fire another shot at that target. If that shot registers, the Final will continue. If that shot does not register or if there is a complaint regarding the failure of a paper/rubber strip to advance, the CRO must command “**STOP...UNLOAD**” for all finalists and the athlete with the malfunctioning target must be moved to a reserve target. As soon as that athlete is in position on a spare target, the CRO will give all finalists two (2) minutes preparation time and then restart the Preparation and Sighting Time for the Final.
 - b) If there is a complaint concerning an unexpected zero (0) (missing shot) during a MATCH shot/series, the Jury (Jury Member-in-Charge, second Competition Jury Member and one Classification Jury Member) must determine whether the missing shot actually was a miss (0) or if the target malfunctioned (the Jury may direct the CRO to stop firing so they can examine the target). Unless the Jury finds credible evidence that the shot missed the target, it shall direct the athlete to fire another competition shot (10m/50m), 25m Pistol Women series completion (one shot) or a 25m Rapid Fire Men series. If the extra competition shot registers, the value of that shot shall be counted in lieu of the unexpected zero (missing shot) and the Final shall continue. In a 25m Rapid Fire Men Final, the score of the repeat series shall count in lieu of the hit total of the original series.
 - c) If the shot fired on a target that had the unexplained miss does not register, the athlete must be moved to a reserve target (25m RFP to another target group). In 10m or 50m Finals, the athlete who was moved to a reserve target must be given two (2) minutes Preparation and Sighting Time. The athlete who is moved must, on command, be allowed to fire the missing competition shot, series completion or re-fire series (25m RFP) before competition firing continues for all athletes.

- d) During any delay in competition firing, other finalists are permitted to do aiming exercises and dry fire. If the total delay to resolve the unexplained miss issue is longer than five (5) minutes, all athletes in 10m and 50m Finals must be given two (2) minutes Sighting time before competition firing resumes.

6.17.1.9 **Finals Range Equipment.** Finals Ranges must be equipped with an LCD scoreboard system, a count-down clock visible to finalists and a speaker system. If a count-down clock is not visible to all finalists, all controlled times must be shown on monitors clearly visible to all finalists. Chairs must be provided for Jury Members on duty, Range Officers, coaches and eliminated athletes.

6.17.1.10 **Finals Officials.** The conduct and supervision of Finals must be done by the following personnel:

- a) **CRO.** An experienced Chief Range Officer with an ISSF A or B license must conduct Finals;
- b) **Competition Jury.** The Competition Jury must supervise the conduct of Finals. The Jury Chairman must designate himself or one Jury Member as the Jury Member-in-Charge;
- c) **RTS Jury.** One member of the RTS Jury must be present to oversee the Finals' results process;
- d) **Finals Protest Jury.** One member of the Jury of Appeal, the Jury Member-in-Charge and one other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, shall act as the Finals Protest Jury and must decide protests if any are made during a Final; no appeals against Finals Protest Jury decisions are permitted;
- e) **Range Officer (RO).** One or two experienced Range Officer(s) will assist the CRO by checking guns for safety, escorting finalists and their coaches to and from the FOP and handling any malfunction claims during the Final;
- f) **Technical Officer(s).** The Official Results Provider appoints the Technical Officer(s) to prepare and operate the ESTs and the graphic display of results and to consult with the Juries regarding any technical problems;
- g) **Announcer.** An official designated by the ISSF or Organizing Committee must work with the CRO and be responsible for introducing finalists, announcing scores and providing information to spectators; and
- h) **Sound Technician.** A qualified technical official must be available to operate the sound and music system during the Final.

6.17.1.11 **Finals Production and Music.** The conduct of Finals must use color, lighting, music, announcements, commentary, staging and CRO commands in a complete production that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.

6.17.1.12

Presentation of Finalists. After the Sighting Period or Series, Rifle finalists may remain in position, but must lower their rifles from their shoulders and turn their heads towards spectators and the TV camera. All Pistol finalists must place their guns down and turn to face the audience. The Announcer will introduce finalists by giving the name, nation and brief information about each Finalist. The Announcer must also introduce the CRO and Jury Member-in-Charge.

6.17.1.13

Finals Rules and Procedures.

- a) ISSF General Technical Rules or the Technical Rules for each event apply in all cases not covered by Rule 6.17.
- b) After reporting to the Preparation Area, finalists or their coaches must be allowed to place their guns and equipment on their firing points at least 18:00 min. before the Final start time (15:00 min. before for 25m Pistol Finals). Gun cases and equipment containers must not be left on the FOP. Athletes and coaches must then return to the Preparation Area to be called to the firing line for their warm-up period and presentation.
- c) When Rifle finalists are called from the Preparation Area to the firing line, they must walk to the line fully dressed with trousers and jackets closed.
- d) After finalists are called to the line, they may handle their guns, get into firing positions and do holding or aiming exercises but they may not remove safety flags or dry fire until the **“PREPARATION AND SIGHTING TIME...START”** command or **“PREPARATION BEGINS NOW”** (25m Pistol) command.
- e) In Finals, dry firing is permitted only during a Preparation and Sighting Time, Changeover and Sighting Times or a Preparation Period, except that dry firing during 25m Rapid Fire Pistol Finals is permitted in accordance with 6.17.4. Dry firing, at any other time must be penalized with a one (1) point deduction in 10m and 50m Finals and a one (1) hit deduction in 25m Pistol Finals.
- f) No finalist is permitted to load a rifle or pistol until the CRO gives the command **“LOAD.”** Loading is defined as bringing a cartridge or pellet or magazine with cartridges into contact with the gun (see 6.2.3.4).
- g) In Finals, holding and aiming exercises are permitted from the time finalists are called to the line (**“ATHLETES TO THE LINE”** command) until the **“STOP...UNLOAD”** command at the end of the Final is given, except that holding and aiming exercises may not be done during the presentations.
- h) If a finalist in a 10m or 50m Final loads and fires a shot before the **“PREPARATION AND SIGHTING TIME...START”** command or before the **“FOR THE SIGHTING**

SERIES...LOAD” command, he must be disqualified.

- i) If a finalist fires a shot after the **“PREPARATION AND SIGHTING TIME...STOP”** command or the **“CHANGE-OVER AND SIGHTING TIME...STOP”** command and before the **“START”** command for the next competition series, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first MATCH shot.
- j) If a finalist in a 25m Rapid Fire Pistol Men Final fires a shot before the green light for a series comes on, the entire series must be scored as zero (0) hits. If a finalist in a 25m Pistol Women Final fires a shot before the green light for a shot comes on, that shot will be scored as a miss and a one (1) hit penalty will be deducted from the score of the series.
- k) If a finalist fires an extra shot in a series or single shot time, the extra shot must be nullified and a two (2) point/hit penalty must be applied to the last correct shot.
- l) If a finalist who is not involved in a shoot-off or malfunction completion/refire loads and fires a shot that shot must be nullified. There is no penalty for this inadvertent mistake.
- m) Safety flags must remain inserted in finalists’ guns until the Preparation and Sighting Time starts. Safety flags must be inserted during the presentation and when an athlete is eliminated or the Final concludes. Athletes who are eliminated during a Final must place their guns down on the firing point, bench or equipment box (3-Position Finals) with actions open and muzzles pointed downrange, with safety flags inserted. A Range Officer must check all guns to make sure safety flags are inserted. Medal winners may pose with their guns immediately after the Finals, but no guns may be removed from the firing points until safety flags are inserted and checked by a Range Officer. If an athlete inadvertently fails to insert a safety flag, a Range Officer is authorized to correct the fault and insert a safety flag.
- n) Non-verbal coaching is permitted during all Finals. Verbal coaching is permitted only during 3-Position Rifle Final changeover times.

6.17.1.14

Presentation of Medalists. After the CRO declares **“RESULTS ARE FINAL,”** the Jury must assemble the three medalists on the FOP and the the Announcer must recognize the medal winners by announcing:

“THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)”

“THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)”

“AND THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)”

6.17.2 FINALS – 10m AIR RIFLE AND AIR PISTOL MEN AND WOMEN, 50m PISTOL MEN, 50m RIFLE PRONE MEN

NOTE: Timings in this rule are provided as guidelines. For detailed timings for the conduct of Finals, check the “Commands and Announcements for Finals” documents that are available from ISSF Headquarters.

<p style="text-align: center;">a) FINALS FORMAT</p>	<p>The Final consists of two (2) series of five (5) MATCH shots each fired in a time of 250 sec. per series or 150 sec. per series for 50m Rifle Prone (5 + 5 shots). This is followed by fourteen (14) single MATCH shots each fired on command in a time of 50 sec. or 30 sec. for 50m Rifle Prone. Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided. There are a total of twenty-four (24) shots in the Final.</p>
<p style="text-align: center;">b) SCORING</p>	<p>Scoring in Finals is done with tenth-ring (decimal) scoring. Cumulative total scores in a Final determine final rankings, with ties broken according to shoot-off scores. Deductions for violations occurring before the first MATCH shot will be applied to the score of the first MATCH shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.</p>
<p style="text-align: center;">c) EQUIPMENT SET-UP TIME 18:00 min before</p>	<p>Finalists or their coaches must be allowed to place guns and equipment on their firing points not less than 18 min. before the Start Time.</p>
<p style="text-align: center;">d) WARM-UP PERIOD 13:00 min before</p>	<p>The CRO will call finalists to the firing line thirteen (13) minutes before the start time by commanding “ATHLETES TO THE LINE.”</p> <p>After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding “FIVE (5) MINUTES PREPARATION AND SIGHTING TIME...START.” During this time, finalists may fire unlimited sighting shots.</p> <p>At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command “30 SECONDS.”</p> <p>After five (5) minutes, the CRO will command “STOP...UNLOAD.”</p> <p>No score announcements are made during sighting shots.</p>
<p style="text-align: center;">e) PRESENTATION OF FINALISTS 5:30 min. before</p>	<p>After the command “STOP...UNLOAD,” Rifle finalists must unload their rifles and insert safety flags. Rifle finalists may remain in position during the presentations, but they must lower their rifles from their shoulders and are expected to turn their heads and faces towards spectators and the TV camera used to show the presentations. All finalists’ rifles must remain down, out of their shoulders, until the presentation of all finalists is finished.</p>

	<p>After the command “STOP...UNLOAD,” Pistol finalists must unload their pistols, insert safety flags, place them on the bench and turn to face spectators for the presentation.</p> <p>A Range Officer must verify that gun actions are open with safety flags inserted. After finalists’ guns are checked, the Announcer will introduce the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>
<p style="text-align: center;">f) FINAL PREPARATION TIME</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.”</p> <p>The targets and scoreboard must be cleared for MATCH shots.</p> <p>After 60 sec., the CRO will begin commands for the first MATCH series.</p>
<p style="text-align: center;">g) 1st COMPETITION STAGE 2 x 5 Shots Time limit: 250 sec. for each series</p> <p>Competition firing starts at 0:00 min.</p>	<p>The CRO will command “FOR THE FIRST COMPETITION SERIES...LOAD.” After 5 sec., the CRO will command “START.”</p> <p>Finalists have 250 sec. to fire five (5) shots.</p> <p>At 250 sec. (150 sec. for prone) or after all finalists have fired five (5) shots, the CRO will command “STOP.”</p> <p>Immediately after the command “STOP,” the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced.</p> <p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SERIES, LOAD.”</p> <p>After 5 sec., the CRO will command “START.”</p> <p>At 250 sec. (150 sec. for prone), or after all finalists have fired five (5) shots, the CRO will command “STOP.”</p> <p>The Announcer will again comment on the athletes and their scores and explain that single shots will begin and that after each second shot, the lowest ranking finalist will be eliminated.</p>

<p style="text-align: center;">h) 2nd COMPETITION STAGE SINGLE SHOTS</p> <p style="text-align: center;">14 x 1 Shot Time limit: 50 sec. (30 for prone) for each shot</p>	<p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.”</p> <p>Finalists have 50 sec. (30 sec. for prone) to fire each shot.</p> <p>At 50 sec. (30 sec. for prone), the CRO will command “STOP” and the Announcer will give comments about the Finalists and their scores.</p> <p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.” After 5 sec., the CRO will command “START.”</p> <p>This sequence will continue until 24 total shots (two 5-shot series and 14 single shots), are fired. At the end of the 24th shot, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that gun actions are open with safety flags inserted.</p>
<p style="text-align: center;">i) ELIMINATIONS</p>	<p>After all Finalists have fired twelve (12) shots, the lowest ranking athlete is eliminated (8th place). The lowest ranked finalists will continue to be eliminated as follows:</p> <p>After 14 shots – 7th place</p> <p>After 16 shots – 6th place</p> <p>After 18 shots – 5th place</p> <p>After 20 shots – 4th place</p> <p>After 22 shots – 3rd place (bronze medal winner is decided)</p> <p>After 24 shots – 2nd and 1st places (silver and gold medal winners are decided)</p>
<p style="text-align: center;">j) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking single shot(s) until the tie is broken.</p> <p>For the tie-breaking shot, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking shot(s) with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
<p style="text-align: center;">k) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire their 24th shots, and if there are no ties and no protests, the CRO will declare “RESULTS ARE FINAL.”</p> <p>The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</p>

6.17.3 FINALS – 50m RIFLE 3-POSITIONS MEN AND WOMEN

<p style="text-align: center;">a) FINALS FORMAT</p>	<p>The Final consists of 15 MATCH shots in each position, kneeling, prone and standing, fired in that order. The Final</p>
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	<p>starts with 3 x 5 shots kneeling with a time limit of 200 sec. per series. After a seven (7) min. Changeover and Sighting Time, finalists fire 3 x 5 shots prone with a time limit of 150 sec. per series. After a nine (9) min. Changeover and Sighting Time, finalists fire 2 x 5 shots standing in 250 sec. per series. The two (2) lowest ranking finalists are eliminated after 10 (2 x 5) shots standing. The Final continues with five (5) single shots in standing, each in 50 sec., with the lowest ranking athlete being eliminated after each shot until two (2) athletes remain to fire the last shot and decide the gold medal winner. There are a total of 45 shots in the Final.</p>
<p>b) SCORING</p>	<p>Scoring is done with tenth-ring (decimal) scoring. Cumulative total scores in the Final determine final rankings, with ties broken according to shoot-off scores.</p> <p>Deductions for violations occurring before the first competition shot will be applied to the score of the first competition shot. Deductions for other penalties will be applied to the score of the shot where the violation occurred.</p>
<p>c) EQUIPMENT SET-UP TIME 20:00 min before</p>	<p>Athletes or athletes' coaches must be allowed to place rifles and equipment on the firing points not less than 18 min. before the Start Time. All rifle accessories and equipment needed to complete position changes must be kept in a single container that remains on the athlete's firing point during the Final.</p>
<p>d) PREPARATION AND SIGHTING KNEELING POSITION 13:00 min. before</p>	<p>The CRO will call finalists to the firing line thirteen (13) minutes before the Start Time by commanding "ATHLETES TO THE LINE." After being called to the line, finalists may handle their rifles, get into the kneeling position and do holding or aiming exercises, but they may not remove safety flags or dry fire.</p> <p>After two (2) min., the CRO will start a combined Preparation and Sighting Time by commanding "FIVE MINUTES PREPARATION AND SIGHTING TIME...START." After this command, finalists may remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>At 30 sec. before the end of the Preparation and Sighting Time, the CRO will command "30 SECONDS."</p> <p>After five (5) min., the CRO will command "STOP...UNLOAD."</p> <p>No score announcements are made during sighting shots. After the command "STOP...UNLOAD," finalists must unload their rifles and insert safety flags for the presentation of the finalists. A Range Officer must verify</p>

	<p>that rifle actions are open with safety flags inserted. Athletes may remain in position during 3-Position Final presentations, but they must lower their rifles from their shoulders and turn their heads and faces towards spectators and the TV camera used to show the presentations.</p>
<p style="text-align: center;">e) PRESENTATION OF FINALISTS 5:30 min. before</p>	<p>After finalists' rifles are checked, the Announcer will present the finalists, CRO and Jury Member-in-Charge according to Rule 6.17.1.12. All finalists' rifles must remain down, out of their shoulders, until the presentation of all Finalists is finished.</p>
<p style="text-align: center;">f) KNEELING POSITION MATCH FIRING 3 x 5-shot series Time limit: 200 sec. for each series</p> <p style="text-align: center;">Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command "TAKE YOUR POSITIONS," pause 60 seconds and then command "FOR THE FIRST COMPETITION SERIES... LOAD." After five (5) sec., the CRO will command "START."</p> <p>Finalists have 200 sec. to fire each five (5) shot MATCH series in kneeling.</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec. of comments on the current ranking of the athletes and notable scores. Individual shot scores are not announced.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP."</p> <p>Immediately after the command "STOP," the Announcer will give 15-20 sec of additional comments on the rankings.</p> <p>Immediately after the Announcer finishes, the CRO will command "FOR THE NEXT COMPETITION SERIES, LOAD."</p> <p>After five (5) sec., the CRO will command "START."</p> <p>At 200 sec. or after all finalists have fired five (5) shots, the CRO will command "STOP...UNLOAD." A Range Officer must verify that rifle actions are open with safety flags inserted.</p>

<p style="text-align: center;">g) CHANGEOVER AND SIGHTING PRONE POSITION</p> <p style="text-align: center;">7:00 Minutes</p>	<p>Immediately after the command “STOP...UNLOAD,” the CRO must start a combined Changeover and Sighting Time by commanding “SEVEN MINUTES CHANGEOVER AND SIGHTING TIME...START.” After this command, finalists may handle their rifles to prepare them for the prone position, get into the prone position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling position.</p> <p>At 30 sec. before the end of the Changeover and Sighting Time, the CRO will command “30 SECONDS.”</p> <p>After seven (7) minutes, the CRO will command “STOP.” This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>
<p style="text-align: center;">h) PRONE POSITION MATCH FIRING 3 x 5-shot series Time limit: 150 sec. for each series</p>	<p>After 30 sec., the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.”</p> <p>Finalists have 150 sec. to fire each 5-shot MATCH series in prone.</p> <p>The same command procedure and sequence of announcements will continue until finalists complete 3 x 5 shots in the prone position.</p> <p>After the third series, the CRO will command “STOP...UNLOAD.” A Range Officer must verify that rifle actions are open with safety flags inserted.</p>
<p style="text-align: center;">i) CHANGEOVER AND SIGHTING STANDING POSITION</p> <p style="text-align: center;">9:00 Minutes</p>	<p>Immediately after the command “STOP...UNLOAD,” the CRO must start a combined Changeover and Sighting Time by commanding “NINE MINUTES CHANGEOVER AND SIGHTING TIME...START.” After this command, finalists may handle their rifles to prepare them for the standing position, get into the standing position, remove safety flags, dry fire and fire unlimited sighting shots.</p> <p>After the changeover has begun, the announcer will make comments about the rankings and scores of the finalists after the kneeling and prone positions.</p> <p>At 30 sec. before the end of the Changeover and Sighting time, the CRO will command “30 SECONDS.”</p> <p>After nine (9) minutes, the CRO will command “STOP.” This will be followed by a 30 sec. pause when the Technical Officer clears the targets for MATCH firing.</p>

<p style="text-align: center;">j) STANDING POSITION MATCH FIRING 2 x 5-shot series 5 x 1 shots Time limit: 250 sec. for each 5-shot series, 50 sec. for each single shot</p>	<p>After 30 sec. the CRO will command “FOR THE NEXT COMPETITION SERIES...LOAD.” After five (5) sec, the CRO will command “START.”</p> <p>Finalists have 250 sec. to fire each 5-shot MATCH series in standing.</p> <p>The same command procedure and sequence of announcements will continue until the finalists have completed two (2) 5-shot series in the standing position.</p> <p>After the CRO commands “STOP” for the second series, the 8th and 7th place finalists are eliminated. The Announcer will recognize the athletes who are eliminated and comment on the results.</p> <p>Immediately after the Announcer finishes, the CRO will command “FOR THE NEXT COMPETITION SHOT, LOAD.”</p> <p>After five (5) sec., the CRO will command “START.”</p> <p>Finalists have 50 sec. to fire each single shot. Shot time countdown information must continue to be available to the athletes.</p> <p>At 50 sec. or after all finalists fire one (1) shot, the CRO will command “STOP.” The Announcer will recognize the athlete who is eliminated and comment on the results.</p> <p>The CRO and Announcer will continue this command and announcement sequence until the last shot decides the gold and silver medal winners.</p>
<p style="text-align: center;">k) ELIMINATIONS</p>	<p>The two (2) lowest-ranking finalists are eliminated after the second standing series (40 shots total, 8th and 7th places). One (1) additional lowest-ranking athlete is eliminated after each of the five single shots that follow.</p> <p>After 41 shots – 6th place</p> <p>After 42 shots – 5th place</p> <p>After 43 shots – 4th place</p> <p>After 44 shots – 3rd place (bronze medal winner is decided)</p> <p>After 45 shots – 2nd and 1st places (silver and gold medal winners are decided).</p>
<p style="text-align: center;">l) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire an additional tie-breaking shot(s) until the tie is broken. For tie-breaking shots, the CRO will immediately announce the family names of the tied athletes and their firing points and command them to fire their tie-breaking shots with the normal firing procedure. The Announcer will make no</p>

	comments until the tie is broken. If the athletes in 7 th and 8 th place are tied, the tie will be broken according to the highest score in the last 5-shot series and then the next to the last 5-shot series, etc.
m) FINALS COMPLETION	After the two (2) remaining finalists fire the last shot, and if there are no ties and no protests, the CRO will declare “RESULTS ARE FINAL.” The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.
n) CHANGEOVER	Athletes may not begin their changeover to the next position until the CRO gives the command “START” for the Changeover and Sighting Time is given. A warning will be given for the first violation. A two-point penalty applied on the first shot of the next series will be given for a second violation.
o) COACHING	Coaches may assist finalists by bringing equipment to the firing line before the Final or removing equipment after the Final. Coaches may not assist athletes during the changeovers. Non-verbal coaching is permitted; verbal coaching is only permitted during the changeover times, if the athlete steps back to the coach (the coach may not go to the athlete).

6.17.4 FINALS – 25m RAPID FIRE PISTOL MEN

a) FINALS FORMAT	The 25m Rapid Fire Pistol Men Final consists of eight (8) 5-shot 4-second series with hit or miss scoring and the elimination of the lowest scoring finalists, beginning after the fourth series and continuing until the eighth series when the gold and silver medals are decided.
b) TARGETS	Three (3) groups of five (5) 25m ESTs must be used. Two finalists are assigned to each group. The 1.50 m x 1.50 m shooting station (firing point) for each group is used. They must take their positions on the left and right sides of the shooting station so that at least one (1) foot touches the line that marks the left or right side of the shooting station as defined by Rule 6.4.11.7.
c) SCORING	Scoring in the Final is hit or miss; each hit counts one (1) point; each miss counts zero (0) points. The size of the hit zone is within the 9.7 zone on the 25m Rapid Fire Pistol target. Cumulative total scores (total number of hits) in the Final determine final rankings, with ties broken according to shoot-off scores.

<p style="text-align: center;">d) REPORTING TIME 30:00 and 15:00 min before</p>	<p>Athletes must report 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after the athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 15 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace a malfunctioning pistol (safety flag must be inserted).</p>
<p style="text-align: center;">e) CALL TO LINE, PREPARATION PERIOD AND SIGHTING SHOTS 10:00 min. before</p>	<p>The CRO will call the “ATHLETES TO THE LINE” ten (10) min. before the Start Time. After one (1) min., the CRO will begin the two (2) min. preparation period by commanding “PREPARATION BEGINS NOW.” After two (2) min., the CRO will command “END OF PREPARATION.”</p> <p>The Sighting Series consists of five (5) shots in four (4) seconds. Immediately after the preparation period, the CRO will command “FOR THE SIGHTING SERIES, LOAD.” 30 sec. after the command “LOAD,” the CRO will call the name of the first (left) athletes in each group by stating “(FAMILY NAME OF ATHLETE #1, FAMILY NAME OF ATHLETE #3, FAMILY NAME OF ATHLETE #5).” After the athletes’ names are announced, they are allowed to place magazines in their pistols and prepare to fire.</p> <p>15 sec. after calling the names of finalists 1, 3 and 5, the CRO will command “ATTENTION” and turn the red lights on. These athletes must bring their pistols to the READY position (see 8.7.2). The green lights will come on after seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (while targets are prepared for the next series). During this 10-14 sec. period, athletes may view their monitors.</p> <p>After the Technical Officer signals that the targets are ready, the CRO will announce “(FAMILY NAME OF ATHLETE #2, FAMILY NAME OF ATHLETE #4, FAMILY NAME OF ATHLETE #6).” After the athletes’ names are announced, they may put magazines in their pistols and prepare to fire. Fifteen (15) sec. later, the command “ATTENTION” will be given and the timing procedure for that series will proceed.</p> <p>After the four (4) sec. firing period, the red lights will come on for 10-14 sec. During this 10-14 sec. period, athletes may view their monitors.</p> <p>No score announcements will be made for the sighting series. After all finalists complete their sighting series, they must place their unloaded pistols with safety flags inserted on the bench and turn to face the spectators for the presentation. A Range Officer must verify that pistol actions are open and there are no cartridges in the</p>

	chambers or magazines.
f) PRESENTATION OF FINALISTS 4:45 min. before	After finalists' pistols are checked, the Announcer will introduce the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.
g) DETAILED PROCEDURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.	<p>Each Final MATCH series consists of five (5) shots in four (4) seconds. For each series, all finalists remaining in the competition will shoot separately and in succession. The order of firing for all series is from left to right.</p> <p>Immediately after the presentation, the CRO will command "TAKE YOUR POSITIONS."</p> <p>15 sec. after the presentation, the CRO will command "LOAD." After the command "LOAD," athletes have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d does not apply in a Final). Only one (1) "LOAD" command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required.</p> <p>After the command "LOAD," athletes may do aiming exercises, arm lifts or dry firing, except when the other athlete in the 5-target group is firing. During this time the athlete on the right in the 5-target group may take his pistol in his hand to prepare, but he may not do aiming exercises, arm lifts or dry firing. After the athlete on the left has fired, he must place his pistol down and step to the rear of the shooting station or not move while the athlete on the right fires his series.</p> <p>One (1) min. after the command "LOAD," the CRO will call the name of the first athlete by stating "(FAMILY NAME OF ATHLETE #1)." After the athlete's name is announced, he may put the magazine in his pistol and prepare to fire.</p> <p>15 sec. after calling the name of the first athlete, the CRO will command "ATTENTION" and turn the red lights on. The first athlete must bring his pistol to the READY position. The green lights will come on after a delay of seven (7) sec. After the four (4) sec. firing period, the red lights will come on for 10-14 sec. (recycling time of the targets).</p> <p>During this 10-14 sec. period, the CRO will report the score for that series (e.g. "FOUR HITS").</p> <p>Immediately after the first athlete's score is announced and the Technical Officer signals that the targets are ready, the CRO will announce "(FAMILY NAME OF ATHLETE #2)." 15 sec. later, the command "ATTENTION" will be given and the timing procedure for that series will proceed. After that series, the CRO will report the score. The other athletes will continue to fire in order until all athletes remaining in the competition have fired that series. There will be a 15-20 sec. pause after all</p>

	<p>athletes complete one (1) series. During this pause, the Announcer will comment on the current ranking of the athletes, the best scores, athletes who were eliminated, etc.</p> <p>For the second series, the CRO will announce “(FAMILY NAME OF ATHLETE #1)” and continue this procedure until all finalists have fired four (4) series.</p>
<p>h) ELIMINATIONS</p>	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (6th place). One (1) additional athlete is eliminated after each series that follows.</p> <p>After 5 series – 5th place After 6 series – 4th place After 7 series – 3rd place (bronze medal winner is decided) After 8 series – 2nd and 1st places (silver and gold medal winners are decide</p>
<p>i) TIE-BREAKING</p>	<p>If there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking four (4) sec. series until the tie is broken. For all tie-breaking series, the athlete on the left starts.</p> <p>For the tie-breaking series, the CRO will immediately call the name of the first tied athlete by stating “(FAMILY NAME OF ATHLETE #1)” and the normal firing procedure applies. The Announcer will make no comments until the tie is broken.</p>
<p>j) FINALS COMPLETION</p>	<p>After the two (2) remaining finalists fire the eighth series, and if there are no ties and no protests, the CRO will declare “RESULTS ARE FINAL.”</p> <p>The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</p> <p>Before any finalist or his coach may remove a pistol from the firing line, the Range Officer must check the pistol to be sure its action is open with a safety flag inserted, magazine removed and magazines unloaded. Pistols must be boxed before they are taken from the firing line.</p>
<p>k) LATE SHOTS</p>	<p>If an athlete fires a late shot or does not shoot at all five (5) targets in time, a deduction of one (1) hit for each overtime or unfired shot will be taken from the score for that series. The shot(s) will be marked with “OT.”</p>
<p>l) READY POSITION (8.7.2, 8.7.3)</p>	<p>If the Jury determines that an athlete raises his arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of repetition, the athlete must be disqualified (red card).</p>

	To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag) showing that an athlete raised his arm too quickly before a penalty or disqualification is imposed.
m) MALFUNCTIONS (8.9)	<p>Malfunctions during the sighting series may not be claimed or refired. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during the MATCH series. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must repeat the series immediately, while the other finalists standby, and will receive the score of the repeat series. The athlete has 15 seconds to be ready for the repeat series. For any further malfunction, no repeat series is permitted and the hits that are displayed will be counted.</p> <p>If the malfunction is NON-ALLOWABLE, a penalty of two (2) hits must be deducted from the score for that series.</p>

6.17.5 FINALS – 25m PISTOL WOMEN

a) FINALS FORMAT	The 25m Pistol Women Final consists of ten (10) 5-shot rapid-fire series with hit or miss scoring and the eliminations of the lowest scoring finalists, beginning after the fourth series and continuing until the tenth series when the gold and silver medals are decided.
b) TARGETS	Two (2) groups of five (5) 25m ESTs must be used. The targets are labeled A-B-R1-D-E-F-G-R2-I-J. In the Final, eight (8) finalists are assigned to positions A-B-D-E-F-G-I-J according to a random draw.
c) SCORING	<p>The Final starts from zero (0). Scoring is hit or miss; each shot within the hit zone is scored as one hit. The size of the hit zone is within the 10.2 zone on the 25m Rapid Fire Pistol target.</p> <p>During the Final, results are cumulative with each athlete's final ranking determined by the total number of hits. If two or more athletes are tied for a place to be decided, they will fire additional series until the tie is broken.</p>
d) REPORTING TIME 30:00 and 15:00 min. before	Athletes must report at least 30 min. before the Start Time with their equipment and competition clothing. The Jury must complete equipment checks as soon as possible after each athlete reports. Athletes or their coaches must be allowed to place their equipment, including sufficient ammunition to complete the Final, on their firing points not less than 15 min. before the Start Time. Athlete equipment may include a reserve pistol that can be used to replace

	a malfunctioning pistol (safety flag must be inserted).
<p>e) CALL TO LINE, PREPARATION PERIOD AND SIGHTING SHOTS 12:00 min. before</p>	<p>The CRO will call “ATHLETES TO THE LINE” twelve (12) min. before Start Time. After one (1) minute, the CRO will start the two (2) min. preparation period with the command “PREPARATION BEGINS NOW.” After two (2) min., the CRO will command “END OF PREPARATION.” The sighting series consists of five (5) shots fired in the standard Rapid Fire sequence (Rule 8.7.6.4). Immediately after the preparation period, the CRO will command “FOR THE SIGHTING SERIES, LOAD.” After this command athletes may place loaded magazines in their pistols and prepare to fire.</p> <p>60 seconds after the command “LOAD,” the CRO will command “ATTENTION” and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec. the first three (3) sec. green lights will come on. After the series, the CRO will command “STOP...UNLOAD.” No score announcements are made after the sighting series. After the commands “STOP...UNLOAD,” Finalists must unload their guns, insert safety flags, lay them down or place them on the bench and turn to face spectators for the presentation. A Range Officer must verify that pistol actions are open with safety flags inserted.</p>
<p>f) PRESENTATION OF FINALISTS 6:15 min. before</p>	<p>After Finalists’ guns are checked, the Announcer will present the athletes, CRO and Jury Member-in-Charge according to Rule 6.17.1.12.</p>
<p>g) DETAILED PROCEDURE FOR COMMANDS AND FIRING Competition firing starts at 0:00 min.</p>	<p>Immediately after the presentation, the CRO will command “TAKE YOUR POSITIONS.” 15 sec. later, the first MATCH series will start and the CRO will command “LOAD.” Finalists have one (1) min. to load two (2) magazines (Rule 8.7.6.2 d. does not apply for the Final).</p> <p>Only one (1) “LOAD” command is given before the start of the first MATCH series. During the entire Final, athletes may continue to load magazines as required.</p> <p>One (1) min. after the command “LOAD,” the CRO will command “FIRST SERIES...READY.” After this command, athletes are allowed to place magazines in their pistols and prepare to fire.</p> <p>15 sec. after the command “READY,” the CRO will command “ATTENTION” and turn the red lights on. Athletes must bring their pistols to the READY position (Rule 8.7.2). After seven (7) sec., the green lights will</p>

	<p>come on for the first three (3) sec. rapid-fire series. After the series is completed, the CRO will command “STOP.”</p> <p>After the command “STOP,” the Announcer will give comments about the finalists’ rankings and scores.</p> <p>15 sec. after the Announcer finishes, the CRO will command “NEXT SERIES...READY.” After 15 sec., the CRO will command “ATTENTION.”</p> <p>This sequence will continue until all finalists fire four (4) series. After the fourth series, and if there are no ties involving eighth place, the CRO will command “STOP...UNLOAD.”</p>
<p>h) ELIMINATIONS</p>	<p>After all finalists fire the fourth series, the lowest-ranking athlete is eliminated (8th place). One (1) additional athlete is eliminated after each subsequent series:</p> <p>After 5 series – 7th place After 6 series – 6th place After 7 series – 5th place After 8 series – 4th place After 9 series – 3rd place (bronze medal winner) After 10 series - 2nd and 1st places (silver and gold medal winners) are decided</p>
<p>i) TIE-BREAKING</p>	<p>If two (2) or more athletes have the same score (total hits) for a place to be eliminated, tied athletes must fire additional tie-breaking 5-shot rapid-fire series until the tie is broken.</p> <p>If there is a tie, the CRO will immediately announce the family names of the tied athletes and command them to fire the tie-breaking series with the normal firing procedure. The Announcer will make no comments until the tie is broken.</p>
<p>j) FINALS COMPLETION</p>	<p>After the tenth series, and if there are no ties involving 1st and 2nd places, the CRO will command “STOP...UNLOAD” and “RESULTS ARE FINAL.” The Jury must assemble the three medalists on the FOP and the Announcer will immediately recognize the bronze, silver and gold medal winners according to 6.17.1.14.</p>
<p>k) READY POSITION (8.7.2)</p>	<p>If the Competition Jury determines that an athlete raises her arm too soon, or does not lower it sufficiently, the athlete must be penalized by a deduction of two (2) hits in that series (Green Card). In a Final, no warning will be given. In case of a second violation in a Final, the athlete must be Disqualified (Red Card). To decide a READY position violation, at least two Competition Jury Members must give a sign (e. g. raising a flag or card) showing that</p>

	an athlete raised her arm too quickly before a penalty or disqualification is imposed.
I) MALFUNCTIONS (8.9.2)	Malfunctions during the Sighting series may not be claimed or completed. Only one malfunction (ALLOWABLE or NON-ALLOWABLE) may be claimed during a Final. If a malfunction occurs during a MATCH series, a Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE. If the malfunction is ALLOWABLE, the athlete must complete the series immediately while the other finalists stand by. The athlete has 15 sec. to be ready for the series completion. For any further malfunctions, no series completion is permitted and the hits that are displayed will be counted.

6.17.6 Protests in Finals

- a) Any protests in a Final must be verbal and immediate. Protests are made by the athlete or his coach by holding up his hand;
- b) There is no protest fee for a protest in a Final.
- c) Any protest must be decided immediately by the Finals Protest Jury (3.12.3.7, 6.16.6 and 6.17.1.10.d.). A decision by the Finals Protest Jury is final and may not be appealed; and
- d) If a protest in a Final is not upheld, a penalty of two points or two hits must be deducted from the score of the last shot or series.

6.17.7 Victory Ceremonies

A Victory Ceremony to honor gold, silver and bronze medal winners must be conducted as soon as possible after each Final in accordance with Rule 3.8.5. ISSF standards for the conduct of Award Ceremonies are provided in the document ***Guidelines for Accreditation, Finals Ranges and Award Ceremonies*** that is available from ISSF Headquarters.

6.18 FORMS

Forms to be used in conducting ISSF Championships are provided on the following pages as follows:

- a) **PROTEST FORM (Form P)**
- b) **APPEAL FORM (Form AP)**
- c) **Range Incident Report Form (Form IR)**
- d) **Scoring and Results Office Score Notification Form (Form CN)**
- e) **25m Rapid Fire Pistol Men Malfunction Score Computation (Form RFPM)**
- f) **25m Standard Pistol Men Malfunction Score Computation (Form STDP)**
- g) **Dress/Advertising Code Violation Warning (Form DC)**

 ISSF	<h1 style="margin: 0;">PROTEST FORM</h1>	<h1 style="margin: 0;">P</h1>
PROTEST INFORMATION (To Be Completed By Athlete or Team Official)		
Event:		
Protest to Jury:		
Date _____ and time _____ of action or decision being protested.		
Action or Decision Being Protested (describe in writing):		
Reason for Protest (also list ISSF Rules concerned):		
Protest Submitted By:		
Name – Nation – Signature		
PROTEST RECEIPT (To Be Completed By Official Receiving Protest)		
Protest received: Date:		Time:
Amount Fee Paid:		Received by:
Printed Name and Signature of official receiving protest:		

 <p>ISSF</p>	<p>APPEAL OF A JURY DECISION TO THE JURY OF APPEAL</p>	<p>AP</p>
<p>To Be Completed By Team Leader Or Representative</p>		
<p>If there is continued disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal. A copy of the previous Protest Form (P) must be attached.</p>		
<p>Reason for Appeal:</p>		
<p>Appeal Submitted By:</p>		
<p>Name – Nation – Signature</p>		
<p>APPEAL INFORMATION (To Be Completed By Official Receiving Appeal)</p>		
<p>Appeal received: Date:</p>		<p>Time:</p>
<p>Amount Fee Paid:</p>		<p>Received by:</p>
<p>Printed Name and Signature of official receiving protest:</p>		



RANGE INCIDENT REPORT FORM

IR

Incident Report Serial Number: (A record must be kept in Range Register)					
Date of Incident:		Time of Incident:			
Event:	Relay:		Firing Point:		
Athlete's Name:				Stage:	
Bib Number:	Nationality:		Series:		
Brief Details of Incident:					
Applicable ISSF Rules:					
Penalty imposed:					
Signature of Range Officer Initiating Report:			Printed Name:	Time:	
Signature of Competition Jury Member:			Printed Name:	Time:	
Signature of RTS Officer:			Printed Name:	Time:	
Signature of RTS Jury Member:			Printed Name:	Time:	
Signature of Ranking Technical Officer:			Printed Name:	Time:	
Score Amendment Reference:			Ref:		

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

 ISSF	RTS OFFICE SCORE NOTIFICATION FORM		CN
Event:		Date:	
Relay:		Elimination / Qualification:	
Preliminary Result Posted By (Name):		Time:	
Protest Time Ended At:		Time:	
There Were No Protests (Name):		Results Confirmed:	
Or...			
Protest Submitted (See Attached Protest Form)		Time Protest Received:	
Results Not Yet Confirmed			
Signature of RTS Officer:		Time:	
Signature of RTS Jury Member:		Time:	
Signature of Ranking Technical Officer:		Ref:	

NOTE: When completed by the RTS Officer, a copy of this form must be sent to the Range (EST) Control Room immediately.

		<h2>25m Rapid Fire Pistol Men Malfunction Score Computation</h2>				<h3>Form RFPM</h3>	
Stage & Relay	/	Series and Time Stage	1 st / 2 nd 8s / 6s / 4s		Time of Malfunction		
Firing Point Number		Athlete's Name					
Bib Number		Nationality		Date			
For ALLOWABLE malfunction insert "AM," for NON-ALLOWABLE insert "NAM 0," for UNFIRED SHOTS insert "0" – only for misses, or for shots not fired on each single target in both series:							
Shot:	<i>Left</i> Monitor	Monitor	<i>Middle</i> Monitor	Monitor	<i>Right</i> Monitor	Total	
Series:							
Competition							
Malfunction Repetition							
Final Score							
(Final Score equals the total of the lowest value score in each column.)							
If <u>second part of a ten shot series</u> , the total of the previous (first) five shots must be recorded; if not, leave blank.			Previous five shot score:		Correct ten shot score:		
Range Officer's Signature				Range Officer's Name (Printed)			
Range Jury Member's Signature				Range Jury Member's Name (Printed)			
RTS Officer's Signature				RTS Jury Member's Signature			
Confirmation of Manual Intervention of Computer Result at Ranking Computer					Technical Officer's Signature		
RTS Jury Member's Signature					Correction Reference Number		

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

		25m Standard Pistol Men Malfunction Score Computation				Form STDP	
Relay		Series and		1 st / 2 nd / 3 rd / 4 th		Time of Malfunction	
		Time Stage		150 / 20 / 10 sec			
Firing Point Number				Athlete's Name			
Bib Number				Nationality		Date	
For ALLOWABLE malfunction insert "AM," for NON-ALLOWABLE insert "NAM 0," for UNFIRED SHOTS insert "0" – only for misses, or for shots not fired (by shot number) on the target in both series:							
Shot:		1	2	3	4	5	Total
Series:							
Competition							
Malfunction Repetition							
Final Score							
(Final Score is the total of the five lowest value shot-scores overall.)							
If <u>second part of a ten shot series</u>, the total of the previous (first) five shots must be recorded; if not, leave blank.				Previous five shot score:			Correct ten shot score:
Range Officer's Signature				Range Officer's Name (Printed)			
Range Jury Member's Signature				Range Jury Member's Name (Printed)			
RTS Officer's Signature				RTS Jury Member's Signature			
Confirmation of Manual Intervention of Computer Result at Ranking Computer					Technical Officer's Signature		
RTS Jury Member's Signature					Correction Reference Number		

NOTE: When completed by the Range Officer and Jury, a copy of this form must be sent to the Range (EST) Control Room immediately.

6.19 THE ISSF DRESS CODE

ISSF Rule General Technical Rule 6.7.6 states:

“It is the responsibility of athletes, coaches and officials to appear on the range dressed in a manner appropriate for a public sports event. Clothing worn by athletes and officials must comply with the ISSF Dress Code. Copies are available from ISSF Headquarters.”

This Rule is the foundation of the ***ISSF Dress Code***.

6.19.1 GENERAL

All sports are concerned with the images they present to youth, the public and media. Olympic sports, in particular, are judged by whether their athletes, coaches and officials present professional images that demonstrate their best qualities. Shooting's ability to grow as a sport, to attract new participants and fans and to secure its status as an Olympic sport are affected by how its athletes and officials dress. This ***ISSF Dress Code*** provides regulations and guidelines for the implementation of Rule 6.7.6.

6.19.2 DRESS REGULATIONS FOR ATHLETES

6.19.2.1 All clothing worn by athletes in Training, Eliminations, Qualifications and Finals must be clothing that is appropriate for wear by athletes in international-class sports competitions. Athletes' clothing must convey positive images of shooting athletes as Olympic sport athletes.

6.19.2.2 When they appear in competitions, Rifle, Pistol, Shotgun and Running Target athletes should wear sports-type clothing that incorporates or displays national, NOC or National Federation colors and emblems. Appropriate clothing for wear during competitions includes training suits, tracksuits or warm-up uniforms, etc. as issued by National Federations or NOCs.

6.19.2.3 Members of a team participating in a Team event should wear the same uniform reflecting the nation they represent.

6.19.2.4 During Victory Ceremonies or other ceremonies, athletes are required to be dressed in their official national uniform or national training suits. For teams, all members of the team must wear appropriate national uniforms. If an athlete reports for a Victory Ceremony without a national team uniform, a Jury member may delay the ceremony and require the athlete to change into appropriate clothing before the ceremony can proceed.

6.19.2.5 Rifle athletes' clothing must comply with Rifle Clothing Regulations described in Rule 7.5. If they do not wear special shooting trousers or shoes, the clothing worn during competitions must comply with this ***ISSF Dress Code***.

6.19.2.6 During all Pistol training and competition, women are required to wear dresses, skirts, divided skirts, shorts or trousers, and blouses or tops (must cover the front and back of the body and be over each

shoulder). Men are required to wear full-length trousers or shorts and long or short sleeved shirts. Athletes are not permitted to wear any form of performance enhancing clothing. All athlete clothing must comply with the **ISSF Dress Code** (Rule 6.7.6 and 6.19).

6.19.2.7 Shotgun athletes must comply with Shotgun Clothing Regulations described in Rule 9.13.1.

6.19.2.8 If shorts are worn during competitions, the bottom of the leg must be not more than 15 cm above the center of the knee cap. Skirts and dresses must also comply with this measurement.

6.19.3 PROHIBITED ITEMS

6.19.3.1 Prohibited clothing items for competitions and Victory Ceremonies include blue jeans, jeans or similar trousers in non-sporting colors, camouflage clothing, sleeveless T-shirts, shorts that are too short (see 6.19.2.8), ragged cut-off shorts, trousers with patches or holes as well as shirts or trousers with non-sporting or inappropriate messages (see Rule 6.12.1, no propaganda is permitted). Sporting colors should be national uniform colors. If national colors are not worn, non-sporting colors that should be avoided are camouflage, plaids, khaki, olive or brown.

6.19.3.2 Athletes may not wear sandals of any type or remove their shoes (with or without socks).

6.19.3.3 Changing clothes must be done in designated areas and not on the field of play. Changing on the firing points or in the ranges is not permitted.

6.19.3.4 All clothing must comply with **ISSF Eligibility, Commercial Rights, Sponsorship and Advertising Rules** regarding the display of manufacturer and sponsor marks. During the Olympic Games compliance with IOC Rule 50 is required.

6.19.4 DRESS REGULATIONS FOR COACHES AND OFFICIALS

6.19.4.1 The *ISSF Dress Code* applies to ISSF Jury Members and National Technical Officials including Range Officers and Shotgun Referees. The ISSF Dress Code also applies to coaches when they are working on the field of play during training, competitions or Finals.

6.19.4.2 Unless the organizer provides special official clothing, Jury members should wear dark trousers, or skirts, with light coloured shirts with collars and long or short sleeves. If, due to the climate, a warm sweater or jacket is necessary it should preferably be of a dark color. In warm climates, light weight trousers are recommended. Dark normal shoes or sporting shoes are recommended.

6.19.4.3 While on duty, Jury Members must wear the red Jury vests that are available from ISSF Headquarters.

6.19.4.4 While on duty, Shotgun Referees must wear the blue Referee vests that are available from ISSF Headquarters.

6.19.4.5 Competition officials and coaches may not wear any prohibited clothing items that are described in paragraph 6.19.3 above.

6.19.5 DRESS REGULATIONS FOR PHOTOGRAPHERS AND TV CAMERAMEN

6.19.5.1 Accredited photographers and TV cameramen with access to the FOP must respect the **ISSF Dress Code** because they are working in the public view.

6.19.5.2 Photographers and TV cameramen should not wear sleeveless shirts, cut-offs, gym or running shorts. If they wear shorts, they must wear socks and shoes.

6.19.5.3 Photographers working on the FOP must wear the official POOL or NON-POOL PHOTOGRAPHER bib/vest that is issued by the ISSF. Photographer vests will bear the ISSF logo and may bear one sponsor logo not bigger than the ISSF logo. Photographer vests are numbered so photo coordinators or the ISSF Technical Delegate can identify photographers.

6.19.5.4 TV cameramen working on the field of play must wear the official TV CAMERAMAN bib/vest. These vests must bear the ISSF logo and have easily distinguishable numbers on the front and back of the bib vest so that TV cameramen can be identified.

6.19.5.5 Photographers and TV cameramen are not allowed to wear any other vest or jacket displaying advertising while working on the field of play.

6.19.6 DRESS CODE ENFORCEMENT PROCEDURES

6.19.6.1 ISSF Equipment Control, Rifle, Pistol and Shotgun Juries are responsible for enforcing ISSF Clothing Regulations and the **ISSF Dress Code**.

6.19.6.2 During ISSF Championships, ISSF Juries will issue written warnings with requests to correct clothing violations for first violations. Athletes who receive written warnings and do not correct clothing violations (change clothing) will be disqualified. Juries will normally give warnings during equipment inspection or training. Juries may allow an athlete to complete Pre-Event Training (Shotgun or 25m Pistol) before changing if sufficient time to change is not available. No athlete will be permitted to participate in a Qualification or Final competition or in a Victory Ceremony while wearing inappropriate or prohibited clothing.

6.19.6.3 Before and during the competitions, Juries must use the *ISSF Dress/Advertising Code Violation Warning Form* (Form DC) to inform Dress or Advertising Code violators and to request corrective action.

	DRESS/ADVERTISING CODE VIOLATION WARNING		DC
Incident Report Number: (A record must be kept in Range Register)			
Date of Violation:		Time of Violation:	
Athlete's Name:			
Bib Number:		Nation:	
Description of Dress/Advertising Code Violation:			
Corrective Action Requested:			
Signature of Jury Member:	Printed Name:	Time:	

IMPORTANT: Athletes who receive a Dress/Advertising Code Violation Warning may be disqualified from a competition if the violation is not corrected.

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ANNEX – RULES FOR PAPER TARGET SCORING

Introduction:

Starting with the 2017-2020 ISSF Rules, ISSF rules for paper target scoring were removed from the **ISSF General and Special Technical Rules** and consolidated in this Annex A to the **ISSF General Technical Regulations**. The Olympic Games shooting events and all ISSF World Championships, World Cups and Junior World Cups must now be conducted on electronic scoring targets, but the ISSF recognizes that some Continental Championships and many national, regional and club level competitions continue to use paper targets. These **Rules for Paper Target Scoring** are valid for governing competitions that use paper target scoring. Other ISSF Rules, as appropriate, must be used to govern all other competition operations.

1.0 PAPER TARGETS AND SCORING GAUGES

1.1 Official ISSF Targets

1.1.1 The target and scoring ring dimensions and specifications for all ISSF approved targets shall be as described in Rule 6.3.5.

1.1.2 Targets are divided into scoring zones by scoring rings. The dimensions of all scoring rings are measured from the outside edges (outside diameter) of the scoring rings.

1.1.3 In ISSF Championships, only targets with one (1) black aiming area are permitted, except for Running Target.

1.1.4 Sighting targets must be marked clearly with a black diagonal stripe in the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance under normal light conditions (except for the 25m Rapid Fire Pistol Target and the 50m Running Target).

1.2 Target Testing Requirements (applies only to ISSF Championships)

1.2.1 Samples of all paper targets (5 of each type) that are to be used in ISSF Championships must be submitted to the ISSF Secretary General for testing, verification of specifications and approval at least six (6) months prior to each Championship.

1.2.2 **The quality and dimensions** of all targets must be examined again by the Technical Delegate(s) prior to the beginning of the Championship. Only targets that are the same as the approved samples may be used.

1.3 Target Scoring

1.3.1 Targets must be scored with scoring gauges that comply with Rule 1.4 (below) or with ISSF approved electronic scoring systems.

1.3.2 Rifle and Pistol targets may be scored in full ring values or if approved electronic scoring system are used, in decimal ring values. Decimal ring scores are determined by dividing the scoring area for one full ring into ten equal scoring rings that are designated with decimal values starting with zero (i.e. 10.0, 9.0, etc.) and

ending with nine (i. e. 10.9, 9.9, etc.);

- 1.3.3 Target paper** must have a non-reflecting color and surface that makes the black aiming area (center) clearly visible at appropriate distances under normal light conditions. The target paper and scoring rings must retain dimensional accuracy under all weather and climatic conditions. The target paper must register shot holes without excessive tearing or distortion.

1.4 Scoring Gauges and Their Use

When paper targets are used, ISSF approved electronic scoring systems or scoring gauges must be used to score doubtful shot holes. Scoring gauges must comply with the following requirements:

1.4.1 25m Center Fire Pistol

Measuring diameter:	edge	9.65 mm (+0.05/-0.00 mm)
Edge thickness:		0.50 mm approximately
Spindle diameter:		According to the caliber being used
Spindle length:		10 mm to 15 mm
To be used for:		Center Fire Pistol events

1.4.2 300m Rifle

Measuring diameter:	edge	8.00 mm (+0.05/-0.00 mm)
Edge thickness:		0.50 mm approximately
Spindle diameter:		According to the caliber being used
Spindle length:		10 mm to 15 mm
To be used for:		300m Rifle events

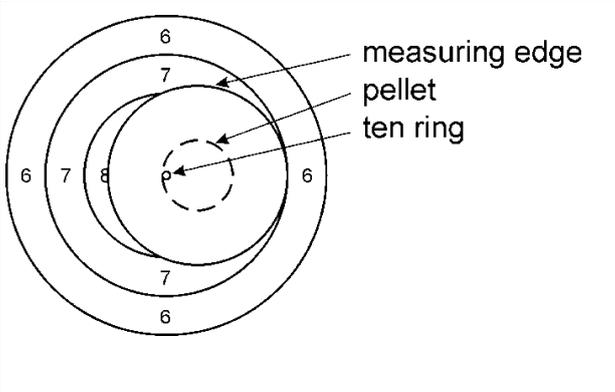
1.4.3 Small bore Rifle and Pistol 5.6 mm (.22")

Measuring diameter:	edge	5.60 mm (+0.05/-0.00 mm)
Edge thickness:		0.50 mm approximately
Spindle diameter:		5.00 mm (+0.05 mm)
Spindle length:		10 mm to 15 mm
To be used for:		All events using 5.6 mm ammunition

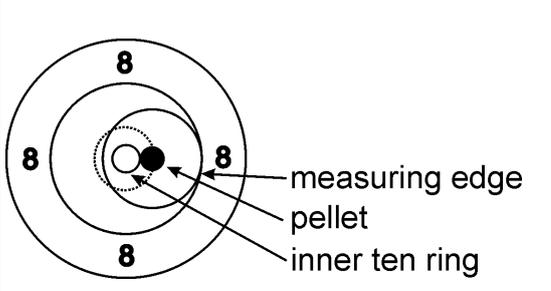
1.4.4 4.5 mm INWARD Gauges

Measuring edge diameter:	4.50 mm (+0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	Measuring edge diameter minus 0.02 mm (4.48 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring the 1 and 2 rings of Air Rifle and 10m Running Targets. Measuring the 1 ring of Air Pistol Targets.

1.4.5 Use of the Air Pistol OUTWARD scoring gauge for scoring Air Rifle Inner tens

	<p>If the measuring edge of an Air Pistol Outward scoring gauge does not extend outside the 7 ring of an Air Rifle target, then the shot value is an inner ten.</p>
---	---

1.4.6 Use of the Air Pistol INNER TEN OUTWARD scoring gauge for scoring Air Pistol Inner tens

Measuring edge diameter:	18.0 mm (+0.00/-0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring the inner tens of Air Pistol
	<p>If the measuring edge of an Air Pistol Inner Ten Outward scoring gauge does not extend outside the 9 ring of an Air Pistol target then the shot value is an inner ten.</p>

1.4.7 4.5 mm OUTWARD Gauge for 10m Air Rifle and 10m Running Target

Measuring edge diameter:	5.50 mm (+0.00/-0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	10m Air Rifle and 10m Running Target, rings 3 to 10. Also the Running Target Inner Ten.

1.4.8 Use of the Air Rifle OUTWARD scoring gauge

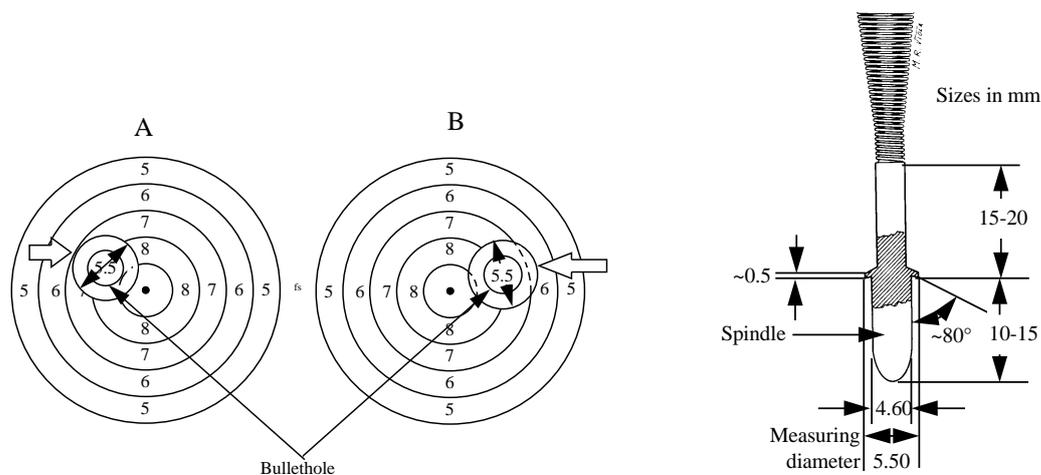


Illustration "A" depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying within the 7 ring; therefore the shot is scored a 9.

Illustration "B" depicts a doubtful shot hole. The outward scoring gauge shows the outside edge of the flange lying over the 7 ring and into the 6 zone; therefore the shot is an 8.

1.4.9 4.5 mm OUTWARD Gauge for 10m Air Pistol

Measuring edge diameter:	11.50 mm (+0.00/-0.05 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	10m Air Pistol, rings 2 to 10.

1.4.10 Use of Air Pistol OUTWARD scoring gauge

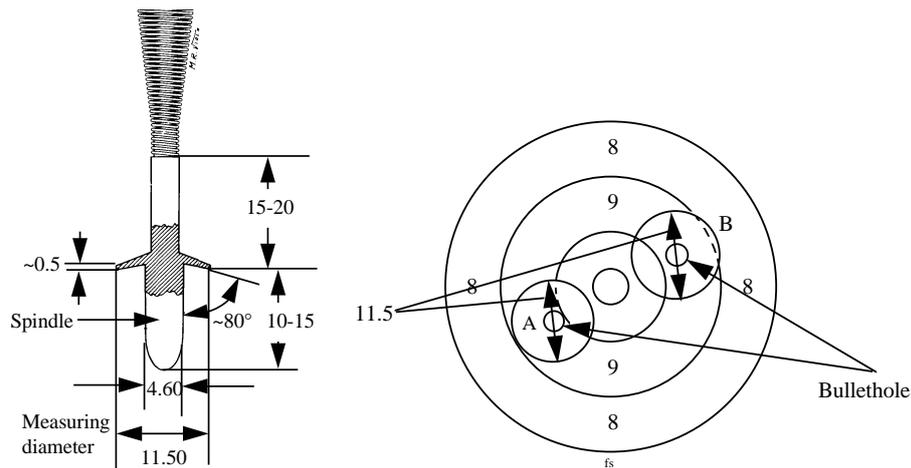


Illustration “A” depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is within the 9 ring; therefore the shot is scored a 10.

Illustration “B” depicts a doubtful shot hole with the outward scoring gauge in place. The outside edge of the flange is lying over the 9 ring line and into the 8 zone; therefore the shot is scored a 9.

1.4.11

Skid Gauge

The Skid Gauge is of flat, transparent plastic with two parallel lines marked on one side.

- d) For 25m Center Fire Pistol (9.65 mm) the lines are 11.00 mm (+0.05 mm - 0.00 mm) apart measured between the inside edges; and
- e) For Small Bore Competitions (5.6 mm) the lines are 7.00 mm (+0.05 mm – 0.00 mm) apart measured between the inside edges. (To be used for 25m 5.6 mm Pistol events).

2.0

RANGE AND FIRING POINT EQUIPMENT

2.1

Backing Targets

Backing targets must be used with 50m and 300m targets in accordance with 6.3.7.2. The area immediately behind the targets must be covered by Control Sheets. New Control Sheets must be provided for each athlete for each stage.

2.2

Backing Targets for 25m

- a) Backing Targets must be used for all 25m Pistol events to assist in the identification of shots that may have missed the targets;
- b) Backing Targets must, at a minimum, cover the entire width and height of the 25m frames (5 targets). They should be located a uniform distance of one (1) meter behind the competition targets. They must be continuous, or on adjoining frames, without any spaces between them, to register any shots between competition targets;
- c) Backing Targets must be made of non-reflecting paper of a neutral color similar to the color of the target; and

- d) For 25m events, new Backing Targets must be provided for each athlete for each stage.

2.3 Target Changing Systems

2.3.1 10m ranges must be equipped with target carriers or target changing systems that allow targets to be changed after each shot.

2.3.2 50m ranges must be equipped with target changing boxes, carriers or pit systems that allow targets to be changed after every shot.

2.3.3 300m ranges must be equipped with target carriers that allow targets to be pulled and marked after each shot.

2.4 Firing Point Requirements if Register Keepers are Used

2.4.1 A desk, chair and spotting telescope must be provided.

2.4.2 A scoreboard, approximately 50 cm x 50 cm, on which the Register Keeper can post unofficial scores for spectators should be provided. The scoreboard should be located so that it may easily be seen by spectators, but does not obscure their views of the athletes.

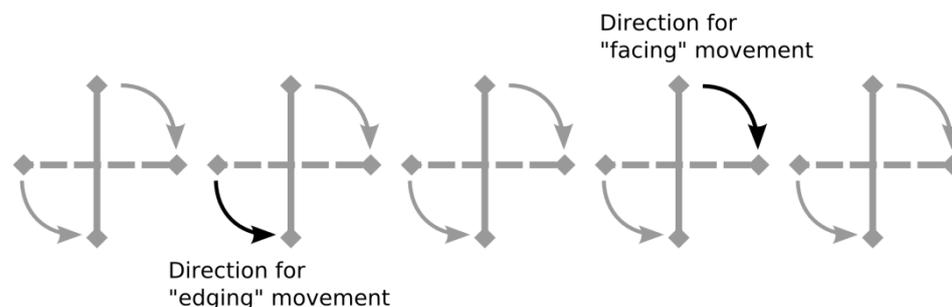
2.5 Standards for 25m Turning Target Installations

Target frames for the 25m Rapid Fire Pistol event must be placed in groups of five (5), all at the same height (+1cm), all functioning simultaneously and all facing one firing point which is centered on the middle target of the group. The distance between target centers, axis to axis, in a group of five (5) must be 75 cm (+1cm).

2.5.1 Ranges must be equipped with target rotating or turning mechanisms that permit 90 degree (± 10 degrees) turning of the targets on their vertical axis. In precision stages of 25m Pistol events, stationary target frames may be used.

- a) The time for turning to face the athlete must not exceed 0.3 seconds;
- b) When the targets turn, there must be no visible vibration to distract the athlete; and
- c) When viewed from above, the targets must turn in a clockwise direction to the facing position and in a counterclockwise direction to the edge-on position.

Rotation of Turning Targets



- d) The targets in a section must all turn simultaneously which must be achieved by use of a mechanism that provides efficient operation and accurate timing.

2.5.2 The automatic turning and timing device must ensure, accurate and consistent timing and that targets remain in the facing position for the specified period of time and that targets return to the edge-on position after the specified time (+0.2 seconds – 0.0 seconds).

- a) Timing must start the moment the targets begin to face and stop the moment they begin to turn away; and
- b) If the time is less than specified or greater than 0.2 sec, the Range Officer, acting either on his own or on instructions from a Jury Member, must stop the shooting to allow the timing mechanism to be regulated. In such cases, the Jury may postpone the start or restart of shooting.

2.5.3 Facing times for 25m Pistol Qualification Events are:

- a) 25m Rapid Fire Pistol: 8, 6 and 4 seconds;
- b) 25m Standard Pistol: 150, 20 and 10 seconds;
- c) 25m Pistol and 25m Center Fire Pistol Rapid Fire Stage: Facing for three (3) seconds for each shot, alternating with an edge-on face away time of seven (7) seconds (± 0.1 second); and
- d) For all facing times, a tolerance of +0.2 seconds – 0.0 seconds is allowed.

2.5.4 If solid backing boards are used for the targets, the area corresponding to the eight (8) ring zone must either be cut out from the backing board or be made of cardboard to facilitate scoring.

3.0 COMPETITION OFFICIALS DUTIES

3.1 Jury Member Duties – 25m Events Only

- a) For 25m events when using paper targets, a Member of the RTS Jury and/or the Pistol Jury must be appointed for each Range Section or for each five (5) to ten (10) targets (i.e. one per Target Officer). He must accompany the Target Officer at the Target Line;
- b) The Jury Member must check that the targets are inspected before scoring commences, looking for the correct number of shots, proximity to the scoring lines, etc. Doubtful situations must be resolved before scoring commences;
- c) Decisions on doubtful shots must be made simultaneously by two (2) Jury Members and the Target Officer. One member of the Jury will act as chairman and will insert the scoring gauge, if necessary;
- d) The Jury Member at the Target Line must ensure that all results recorded by the Second Register Keeper at the Target Line are correct and that Jury decisions are duly noted and certified on the score cards; and
- e) The Jury Member must ensure that the targets are not patched, and shots are not indicated by the colored discs until after doubtful shots have been resolved and the score has been recorded correctly by the Second Register Keeper.

3.2 Register Keeper Duties and Functions

When paper targets are used, a Register Keeper may be appointed for each firing point. Register Keepers must:

- a) Fill out or verify the corresponding information on the scorecard and scoreboard, (athlete's name, Bib Number, firing point number, etc.);
- b) Have a telescope if remote operated target changing is used. If the Register Keeper controls the target changing, he must wait a few seconds before signaling to change the target, in order to give the athlete the opportunity to spot his shot;
- c) Enter the preliminary value of every shot on the scorecard and on the scoreboard above or beside his desk for the benefit of the spectators; and
- d) On ranges where the targets are returned mechanically to the firing line, collect the targets immediately after each series of ten (10) shots and place them in a locked container to be collected by authorized personnel for delivery to the RTS Office.

3.3 Target and Pit Officers Duties and Functions – 50m and 300m

The number of Pit Officers should correspond to the number of Range Officers. In pit operations, they are responsible for their assigned Range Section or group of targets to ensure that targets are changed rapidly, scored, marked and raised for the athlete's next shot. Pit Officers must:

- a) Ensure that there are no shot holes on the white surface of the target, and that any shot marks on the frame are clearly marked;
- b) If a shot hole cannot be located on a target, the Pit Officer is responsible for determining whether the shot hole is on a neighboring target and, in consultation with the Jury and Range Officer, for resolving the situation;
- c) When automatic target boxes are used, Pit Officers are responsible for loading the correct targets in the boxes, for removing the targets and preparing them for delivery to the Scoring and Results Office; and
- d) They are also responsible for marking on the targets any irregularities that may have occurred.

3.4 25m Target Officer

A Target Officer must be appointed for each Range Section or for each five (5) to ten (10) targets. The number of Target Officers must correspond to the number of Range Officers. The Target Officer must:

- a) Be responsible for the group of targets entrusted to him;
- b) Must call all hits of doubtful value to the attention of the Jury Member and, after a decision is made, must signal the location and value of shots;

- c) Ensure that targets are scored rapidly, accurately and efficiently marked, patched and/or changed, as necessary and as required by the Rules; and
- d) Assist in the resolution of doubtful situations according to ISSF Rules in co-ordination with the Range Officer and the Jury.

3.5 **Second 25m Register Keeper – Paper Targets**

All stages of all the 25m events are scored officially on the range. The Second Register Keeper is at the target line. He must record scores on scorecards as called by the Target Officer. If there is a difference between the score marked by the Register Keeper and the Second Register Keeper that cannot be resolved, the score recorded by the Second Register Keeper will be valid.

3.6 **25m Target Marker – Paper Targets**

After scoring is completed, the Target Marker will patch the holes on the target, Control Sheets, and Backing Targets, or change the targets or Control Sheets as directed.

4.0 **COMPETITION PROCEDURES**

4.1 **Handling 10m Air Rifle and Air Pistol Paper Targets**

- a) Changing targets is done by the athletes under the supervision of the Range Officers;
- b) The athlete is responsible for shooting on the correct targets; and
- c) Immediately after each series of ten (10) shots, the athlete must put the ten (10) targets in a convenient place for the Register Keeper who must put them in a secure container to be collected by authorized personnel for delivery to the RTS office.

4.2 **Handling 50m Rifle and 50m Pistol Paper Targets**

- a) If **automatic target carriers** or changers are used, the athlete may control target changing or target changing may be controlled by the Register Keeper;
- b) In either case, the athlete is responsible for shooting on the correct target; and
- c) If the athlete considers the **marking or target changing to be too slow**, he may report this to a Range Officer. If the Range Officer or the Jury considers the claim justified, they must correct the situation. If the athlete or a team official considers there is no improvement, the athlete or a team official may protest to the Jury. The Jury may grant a time extension up to a maximum of 10 minutes. Such claims cannot be made in the last 30 minutes of MATCH firing except in unusual circumstances.

4.3 **Too many shots per paper target**

- a) If an athlete fires **more shots** at one of his MATCH targets

than are provided for in the event, he must not be penalized for the first two (2) shots;

- b) For the third and all succeeding such misplaced shots he must be penalized by a deduction of two (2) points for the third and subsequent misplaced shots in that event;
- c) The two (2) point deduction must be taken from the series in which the third or any subsequent misplaced shots occur. He must also fire a fewer number of shots at the remaining targets so that the number of shots does not exceed that provided for in the program;
- d) The scoring process in this situation requires the transfer of the value of the excessive shot(s) to targets with less than the originally programmed number of shots, thus bringing each target to the full number of shots designated in the program and the Rules;
- e) If the actual shot(s) to be transferred cannot be clearly established, the shot(s) with the lowest value must be transferred forward to the next target(s) or the shot(s) with the highest value must be transferred back to the previous target(s) so that the athlete will gain no advantage in a “count back” situation; and
- f) All Three-Position Rifle events are considered to be one (1) event.

4.4 **When Sighting Shots Are Authorized.** When sighting shots are authorized during a competition because an athlete is interrupted or moved to another firing point and the use of automatic paper target systems makes it impossible to provide a new sighting target, the sighting shots should be fired on the next unused competition target. Two (2) competition shots should be fired at the next competition targets according to the instructions given by the Range Officer or Jury Members;

5.0 **SCORING PROCEDURES**

5.1 **RTS Office Scoring**

When paper targets are used for the following events, those targets must be scored in the RTS Office:

- a) 10m, 50m and 300m Rifle events;
- b) 10m and 50m Pistol events;
- c) 10m and 50m Running Target events; and
- d) All results in these events or stages that are scored at the shooting range are considered preliminary results.

5.1.1 The **RTS Jury** must supervise the scoring and all work done in the Scoring & Results Office and, when paper targets are used, on the 25 meter target line. It directs how questionable shots are scored, determines their value, and resolves any questions or scoring protests.

- 5.1.2** All targets for events to be scored in the RTS Office must be transported in a locked container from the target line to the RTS Office under suitable security immediately after they have been fired.
- 5.1.3** Competition targets for events that are scored in the RTS Office must be numbered and must agree with the scorecard. The RTS Office is responsible for the correct numbering of the targets and must verify the targets prior to every event before they are released to the Chief Range Officer or other range officials.
- 5.1.4** In the RTS Office, the following scoring procedures must be checked by a second official:
- a) Determining the value of individual shots;
 - b) Determining and counting inner tens;
 - c) Adding shot values or points to be deducted;
 - d) Adding the individual series and overall total; and
 - e) Each official must certify his work by initialing the target, scorecard or results list.

5.2 Determining Shot Values – Paper Targets

5.2.1 All shot holes are scored according to the highest value of any target scoring zone or ring that is hit or touched by that bullet hole. If any part of a higher value scoring ring is touched by a bullet hole, the shot must be scored the higher value of the two scoring zones. This is determined by whether the bullet hole or a plug gauge inserted in the hole touches any part of the outside edge of the scoring ring.

An exception to this Rule is the scoring of inner tens on the Air Rifle target.

5.2.2 Shots in dispute must be determined as to value by means of a gauge or other device. Gauges must always be inserted into the shot hole with the target in a horizontal position.

5.2.3 When the accurate use of the scoring gauge is made difficult by the close proximity of another bullet hole, a badly torn bullet hole or overlapping bullet holes, the shot value must be determined by using a flat, transparent material (overlay) with an engraved ring of the appropriate size on it. Such a scoring gauge will aid in reconstructing the true position of a bullet hole and scoring ring.

5.2.4 If two scoring officials do not agree on the value of a shot, a decision from the Jury must be requested immediately.

5.2.5 The scoring gauge may be inserted only once in any bullet hole and only by a Jury Member. For this reason the use of a gauge must be marked on the target by the scoring officials, together with their initials, and showing the result.

5.3 25m Paper Targets Scoring Procedures

The Jury must supervise all scoring procedures. The scorecard (kept by the Second Register Keeper) must be signed by the Target

Officer and the Target Line Jury Member. This original card must be sent to the RTS Office by a secure means, for verification of addition and final recording.

5.3.1

Skid Shots

- a) Shots fired while the target is in motion must not be scored as hits unless the greatest horizontal dimension of the bullet hole (surface lead/bullet marking on the target is ignored) is less than 7.0 mm in the 25m rimfire 5.6 mm (.22" cal.) events, or 11.0 mm in the 25m Center Fire Pistol event; and
- b) The horizontally elongated bullet hole in the target must be measured with a skid gauge. When the inside edge of the engraved lines on the skid gauge touches a scoring ring, the score will count as the higher value of the two zones.

5.3.2

As soon as the Target Officer receives the signal that the range is safe, the targets must be faced. The Target Officer, along with at least one Jury Member, must signal the values of the bullet holes on each target and call them loudly to the Register Keeper on the firing line. The Register Keeper records them on the Range-Register and/or on the small scoreboard near his desk. The Second Register Keeper must accompany the Target Officer and record the shot values on a scorecard. The position and value of the shot on the target must be indicated to the athlete and spectators as follows:

- a) By using colored spotting discs in the 25m Rapid Fire Pistol event: These discs should have a diameter of 30 mm to 50 mm. They must be colored red on one side and white on the other. They should have a spindle through the center of the disc extending on both sides of approximately 5 mm diameter and 30 mm in length. After every five (5) shot series, and after the value of the shots has been decided and called, the discs must be placed in the bullet holes by the Target Officer;
- b) A ten must be indicated with the red side facing the athlete. Values less than ten must be indicated with the white side facing the athlete. After the hits have been indicated in this manner, the total result for the series must be shown the small scoreboard near his desk, and recorded by the Second Register Keeper. The series total must also be announced. The discs must then be removed and the targets patched;
- c) In the 25m Standard Pistol, 25m Pistol and 25m Center Fire Pistol events, shot values and locations are indicated by means of a wand with a handle approximately 300 mm long and with a small disc on one end with a diameter of 30 mm to 50 mm, colored red on one side and white on the other. The disc must be placed over the bullet hole(s) in the ten ring with the red side facing the athlete, as the Target Officer calls the value of the hit(s). For bullet holes with a value less than ten, the white side must be shown. Where a series of shots are fired at the same target, the scores should be called commencing with the tens. The total for the series should be

called after all shots have been indicated individually; and

d) Sighting shots must be indicated and recorded.

5.3.3 The Target Officer and the Range Officer must verify that the results on the scoreboard are the same as recorded at the Target Line. Should there be any difference of opinion regarding the recording of a shot value, the matter must be resolved immediately.

5.3.4 As soon as shots are indicated and recorded:

a) The targets must be patched and made ready for the next series (Rapid Fire Pistol event and Rapid Fire Stages); or

b) The targets must be replaced and the Backing Targets patched or replaced for the next series; or

c) The targets and Backing Targets must be removed and replaced with new targets for the next athlete.

5.3.5 Before leaving the range, the athlete should sign the completed scorecard next to the score total to identify his score.

5.4 Tie-Breaking

Tie breaking shall be done according to GTR 6.15

5.5 Paper Target Score Protests

5.5.1 When using paper targets, an athlete or team official who considers that a shot was scored or recorded incorrectly may protest that score, except that decisions made regarding the value of shots by using gauges are final and cannot be protested. A protest can only be made for one specific shot. Should other shots be protested, a separate fee is payable.

5.5.2 Scoring protests may only be made on scores that have been decided without using a gauge or when incorrect entries in the result list or score card appear to have been made.

5.5.3 The protest fee (50,00 EUR) must be paid when the protest is made.

5.5.4 When paper targets are used and scored in the RTS Office, the team official or athlete has a right to see the protested shot hole(s), but is not permitted to touch the target(s).

6.0 300m SCORING AND MARKING PROCEDURES

6.1 As soon as the Target Marker receives a signal that a shot has been fired on that target, he must indicate the shot. The **indication of shots** must be carried out in accordance with the following system. As soon as the Marker in the pit receives a signal for marking, he must:

a) **Lower** the target;

b) **Cover** the hole with a transparent sticker and overlay a contrasting sticker to mark the location of the last shot;

c) **Raise the target; and**

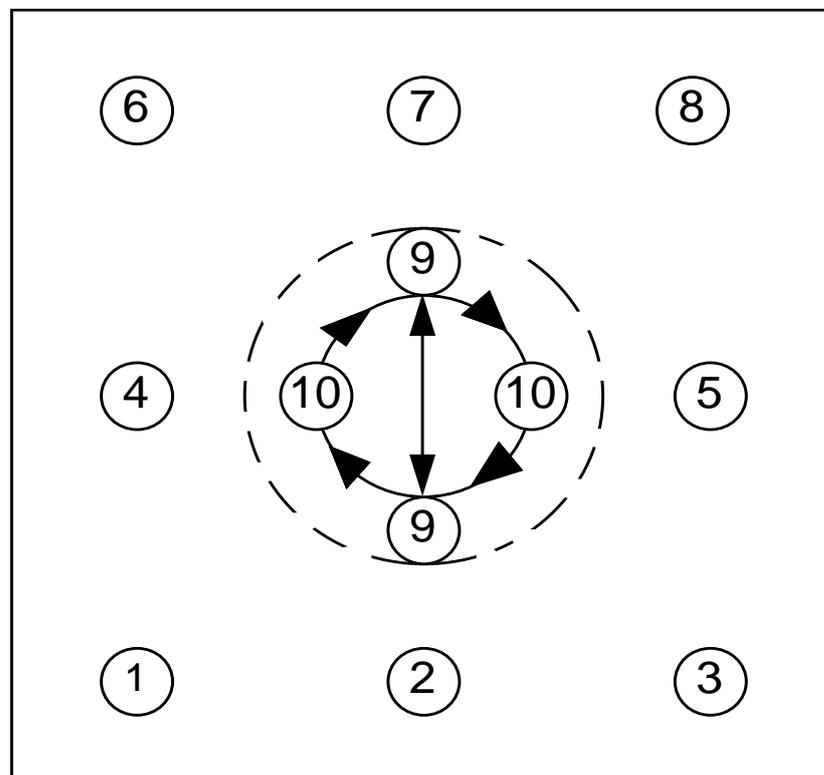
d) **Show** the value of the hit by the discing system.

6.2 When a spotting disc is used to indicate shot values, it must be done with a circular disc 200 mm to 500 mm in diameter. It is painted black on one side and white on the other and mounted on a thin staff which is normally fastened on the white side 30 mm to 50 mm to the right of the center.

6.3 The **value** of hits will be shown as follows (see diagram):

- a) The position of the **last hit** must be marked;
- b) The value of hits scoring 1, 2, 3, 4, 5, 6, 7 or 8 points must be shown by placing the disc, **black side toward the firing line**, on the appropriate spot on the target frame in the raised position as shown in the following figure;
- c) If the **hit is a nine**, the disc must be moved up and down twice over the black aiming bulls-eye on the target with the white side of the disc facing the firing line;
- d) If the **hit is a ten**, the disc, with the white side facing the firing line, must be moved twice in a clockwise circle in front of the black aiming mark, as shown in the following figure;
- e) A shot that does **not hit the target** is marked only by moving the black side of the marking disc three (3) or four (4) times sideways across the face of the target; and
- f) If the hit is on the target card, but **not in the scoring area**, it is marked by first indicating a miss and then by showing the position of the hit.

6.4 Shot Signal Diagram



6.5

The sighting target must be marked clearly with a black diagonal stripe on the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance in normal light conditions. In the case of pit operated targets, the sighting target must not appear at all while the athlete is firing MATCH shots.



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

RIFLE RULES

FOR

10m Air Rifle

50m Rifle

300m Rifle

300m Standard Rifle

Edition 2017 (First Print 01/2017)

Effective 1 January 2017



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NOTE:

Where figures and tables contain specific information, these have the same authority as the numbered rules.



7.1 GENERAL

7.1.1 These Rules are part of the ISSF Technical Rules and apply to all Rifle events.

7.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

7.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

7.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

7.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

ISSF Safety Rules are found in Rule 6.2.

7.3 RANGE AND TARGET STANDARDS

Target and target standards are found in Rule 6.3. Requirements for ranges and other facilities are found in Rule 6.4.

7.4 RIFLES AND AMMUNITION

7.4.1 Standards for All Rifles

7.4.1.1 Single Loader Rifles. Only single shot rifles that must be manually loaded before each shot may be used, except that in the 300m Standard Rifle event a rifle that is legal for use in International Military Sport Council (CISM) 300m Rifle events may be used if it is checked by Equipment Control before the event.

7.4.1.2 One Rifle Per Event. Only one (1) rifle is allowed to be used in the Elimination, Qualification and Final Rounds of one (1) event. The action, barrel and stock may not be exchanged, except that a detachable butt-stock may be exchanged. Accessories attached to the action, barrel or stock may be exchanged. A rifle that becomes disabled may be replaced according to Rule 6.13.3, if the Jury approves.

7.4.1.3 Movement or Oscillation Reduction Systems. Any device, mechanism or system that actively reduces, slows or minimizes rifle oscillations or movements before the shot is released is prohibited.

7.4.1.4 Pistol Grips. The pistol grip for the right hand must be constructed in such a way that it does not rest on the sling or on the left arm.

7.4.1.5 Barrels and extension tubes must not be perforated in any way. Compensators and muzzle brakes on rifles are prohibited. Any construction or device inside the barrel or tubes, other than rifling and chambering for the cartridge or pellet, is prohibited.

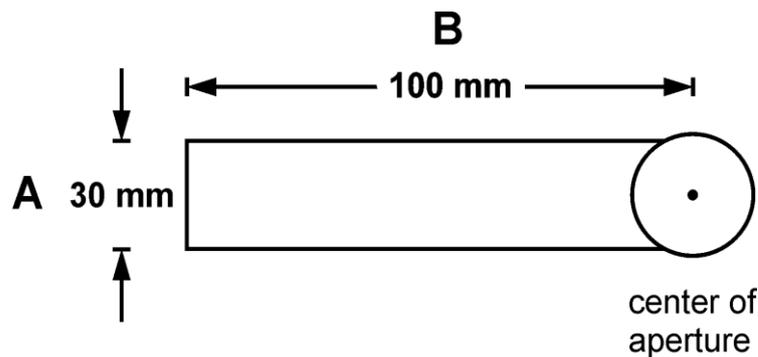


7.4.1.6

Sights

- a) The front or rear sights may have light or tinted lenses or a polarizing filter, but the sights may not have any system of lenses;
- b) No Light enhancing system, optical tical sight, optical system or telescope may be attached to the rifle;
- c) A single corrective lens may be inserted in or attached to the rear sight only; or the athlete may wear corrective or tinted lenses;
- d) Any aiming device programmed to activate the firing mechanism is prohibited;
- e) A blinder may be attached to the rifle or to the rear sight. The blinder must not be more than 30 mm deep (A) nor extend further than 100 mm (B) from the center of the rear sight aperture on the side of the non-aiming eye. A blinder must not be used on the side of the aiming eye; and

Rear Sight Blinder



- f) A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye, providing it does not have a magnifying lens system. It must not be used when shooting from the right shoulder when using the right eye.

7.4.1.7

Electronic triggers are allowed providing:

- a) All components are firmly attached to and contained within the action or stock of the rifle so that the battery and wires are not visible externally;
- b) The trigger is operated by the right hand of a right-handed or the left hand of a left-handed athlete;
- c) All components are included when the rifle is submitted for inspection by Equipment Control; and
- d) The rifle with all components installed complies with the rules governing dimensions and weight for that event.

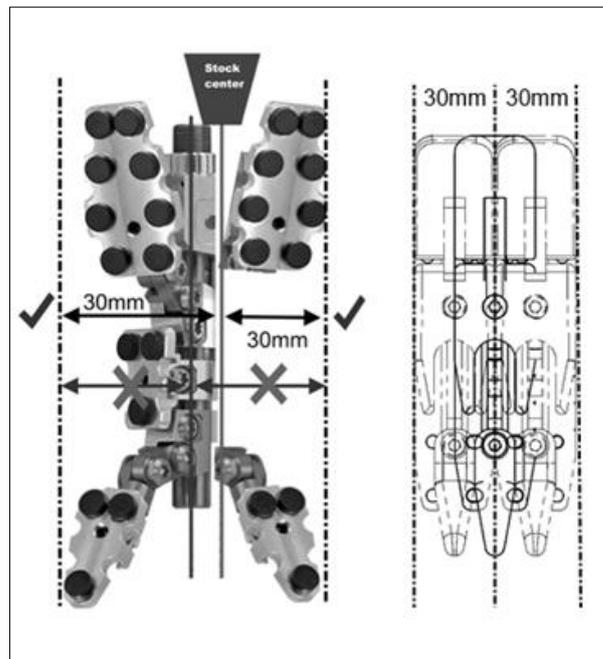


7.4.2

Standards for 300m Standard Rifle and 10m Air Rifle

Measurements stated in this rule are also illustrated in the RIFLE MEASUREMENTS DIAGRAM, 7.4.4.1 and in the RIFLE MEASUREMENTS TABLE, 7.4.4.2.

1. The butt plate may be adjustable up or down. The butt plate may be offset to the right or left of the butt-stock center OR the butt-plate may be turned on its vertical axis. If a multi-part butt plate is used, ALL parts of the butt plate must be offset or turned in the same direction from the butt-stock center. No part of the butt plate (outer edges) may extend more than 30 mm from the butt stock center-line. The butt stock center line is a vertical line that is perpendicular to the center-line of the bore.



7.4.2.2

A thumb hole, thumb rest, palm rest, heel rest and spirit level are prohibited. A heel rest is any protrusion or extension on the front or side of the pistol grip designed to prevent the hand from slipping. The pistol grip, cheek-piece or lower part of the stock may not be anatomically formed.

7.4.2.3

The pistol grip must not extend laterally (to the side) more than 60 mm from a vertical plane that is perpendicular to the centerline of the barrel.

7.4.2.4

The lowest point of the butt-stock, between the pistol grip and the butt-plate, may not be more than 140 mm below the center-line of the bore.

7.4.2.5

The lowest point of the fore-end may not be more than 120 mm below the center-line of the bore.



7.4.2.6 Material that gives increased grip may not be added to the fore-end, pistol grip or lower part of the stock.

7.4.2.7 **Weights**

- a) Barrel weights within a radius of 30 mm from the center of the barrel are permitted. Barrel weights may be moved along the barrel;
- b) Any devices or weights projecting downward or outward (laterally) from the butt-stock are prohibited;
- c) Any devices or weights projecting forward or laterally from the lower part of the butt plate are prohibited;
- d) A weight may be attached to any part of the rifle, but the weight must be within the fundamental shape of the stock (weights cannot protrude out from the stock); and
- e) Taping of any kind may not be used to attach weights to the rifle.

7.4.3 **Standards for 300m Standard Rifle Only**

All 300m Standard Rifles must conform to the specifications shown in the **Rifle Measurements Table** and with the following restrictions:

- a) The minimum trigger pull is 1500 grams. The trigger pull must be measured with the barrel in a vertical position. Trigger weight control checks must be conducted immediately after the last series. A maximum of three (3) attempts to lift the weight are allowed. Any athlete whose rifle fails the test must be disqualified;
- b) The rifle must not be removed from the firing line during MATCH firing except with the permission of range officials;
- c) The same rifle must be used in all positions without change. The adjustment of the butt plate and hand stop or the changing of front sight inserts or the adjustment of the rear sight or its eyepiece are permitted. The removal of the cheek piece during competition is permitted for barrel cleaning and bolt removal under supervision of the Jury; but its position must not be changed when it is replaced; and
- d) The overall length of the barrel including any extension tube, measured from the breech face to the apparent muzzle, must not exceed 762 mm.

7.4.4 **Standards for 10m Air Rifle Only**

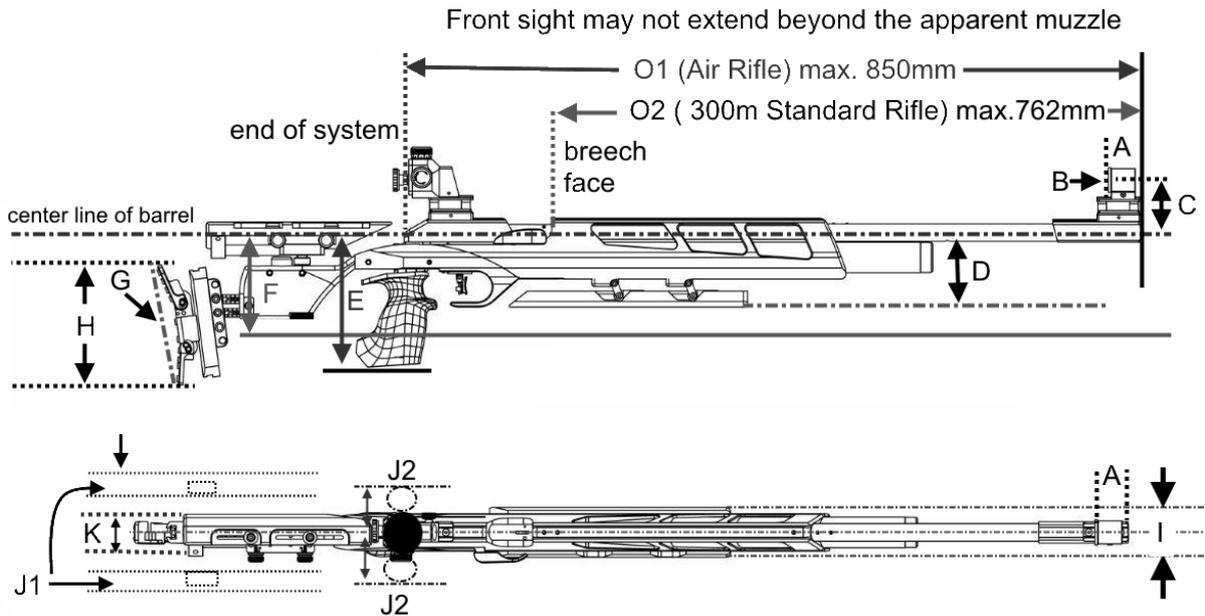
Any type of compressed air or gas rifle that conforms to the specifications in the **Rifle Measurements Table** and the following additional restrictions:

- a) The total length of the air rifle system measured from the back end of the mechanism to the apparent muzzle must not exceed 850 mm; and



b) The front sight may not extend beyond the apparent muzzle.

1. Rifle Measurements Diagrams



2. Rifle Measurements Table

Measurements for dimensions C, D, E, F, J1, J2 and K are from the centerline of the bore.

Key	RIFLE FEATURE	300m Standard Rifle	Air Rifle
A	Length of front sight tunnel	50 mm	50 mm
B	Diameter of front sight tunnel	25 mm	25 mm
C	Distance from center of the front sight ring or top of post to center of bore	60 mm	60 mm
D	Depth of fore-end	120 mm	120 mm
E	Lowest point of pistol grip	160 mm	160 mm
F	Lowest point of butt-stock between the pistol grip and the butt plate	140 mm	140 mm
G	Depth of curve of butt plate	20 mm	20 mm
H	Heel to toe length of butt plate	153 mm	153 mm
I	Maximum thickness (breadth) of fore-end	60 mm	60 mm
J1	Maximum distance of cheek piece from a vertical plane through the centerline of the barrel	40 mm	40 mm
J2	Maximum distance of any part of the pistol grip from a vertical plane through the centerline of barrel	60 mm	60 mm



K	Offset of the butt plate as measured from the left or right edge of the butt-plate to butt-stock center (axis of butt plate must be vertical, 7.4.2.1)	30 mm	30 mm
L	Trigger weight	1500 grams minimum	Free
M	Weight with sights (and hand stop 300m)	5.5 kg	5.5 kg
N	The front sight must not extend beyond the apparent muzzle of the rifle	Must not extend	Must not extend
O1	Air Rifle: Total length of the Air Rifle system	---	850 mm
O2	Standard Rifle: The overall length of the barrel including extension (from the muzzle to the breech face)	762 mm	---

7.4.5 Standards for 50m Rifles

All rifles chambered for rimfire 5.6 mm (.22" cal.) long rifle cartridges are permitted:

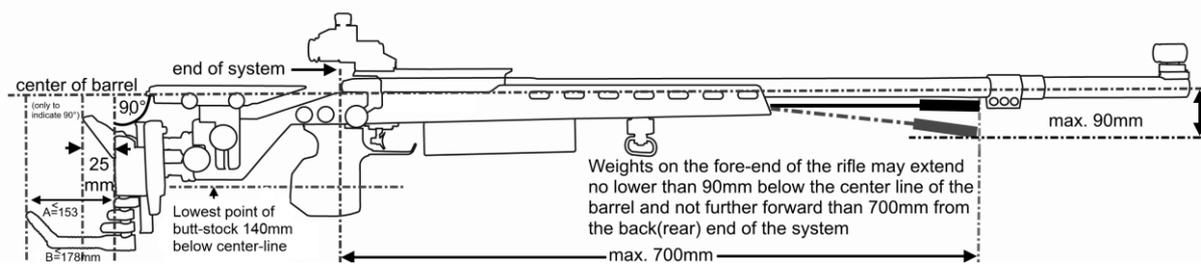
- a) The weight of the rifle may not exceed 8.0 kg for men with all accessories used including palm rest or hand stop;
- b) The weight of the rifle may not exceed 6.5 kg for women, with all accessories used including the palm rest or hand stop;
- c) Weights on or in the lower part of the stock or buttstock, may not extend horizontally (laterally) further from the centerline of the barrel than the distance of the maximum extension of the cheek-piece from the centerline of the barrel;
- d) Weights cannot extend further to the rear than a line perpendicular to the deepest point in the butt plate;
- e) Weights attached to the butt-stock must be rigidly attached and may not be taped to the butt-stock;
- f) Weights on the rifle fore-end may extend no lower than 90 mm below the centerline of the barrel and not further forward than 700 mm from the back (rear) end of the system; and



- g) The lowest point on the butt-stock may not extend down more than 140 mm from the centerline of the bore.

7.4.5.1 Hook Butt Plate

- a) A hook butt plate that complies with the following restrictions may be used;
- b) The butt hook projecting rearward from the bottom of the butt plate must not extend more than 153 mm (A) past the rear of a line that is perpendicular to a line drawn through the axis of the bore of the rifle, and that is tangent to the deepest part of the butt plate depression that normally rests against the shoulder;



- c) The butt hook projecting from the bottom of the butt plate must have a total outside length around any curve or bend of not more than 178 mm (B);
- d) The top projection of the butt plate must not extend more than 25 mm to the rear of this perpendicular line; and
- e) Any devices or weights projecting forward or laterally from the lower part of the butt plate are prohibited.

7.4.5.2 Palm Rests

A palm rest is any removeable attachment or extension below the fore-end that aids the support of the rifle by the forward hand. Such extensions must not extend more than 200 mm below the centerline of the barrel.

7.4.5.3 Pistol Grips

No part of the pistol grip may be extended or constructed in any way that would allow it to touch or support the back of the hand or the wrist.

7.4.5.4 Standards for 300m Rifles

- a) Standards for 300m rifles are the same as for the 50m Rifle (Men and Women). See 7.4.5 and the RIFLE SPECIFICATION TABLE (7.9).
- b) 300m rifles may have a mirage band with a maximum width of 60 mm.

7.4.6 Ammunition

Rifle	Caliber	Other specifications
50m	5.6 mm	Rimfire Long Rifle. Only bullets made of



	(.22")	lead or similar soft material are permitted.
10m	4.5 mm (.177")	Projectiles of any shape made of lead or other soft material are permitted.
300m	Maximum 8 mm	Ammunition of any description that may be fired without any danger to athletes or range personnel. Tracer, armor piercing, and incendiary ammunition is prohibited.

7.5 CLOTHING REGULATIONS

See the General Technical Rules for general standards regarding clothing and the testing of clothing (Rule 6.7).

7.5.1 General Standards for Rifle Clothing

7.5.1.1

All shooting jackets, shooting trousers and shooting gloves must be made of flexible material that does not materially change its physical characteristics, that is, become stiffer, thicker or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the same specifications. Any lining or padding must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as a part of the clothing.

7.5.1.2

Only one (1) shooting jacket and only one (1) pair of shooting trousers may be used by each athlete in all Rifle events in any ISSF Championship. All Rifle shooting jackets and shooting trousers must have a seal with a unique serial number issued by ISSF Equipment Control and registered in an ISSF database. Athletes with jackets or trousers that do not have a seal must bring them to Equipment Control to have a seal attached and registered in the ISSF database. Only one jacket and one trouser may be registered to each athlete. Athletes with more than one jacket or trousers with ISSF seals must inform the ISSF Equipment Control which item will be used in future competitions and only one seal per item will remain. Athletes that change jackets or trousers or any with no seal (new or changed) must bring them to Equipment Control to obtain a seal and retire the previous seal (6.7.6.2.e). When an athlete is selected for post-competition testing, the test must confirm that the seal number registered to that athlete was the seal number on the clothing used by that athlete.

7.5.1.3

Ordinary athletic type training trousers or normal athletic type training shoes may be worn in any event or position. If shorts are worn during competitions, the bottom of the leg must be no more than 15 cm above the center of the kneecap. Sandals of any type may not be worn.

7.5.1.4

Athletes are responsible for ensuring that all items of clothing used by them comply with these Rules. The Equipment Control Section must be open to make voluntary inspections of athletes' clothing from the Official Training day until the last day of Rifle competition and athletes are encouraged to bring their Rifle clothing items for an Equipment Control check before the competitions to be sure



they comply with these Rules. In preparing jackets and trousers for competitions, athletes must make allowances for any measurement variations that may occur because of changes in temperature, humidity or other environment conditions.

7.5.1.5 Post-competition checks will be made of all Rifle clothing items after Elimination and Qualification Round competitions to ensure compliance (6.7.7).

7.5.2 Clothing Measurement Standards

7.5.2.1 Clothing Thickness Standards Table

Rifle competition clothing must comply with these thickness measurement standards:

Measurement Location	Thickness	Jackets	Trousers	Shoes	Gloves	Underwear
Normal	Single	2.5 mm	2.5 mm	4.0 mm	—	2.5 mm
Normal	Double	5.0 mm	5.0 mm	—	—	5.0 mm
Normal	Total	—	—	—	12.0 mm	—
Reinforcements	Single	10.0 mm	10.0 mm	—	—	—
Reinforcements	Double	20.0 mm	20.0 mm	—	—	—

No measurement greater than the thickness measurement standards in the chart may be approved (zero tolerance).

7.5.2.2 Stiffness Measurement Standards

Rifle competition clothing must comply with these stiffness measurement standards:

- a) If the measuring cylinder is depressed at least 3.0 mm, the material is acceptable;
- b) If a measurement below 3.0 mm is displayed, the material is too stiff. No measurement below the minimum measurement of 3.0 mm may be approved; and
- c) Every part of the jacket or trousers must be capable of being measured with the 60 mm measuring cylinder. If a part is too small for normal testing (no flat area 60 mm or larger), measuring must be done over the seams.

7.5.2.3 Shoe Sole Flexibility Standard

The soles of athletes' shoes must bend at least 22.5 degrees when a force of 15 Newton-Meters is applied to the heel area while the boot or shoe is clamped in the testing device (See Rule 6.5.3).

7.5.3 Shooting Shoes

Normal street type or light athletic shoes are permitted in all positions. Special shooting shoes not exceeding the following specifications may be worn only in 10m and 50m 3 Positions



events. Special shooting shoes must not be worn in Rifle Prone events:

7.5.3.1 The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4 mm, including all linings, when measured on any flat surfaces such as point D in the **Shooting Shoe Measurements Table** (7.5.3.6).

7.5.3.2 The shoe sole must be constructed of the same material and composition throughout its length and breadth and the sole must be flexible in the entire forward part of the foot. Athletes may use removeable inner soles or inserts in their shoes, but any inserts must also be flexible in the forward part of the foot.

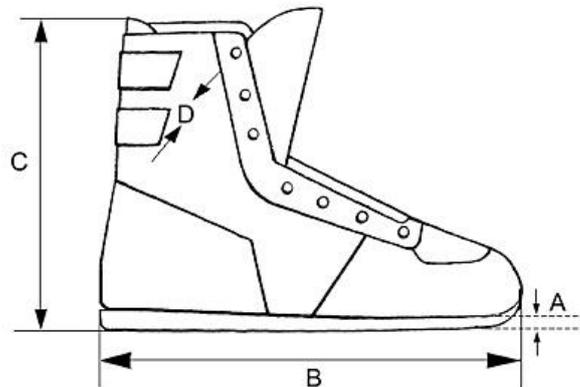
7.5.3.3 To demonstrate that soles are flexible, athletes must walk normally (heel-toe) at all times while on the FOP. A warning will be given for the first offense, a two-point penalty and disqualification will be given for subsequent violations.

7.5.3.4 The height of the shoe from the floor to the highest point (Dimension C, **Shooting Shoe Measurements Table**) must not exceed two thirds ($2/3$) of the length.

7.5.3.5 If an athlete wears shoes, they must be a matched pair externally.

7.5.3.6 Shooting Shoe Measurements Table

Athletes shoes must not exceed the maximum dimensions shown in the drawing and chart:



A.	Maximum thickness of sole at the toe: 10 mm.
B.	Overall length of shoe: According to size of wearer's foot.
C.	Maximum height of shoe: Not to exceed two-thirds ($2/3$) length of B.
D.	Upper part of shoe material maximum thickness 4 mm.
The shoe sole must follow the external curvature of the shoe and may not extend more than 5.0 mm beyond the external dimensions of the shoe at any point. Toes or heels may not be cut square or flat.	

7.5.4 Shooting Jacket



- 7.5.4.1** The body and sleeves of the jacket, including the lining, must not exceed 2.5 mm in single thickness and 5.0 mm in double thickness at any point where flat surfaces may be measured. The jacket must not be longer than the bottom of the balled fist (see **Shooting Jacket Measurements**, 7.5.4.9).
- 7.5.4.2** Closure of the jacket must be only by non-adjustable means e.g. buttons or zippers. The jacket must not overlap more than 100 mm at the closure (see Jacket Table). The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 70 mm, measured from the center of the button to the outside edge of the button hole. The measurement will be taken with the arms at the sides. A measurement must be made with an-overlap gauge with a tension of 6.0 kg to 8.0 kg. The area surrounding the button hole is limited to a maximum of 12 mm, and this area may exceed the permitted 2.5 mm thickness.
- 7.5.4.3** All straps, laces, bindings, seams, stitching or devices which may be construed as artificial support are prohibited. However it is permitted to have one (1) zipper or not more than two (2) straps to take up loose material in the area of the shoulder pad (see **Shooting Jacket Measurements**, 7.5.4.9). No other zipper or other closing or tightening device is permitted other than those specified in these Rules and Diagrams.
- 7.5.4.4** The construction of the back panel may include more than one (1) piece of material provided this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness maximum of 2.5 mm and the stiffness minimum of 3.0 mm.
- 7.5.4.5** The construction of the side panel may not place any seam or seams under the elbow of the support arm in the standing position within a seam-free zone that extends 70 mm above the tip of the elbow and 20 mm below the tip of the elbow. This must be checked with the athlete wearing the jacket fully closed and while holding the rifle in the standing position.
- 7.5.4.6** The athlete must be capable of fully extending both arms (straighten sleeves) while wearing the buttoned jacket. In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the fore-end of the stock when the athlete is in the shooting position.
- 7.5.4.7** No Velcro, sticky substance, liquid, or spray may be applied to the outside or inside of the jacket, pads or shoes and/or floor or equipment. Roughening the material of the jacket is permitted. Violations will be penalized according to the Rules.
- 7.5.4.8** Shooting jackets may have reinforcement patches added only to their outside surfaces subject to the following limitations:

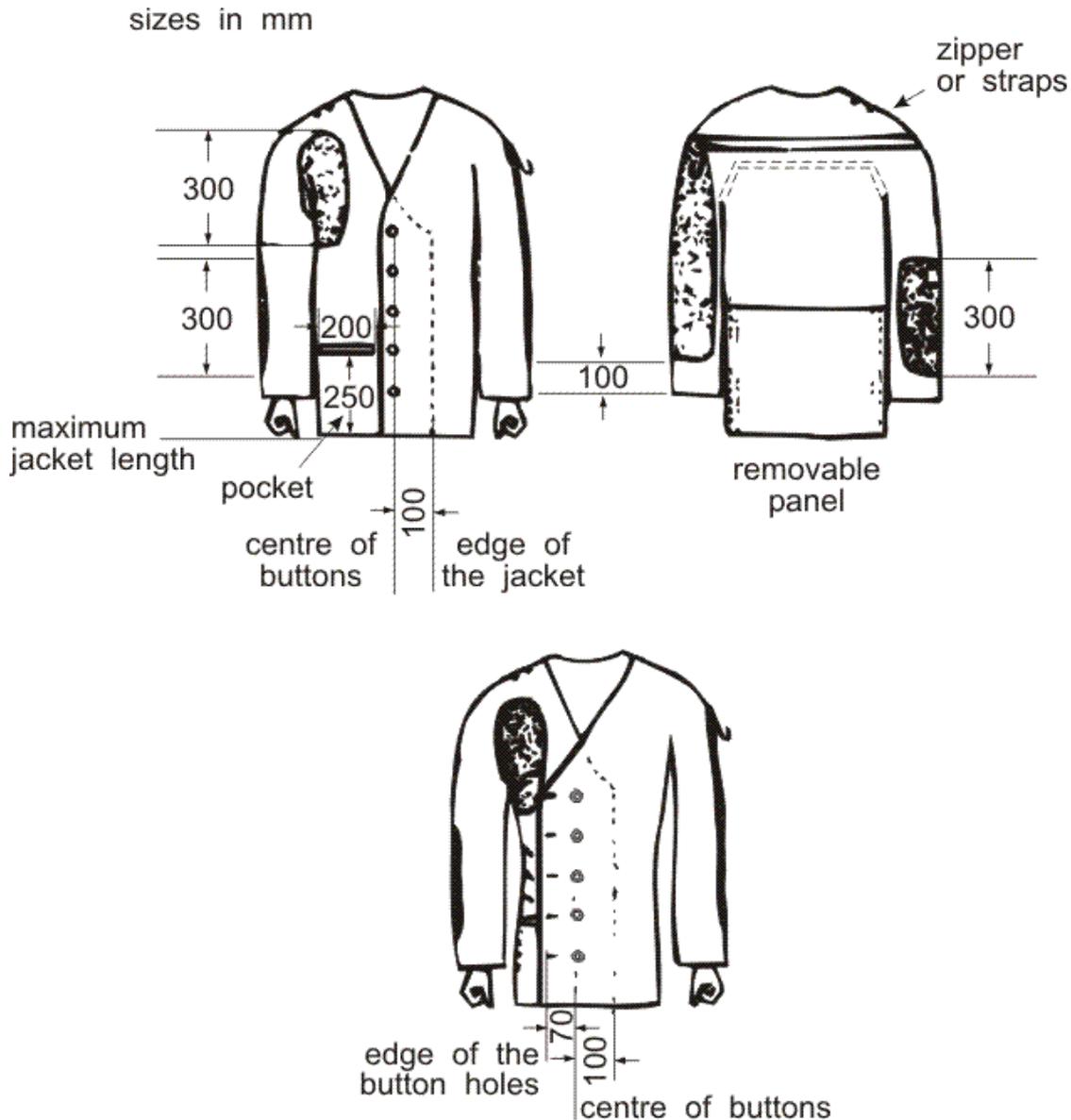


- a. Maximum thickness, including jacket material and all linings: 10 mm single thickness or 20 mm when measured as a double thickness;
- b. Reinforcement may be added on both elbows but must not extend to more than half (1/2) of the circumference of the sleeve. On the arm which holds the sling, the reinforcement may extend from the upper arm to a point 100 mm from the end of the sleeve. The reinforcement on the opposite arm may have a maximum length of 300 mm;
- c. Only one (1) hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding;
- d. Reinforcement on the shoulder where the butt plate rests must not be longer than 300 mm in the longest dimension (see Rule 7.5.4.9);
- e. All inside pockets are prohibited; and
- f. One (1) external pocket is permitted, located on the right front side (left front side for left hand athletes) of the jacket. The maximum size of the pocket is 250 mm high from the lower edge of the jacket and 200 mm wide.

7.5.4.9

Shooting Jacket Measurements

Shooting jackets must comply with the specifications shown in the drawing:



7.5.5

Shooting Trousers

7.5.5.1

The trousers, including the lining, must not exceed 2.5 mm in single thickness and 5 of the trousers must not fit or be worn higher on the body than 50 mm above the crest of the hipbone. All pockets are prohibited. All drawstrings, zippers or fasteners to tighten the trousers around the legs or hips are prohibited. To support the trousers only a normal waist belt not more than 40 mm wide and 3 mm thick or braces (suspenders) may be worn. If a belt is worn in the standing position, the buckle or fastening must not be used to support the left arm or elbow. The belt must not be doubled, tripled etc. under the left arm or elbow. If the trousers have a waistband, it may not be more than 70 mm wide. If the thickness of the waistband exceeds 2.5 mm, a waist belt is not permitted. If a waist belt is not worn, the absolute maximum thickness of the waistband is 3.5 mm. There can be a maximum of seven (7) belt loops, not more than 20mm in width, with at least



80mm between belt loops. The trousers may be closed by one (1) hook and up to five (5) eyes, or up to five (5) adjustable snap fasteners, or similar closure or Velcro that must not be multilayered. Only one (1) type of closure is permitted. A Velcro closure combined with any other closure is prohibited. The trousers must be loose around the legs. If special shooting trousers are not worn, ordinary trousers may be worn providing they do not give artificial support to any part of the body.

7.5.5.2

Zippers, buttons, Velcro or similar non-adjustable fasteners or closures, may be used in the trousers only in the following places:

- a) One type of fastener or closure in the front to open and close the trouser fly. The fly must not be lower than the level of the crotch;
- b) Any holes that cannot be closed are permitted; and
- c) Only one (1) other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70 mm from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg (see Jacket and Trousers Table). One (1) fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places in one (1) leg.

7.5.5.3

Reinforcements may be added to both knees of the trousers. Knee reinforcements may have a maximum length of 300 mm and must not be wider than half the circumference of the trousers leg. The thickness of reinforcement including the trousers material and any linings must not exceed 10 mm in single thickness (20 mm double thickness).

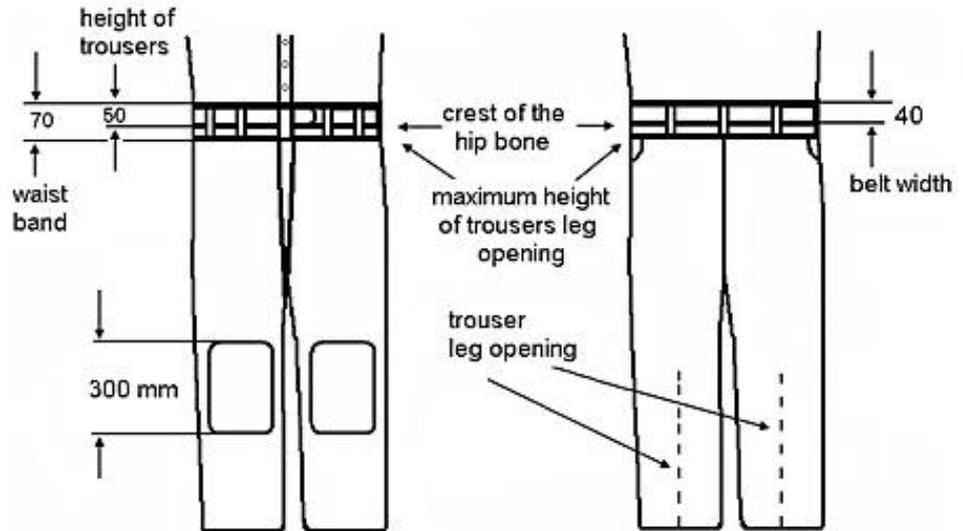
7.5.5.4

Shooting trousers must not be worn in the Rifle Prone events, but they may be worn in the prone stages of Rifle 3-Position events.

7.5.5.5

Shooting Trousers Measurements

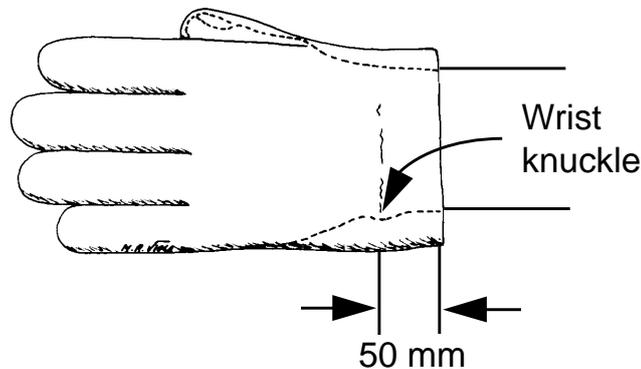
Shooting Trousers must comply with the specifications shown in the drawing:



7.5.6 Shooting Gloves

7.5.6.1 The total thickness must not exceed 12 mm when measuring front and back materials together at any point other than on seams and joints.

7.5.6.2 The glove must not extend more than 50 mm beyond the wrist measured from the center of the wrist knuckle (see drawing). Any strap or other closure device at the wrist is prohibited. However, a portion of the wrist may be elasticated to enable the glove to be put on, but it must leave the glove loose around the wrist.



7.5.7 Underclothing

7.5.7.1 Clothing worn under the shooting jacket must not be thicker than 2.5 mm single thickness or 5 mm double thickness. The same applies to all clothing worn under the trousers. Jeans or other ordinary trousers cannot be worn under shooting trousers.

7.5.7.2 Only normal personal undergarments and/or training clothing that does not immobilize or unduly reduce the movement of the athlete's legs, body or arms may be worn under the shooting jacket and/or trousers. Any other undergarments are prohibited.

7.5.8 Equipment and Accessories



7.5.8.1 Spotting Telescopes

The use of telescopes not attached to the rifle to locate shots and judge wind is permitted for 50m and 300m events only.

7.5.8.2 Slings

Maximum sling width is 40 mm. The sling must be worn only on the upper part of the left arm and from there be connected to the fore-end of the rifle stock. Slings may be attached to the fore-end of the rifle at a single point only. The sling must pass along one side of the hand or wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop.

7.5.8.3 Rifle Rests

The use of a rifle rest for resting the rifle between shots is permitted providing that no part of the stand is higher than the athlete's shoulders when holding the rifle in a standing shooting position. A stand for resting the rifle must not be placed in front of the shooting table or bench in the standing position. Care must be exercised that while resting the rifle, it does not intrude on the athlete on either side. For safety while the rifle is on the rifle rest, it must be held by the athlete.

7.5.8.4 Shooting Box or Bag

The shooting box or bag must not be placed forward of the athlete's forward shoulder on the firing line, except that in the standing position a shooting box or bag, table, or stand may be used as a rifle rest between shots. The shooting box or bag, table or stand must not be of such size or construction as to interfere with athletes on adjacent points or to constitute a wind break.

7.5.8.5 Kneeling Roll

Only one (1) cylindrically shaped roll is allowed for shooting in the kneeling position. The dimensions are a maximum of 25 cm long and 18 cm in diameter. It must be made of soft and flexible material. Binding or other devices to shape the roll are not permitted.

7.5.8.6 Bipod

Bipods may be used to support the rifle before and after shooting or during position changes, but bipods, whether fixed or folding, must be removed from the rifle during all MATCH firing times.

7.5.8.7 Kneeling Heel Pad

A separate piece of flexible, compressible material with maximum dimensions of 20 cm x 20 cm may be placed on the heel in the kneeling position. The kneeling heel pad may be no thicker than 10 mm when compressed with the measuring device used to measure Rifle clothing thickness.

7.5.8.8 Visor or Cap

A cap or visor may be worn, but it must not touch or rest on the



rear sight (must be visibly free of the sight) while the athlete is shooting. The cap or visor may extend forward of the athlete's forehead no more than 80 mm and may not be worn in a way that makes it a side blinder.

7.6 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

7.6.1 Shooting Positions

7.6.1.1 Kneeling

- a) The athlete may touch the firing point surface with the toe of the right foot, the right knee and the left foot;
- b) The rifle may be held with both hands and the right shoulder; The cheek may be placed against the rifle stock;
- c) The left elbow must be supported on the left knee;
- d) The point of the elbow must not be more than 100 mm over or 150 mm behind the point of the knee;
- e) The rifle may be supported by the sling but the fore-end behind the left hand must not touch the shooting jacket;
- f) No part of the rifle may touch the sling or its attachments;
- g) The rifle must not touch or rest against any other point or object;
- h) If the kneeling roll is placed under the right foot or ankle, the foot must not be turned at an angle of more than 45 degrees;
- i) If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and the lower leg in contact with the surface of the firing point;
- j) No portion of the upper leg or buttocks may touch the surface of the firing point or shooting mat at any point;
- k) If the athlete uses the shooting mat he may kneel completely on the shooting mat or may have one (1) or two (2) of three (3) points of contact (toe, knee, foot) on the mat. Other articles or padding may not be placed under the right knee;
- l) Only the trousers and underclothing may be worn between the athlete's seat and heel, except that a kneeling heel pad may be used. The jacket or other articles must not be placed between these two (2) points; and
- m) The right hand may not touch the left hand, left arm or the left side of the shooting jacket or sling.

7.6.1.2 Prone



- a) The athlete may lie on the bare surface of the firing point or on the shooting mat;
- b) He may also use the mat by resting his elbows on it.
- c) The body must be extended on the firing point with the head toward the target;
- d) The rifle may be supported by both hands and one shoulder only;
- e) The cheek may be placed against the rifle stock.
- f) The rifle may be supported by the sling, but the fore-end behind the left hand must not touch the shooting jacket;
- g) No part of the rifle may touch the sling or its attachments;
- h) The rifle must not touch, or rest against, any other point or object;
- i) Both forearms and sleeves of the shooting jacket forward of the elbow must be visibly raised from the surface of the firing point;
- j) The athlete's sling (left) forearm must form an angle not less than 30 degrees from the horizontal, measured from the axis of the forearm;
- k) The right hand and/or arm may not touch the left arm, shooting jacket or sling; and
- l) Shooting trousers must not be worn in the Rifle Prone events.

7.6.1.3

Standing

- a) The athlete must stand free, without any artificial or other support, with both feet on the firing point surface or on the shooting mat;
- b) The rifle may be held with both hands and the shoulder or the upper arm near the shoulder and the part of the chest immediately adjacent to the right shoulder;
- c) The cheek may be placed against the rifle stock;
- d) The rifle must not touch the jacket or chest beyond the area of the right shoulder;
- e) The left upper arm and elbow may be supported on the chest or on the hip. If a belt is worn the buckle or fastening must not be used to support the left arm or elbow;
- f) The rifle must not touch or rest against any other point or object;
- g) A palm rest may be used but not in 300m Standard Rifle or 10m Air Rifle events;



- h) A hand stop/sling swivel is not allowed in this position for 300m Standard Rifle and 10m Air Rifle;
- i) In this position, the use of the sling is prohibited; and
- j) The right hand may not touch the left hand, left arm or the left side of the shooting jacket.

7.7 RIFLE EVENTS

See the **RIFLE EVENT TABLE**, Rule 7.9

7.7.1 50m and 300m 3 Positions events must be fired in order: **Kneeling – Prone – Standing.**

7.7.2 A combined 15-minute Preparation and Sighting Time must be provided before MATCH firing starts (Rule 6.11.1.1).

7.7.3 In 3-Position events, after athletes complete the kneeling and prone positions, changing from MATCH to Sighting and back to MATCH is the responsibility of the athlete. Athletes may fire unlimited Sighting shots before starting MATCH firing shots in the prone and standing positions. No additional time is allowed for these Sighting shots. If an athlete inadvertently fails to switch from MATCH to Sighting after changing positions, any shots recorded as extra shots in the previous position must be nullified and the target must be reset to Sighting.



7.8 RIFLE EVENT TABLE

Event	Men/ Women	No. of Shots	Number of Shots Per MATCH Target (paper)	Number of Sighting Targets (paper)	Time: Pit Operated or Target Carriers (when paper targets are used)	Time: Electronic Targets
10m Air Rifle	Men Women	60 40	1	4	1 hour, 30 minutes 60 minutes	1 hour, 15 minutes 50 minutes
50m Rifle 3 Positions	Men	120	1	4 for each position	3 hours, 15 minutes	2 hours, 45 minutes
50m Rifle 3 Positions	Women	60	1	4 for each position	2 hour	1 hour, 45 minutes
50m Rifle Prone	Men Women	60 60	1	4	1 hour	50 minutes
300m Rifle 3 Positions	Men	120	10	1 for each position	3 hours, 30 minutes	3 hours
300m Rifle 3 Positions	Women	60	10	1 for each position	2 hours, 15 minutes	2 hours
300m Rifle Prone	Men Women	60 60	10	1	1 hour, 15 minutes	1 hour
300m Standard Rifle 3 Positions	Men	60	10	1 for each position	2 hours, 15 minutes	2 hours
Note: The combined Preparation and Sighting Time of 15 minutes must start before the published start time of the event.						



7.9 RIFLE SPECIFICATION TABLE

Event	Maximum weight	Trigger	Maximum Length of the barrel/system	Ammunition	Thumb hole, thumb rest, palm rest, heel rest, spirit level
10m Air Rifle	5.5 kg (Men/Women)	No set trigger	850 mm (system)	4,5 mm (.177")	No
50m Rifle 3 Positions and Prone	8.0 kg (Men)	No restriction	No restriction	5.6 mm (.22") Long Rifle	Yes
50m Rifle 3 Positions and Prone	6.5 kg (Women)	No restriction	No restriction	5.6 mm (.22") Long Rifle	Yes
300m Rifle 3 Positions and Prone	8.0 kg (Men)	No restriction	No restriction	Maximum 8 mm	Yes
300m Rifle 3 Positions and Prone	6.5 kg (Women)	No restriction	No restriction	Maximum 8 mm	Yes
300m Standard Rifle 3 Positions	5.5 kg (Men)	No set trigger Minimum trigger pull: 1500g	762 mm (barrel)	Maximum 8 mm	No
Note: The rifle must be weighed with all accessories, including palm rest or hand stop (if used).					



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**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

Pistol Rules

For

50m Pistol

25m Rapid Fire Pistol

25m Center Fire Pistol

25m Standard Pistol

25m Pistol

10m Air Pistol

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NOTE:

Where figures and tables contain specific information, these have the same authority as the numbered rules.



8.1 GENERAL

8.1.1 These Rules are part of the ISSF Technical Rules and apply to all Pistol events.

8.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

8.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

8.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

8.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

ISSF Safety Rules are found in the General Technical Rules, Rule 6.2.

8.3 RANGE AND TARGET STANDARDS

Target and target standards are found in the General Technical Rules, Rule 6.3. Requirements for ranges and other facilities are found in the General Technical Rules, Rule 6.4.

8.4 EQUIPMENT AND AMMUNITION

8.4.1 Standards for All Pistols

8.4.1.1 **Grips.** For dimensions and details of grips see the **PISTOL SPECIFICATION TABLE** (8.12) and the **PISTOL CONFIGURATION DRAWINGS** (8.13).

- a) Neither the grip nor any part of the pistol may be extended or constructed in any way that would allow it to touch beyond the hand. The wrist must remain visibly free when the pistol is held in the normal firing position. Bracelets, wristwatches, wristbands, or similar items are prohibited on the hand and arm that holds the pistol; and
- b) Adjustable grips are permitted providing that when they are adjusted for the athlete's hand they conform to these Rules. Grip adjustments are subject to random Equipment Control checks to ensure that they conform with these Rules.

8.4.1.2 **Barrels:** see the **PISTOL SPECIFICATION TABLE** (8.12).

8.4.1.3 Sights

- a) Only open sights are allowed. Sights using fiber optic, light enhancing or reflecting color surfaces are prohibited. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc. are prohibited;



- b) Any aiming device programmed to activate the firing mechanism is prohibited;
- c) No protective covering is permitted on front or rear open sights;
- d) 10m and 25m Pistols must fit within specified measuring boxes with sights mounted on the pistols (see **PISTOL SPECIFICATION TABLE**, Rule 8.12);
- e) Correcting lenses and/or filters must not be attached to the pistol; and
- f) Corrective lenses or eyeglasses and/or filters or tinted lenses may be worn by the athlete.

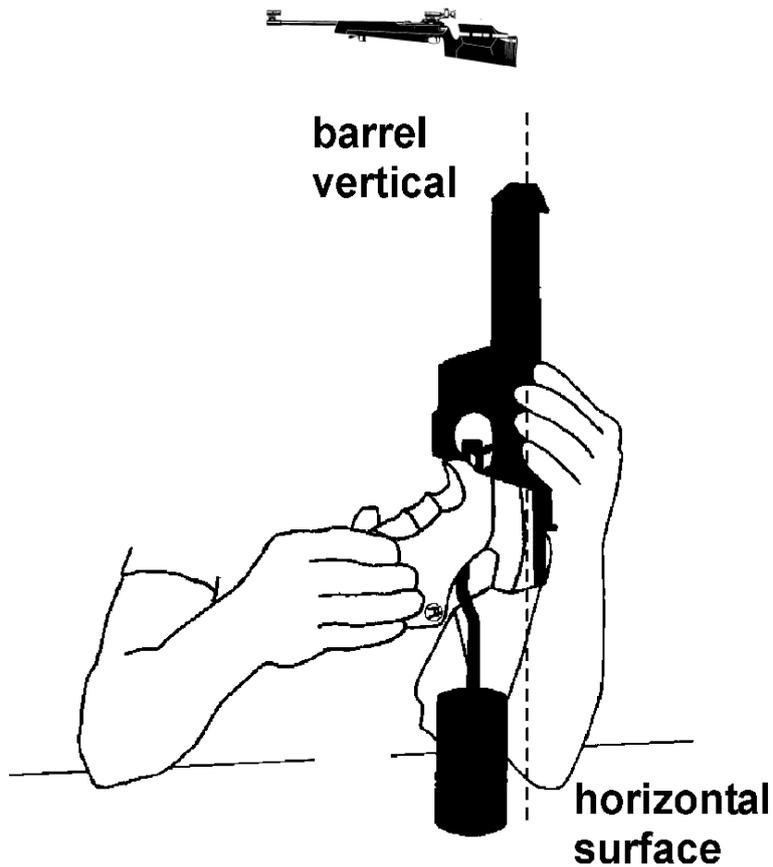
8.4.1.4 Electronic Triggers are allowed providing:

- a) All components are firmly attached to and contained within the frame or grip of the pistol;
- b) The trigger is operated by the hand that holds the pistol;
- c) All components must be included when the pistol is inspected by Equipment Control; and
- d) The pistol with all components installed complies with the rules governing dimensions and weight for that event.

8.4.1.5 Case Catchers are allowed providing the pistol complies with these Rules (dimensions and weight) when attached.

8.4.1.6 Movement or Oscillation Reduction Systems. Any device, mechanism or system that actively reduces, slows or minimizes pistol oscillations or movements before the shot is released is prohibited.

8.4.2 Measuring Trigger Pull Weight



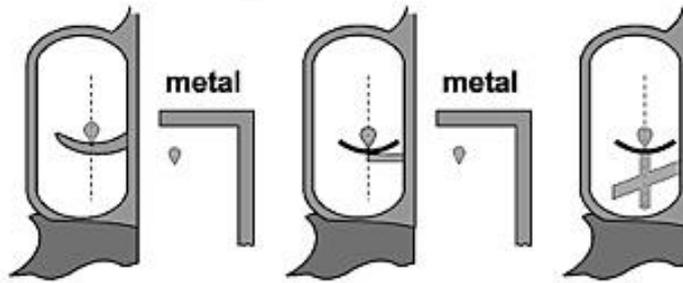
The weight of the trigger pull must be measured, with the test weight suspended near the middle of the trigger (see illustrations) and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of the surface. The tests must be conducted by Equipment Control officials. The minimum weight of the trigger pull must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight are allowed. If it does not pass, it may only be resubmitted after adjustment. When testing air or gas actuated pistols, the propellant charge must be activated.

8.4.2.1

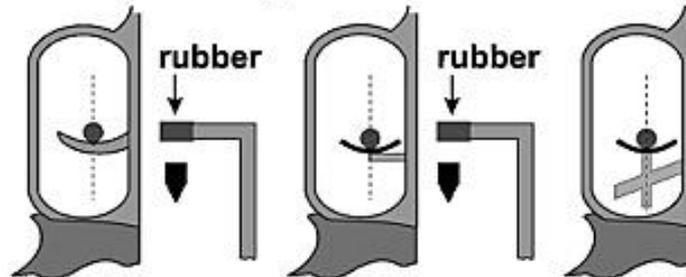
Testing the weight of the trigger pull must be done according to the diagrams below. A weight with a metal or rubber knife-edge must be used. A roller on the trigger weight is not permitted. A dead weight must be used with no springs or other devices.



Metal knife-edge



Rubber knife-edge



8.4.2.2 The appropriate trigger test weight must also be made available to athletes on the range before and during training and competition, and before Finals, to allow them to recheck the weight of the trigger pull on their pistols.

8.4.2.3 Random Trigger Weight control checks must be conducted immediately after the last series in all Qualification Rounds of 10m events and 25m stages. Checks in Standard Pistol will be made after 60 shots or, if the competition is fired in two stages (30 + 30 shots), checks will be done after each stage. At least one (1) athlete should be selected from each Range Section (or every eight (8) firing positions for Air Pistol) by the drawing of lots by the Equipment Control Jury. Equipment Control Officers must then conduct the tests before pistols are returned to their cases. A maximum of three (3) attempts to lift the weight is allowed. An athlete whose pistol fails this test or a selected athlete who fails to submit his pistol for testing must be disqualified.

8.4.3 Standards for 25m, 50m and 10m Pistols

8.4.3.1 25m Rimfire and Center Fire Pistols

- a) The Athlete must use the same pistol in all stages and series of an event unless it ceases to function;



- b) The center-line of the bore must pass above the web (between thumb and forefinger) of the hand holding the pistol in the normal firing position (see **PISTOL CONFIGURATION DRAWING**); and
- c) The barrel length is measured as follows (see **PISTOL SPECIFICATION TABLE**).

Semiautomatic	From the muzzle to the breech face (barrel plus chamber).
Revolver	Barrel only (excluding cylinder).

8.4.3.2 25m Rimfire Pistol

Any caliber 5.6 mm (.22") rimfire pistol, chambered for long rifle cartridges, except a single shot pistol, that conforms to the **PISTOL SPECIFICATION TABLE** may be used.

8.4.3.3 25m Center Fire Pistol

Any center fire pistol or revolver, except a single shot pistol, of caliber 7.62 mm to 9.65 mm (.30" - .38") that conforms to the **PISTOL SPECIFICATION TABLE** may be used.

8.4.3.4 50m Pistol

- a) Any caliber 5.6 mm (.22 cal.) rimfire pistol chambered for long rifle cartridges may be used; and
- b) Hand covers for 50m Pistols are permitted, providing they do not cover the wrist.

8.4.3.5 10m Air Pistol

Any 4.5 mm (.177 cal.) compressed air, CO₂ or pneumatic air pistol that conforms to the **PISTOL SPECIFICATION TABLE** and **PISTOL CONFIGURATION DRAWING** may be used.

8.4.4 Ammunition

All projectiles used must be made only of lead or similar soft material. Jacketed projectiles are not permitted. The Jury may take samples from the athlete's ammunition for checking.

Pistol	Caliber	Other specifications
10m Air Pistol	4,5 mm (.177")	
25m Center Fire Pistol	7.62 mm – 9.65 mm (.30"- .38")	Highpower or Magnum ammunition is not allowed
50m Pistol	5.6 mm (.22")	Rimfire Long Rifle



25m Rimfire Pistol	5.6 mm (.22")	Rimfire Long Rifle For the Rapid Fire Pistol event: minimum bullet weight 2.53 g = 39 gr; minimum average velocity 250m/sec., measured 3.0 m from the muzzle.
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8.4.4.1 Velocity testing will be done with a chronograph (velocity measurement device). The Technical Delegate must confirm the accuracy of the chronograph in accordance with testing procedures developed by the ISSF Technical Committee. A chronograph must be available to athletes on the range.

8.4.4.2 The ammunition of at least one (1) athlete from each relay must be tested. The Equipment Control Jury will supervise the selection of the athletes to be tested and collect the ammunition to be tested before each 30-shot Qualification stage. Athletes should have at least 50 rounds with them for each stage of competition. A Jury Member must take ten (10) cartridges from the ammunition that the athlete is using, place them in a labeled envelope, seal the envelope and hand it to the testing officer. After the stage is completed, the athlete selected must go to the testing station. The testing officer will load a magazine with three (3) cartridges and fire them in that athlete's pistol and record the muzzle velocity of each cartridge. If the average velocity is under 250.0 m/sec, the test must be repeated. If the average velocity of the six (6) shots is less than 250.0 m/sec, the athlete must be disqualified.

8.5 ATHLETES SHOES

8.5.1 Only low-sided shoes that do not cover the ankle bone (below the medial and lateral malleolus) are permitted. The sole must be flexible in the entire forward part of the foot;

8.5.2 Athletes may use removeable inner soles or inserts in their shoes, but any inserts must also be flexible in the forward part of the foot;

8.5.3 An ISSF approved testing device will be used to check sole flexibility;

8.5.4 To demonstrate that shoe soles are flexible, athletes must walk normally (heel-toe) at all times while on the field of play. A warning will be given for the first offense, a two-point penalty or disqualification will be given for subsequent violations;

8.5.5 **Shoe Sole Flexibility Measurement Device.** The device used to measure shoe sole flexibility must be capable of accurately measuring how many degrees the shoe sole bends while bent with a precise amount of upward pressure; and

8.5.6 **Shoe Sole Flexibility Standard.** The soles of athletes' shoes must bend at least 22.5 degrees when a force of 15 Newton-



Meters is applied to the heel area while the shoe is clamped in the testing device.

8.6 SHOOTING ACCESSORIES

8.6.1 Spotting Telescopes

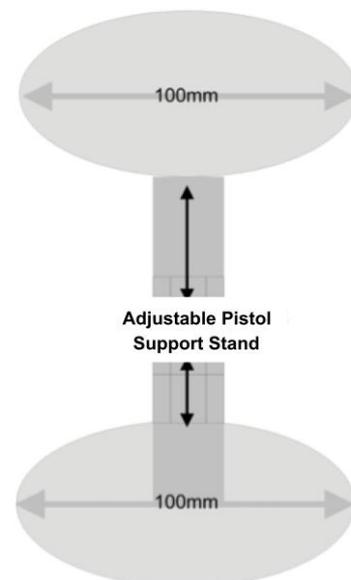
The use of telescopes not attached to the pistol to locate shots or judge the wind is permitted in 25m and 50m events only.

8.6.2 Pistol Transport Boxes

Athletes may use pistol transport boxes to take pistols and equipment to the shooting ranges. During Finals, pistol transport boxes or equipment bags must not remain on the FOP.

8.6.3 Pistol Support Stands

Athletes may place pistol support stands or boxes on the bench or table to rest their pistols between shots. The total height of the bench or table with a support stand or box on it may not exceed 1.00 m (see Rule 6.4.11.10, maximum bench height is 1.00 m). During Elimination or Qualification competitions, a pistol transport box (Rule 8.6.2) may be used as a pistol support stand, provided the total height of the bench or table plus the box does not exceed 1.00 m. During Finals, a pistol transport box may not be used as a pistol support stand.



Adjustable Pistol Support Stand. Total height of bench or table and stand may not exceed 1.00 m.

8.7 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

8.7.1 Firing Position

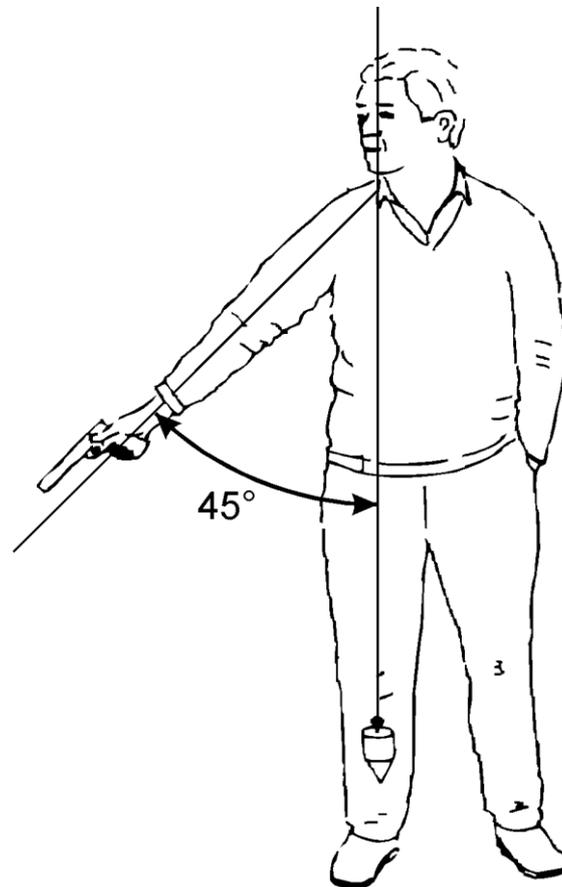
The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.

8.7.2 Ready Position

In the 25m Rapid Fire Pistol event, 25m Pistol and 25m Center Fire Pistol Rapid Fire Stages and 25m Standard Pistol 20 sec. and 10 sec. series, shooting must start from the READY position (see drawing). In the READY position, the athlete's arm must point



downward at an angle of not greater than 45 degrees from the vertical. The arm with the pistol must not be pointed at the ground within the forward edge of the firing point. After the series begins, the pistol may not rest on the bench or shooting table. The arm must remain in this position while waiting either for the appearance of the target or, when EST are used, for the green light(s) to come on.



8.7.3

Ready Position Violations

A READY position violation occurs when an athlete in the 25m Rapid Fire Pistol event or in the Rapid Fire Stage of the 25m Pistol or 25m Center Fire Pistol event, or in the 20 second or 10 second stages of the 25m Standard Pistol event:

- a) Raises his arm too soon and this movement becomes part of the arm lift (continuous motion);
- b) Does not lower his arm sufficiently; or
- c) Raises his arm above 45 degrees before the light changes or the targets start to turn.

8.7.4

Procedures for Ready Position Violations

WHEN A READY POSITION VIOLATION OCCURS;

- a) The athlete must be warned by a Jury Member and the series must be recorded and repeated;



- b) When the series is repeated in the 25m Rapid Fire Pistol event, the athlete must be credited with the lowest value hit on each target. In all other 25m events, the athlete must be credited with the five (5) lowest value hits in the two (2) series (or three (3) series should a malfunction be involved);
- c) If the fault is repeated in the same stage of 30 shots in the 25m Rapid Fire Pistol event, or in the Rapid Fire Stage of the 25m Pistol or 25m Center Fire Pistol event, or in the combined 20 second and 10 second stages of the 25m Standard Pistol event, the same procedure must be applied and the athlete must be penalized by a deduction of two (2) points from his score; and
- d) If a third violation of this Rule occurs, the athlete must be disqualified.

8.7.5 **Pistol Events**

See Rule 8.11, **PISTOL EVENT TABLE**

8.7.6 **Competition Rules**

8.7.6.1 **Preparation Time for 25m Events**

- a) Athletes should report to their Range Section, but must wait to be called to their firing points;
- b) Before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the athletes to the line. Only on command, can athletes remove their pistols from their boxes and handle their pistols;
- c) Pre-competition checks by the Jury and Range Officers must be completed before the Preparation Time starts;
- d) Preparation Time begins with the command **“PREPARATION TIME BEGINS NOW.”** During the Preparation Time the targets must be visible, facing the athletes. During the Preparation Time athletes may handle their pistols, dry fire and carry out holding and aiming exercises on the firing line; and
- e) **Preparation Time** allowed before the competition starts is as follows:

25m Standard Pistol	5 minutes
25m Precision Stages	5 minutes
25m Rapid Fire Stages or Events	3 minutes

8.7.6.2 **Specific Rules for 25m Events**

- a) In all 25m events, timing must start at the moment the green lights come on (or the targets begin to face) and stop when the red lights come on (or the targets begin to turn away);



when EST are used, the green lights are on for the required time +0.1 sec.;

- b) The turning of the targets or the switching of lights may be controlled by a Target Operator who is located behind the firing line. His position must not disturb the athlete, but it must be within the sight and hearing of the Range Officer. The targets may also be operated by the Range Officer by means of a remote control system;
- c) **“LOAD.”** In all 25m Training or Qualification events, only one (1) magazine or pistol may be loaded with not more than five (5) cartridges on the command **“LOAD.”** Nothing else is allowed to be inserted into the magazine or cylinder;
- d) If an athlete loads his pistol with more cartridges than he is allowed to load (full series or series completion) or he loads more than one (1) magazine on any command **“LOAD”** he must be penalized by the deduction of two (2) points from his score in that same series;
- e) An athlete who fires a shot or shots before the command **“LOAD”** must be disqualified; and
- f) **“UNLOAD.”** In all events, after the series or stage has been completed, the command **“UNLOAD”** must be given. In any case, immediately upon completing a series (unless there is a pistol malfunction), or when ordered, the athlete must unload the pistol.

8.7.6.3

Specific Rules for the 25m Rapid Fire Pistol Qualification Event

- a) The event is 60 competition shots divided into two (2) stages of 30 shots each. Each stage includes six (6) series of five (5) shots each, two (2) series in eight (8) seconds, two (2) series in six (6) seconds and two (2) series in four (4) seconds. In each series, one (1) shot is fired at each of the five (5) targets within the specified time limit for the series;
- b) Before the beginning of each stage, the athlete may fire one (1) Sighting series of five (5) shots in eight (8) seconds;
- c) All shooting (Sighting and MATCH firing series) is by command. Both athletes in the same Range Section must fire at the same time, but organizers may have more than one (1) Range Section to fire simultaneously under centralized commands;
- d) If a pistol of any of the athletes firing together has a malfunction, the malfunction series must be re-fired by those concerned in the same time stage with the following regular series. The final series of this stage will be fired immediately after all other athletes firing together have completed this time stage. Each Range Section may operate independently;



- e) Before the Range Officer gives the command “**LOAD,**” he must call out the series time (i.e. “**EIGHT SECOND SERIES,**” “**SIX SECOND SERIES,**” etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the athlete. When the Range Officer gives the command “**LOAD,**” athletes must prepare themselves for their series within one (1) minute;
- f) When one (1) minute has expired, the Range Officer will give the command:

“ATTENTION”	The red lights must be switched on (if paper targets are used, they must be turned to the edge-on position) and the athletes must bring their pistols to the READY position.
	When EST are used, the red lights will be switched on. After a delay of 7 sec. +/- 0.1 sec. the green lights will come on for the required time +0.1 sec. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7 sec. (+/- 0.1 sec.), the targets will be turned to face the athletes.

- g) Before each series, the athlete must lower his arm and adopt the READY position;
- h) The green lights come on (if paper targets are used, the targets turn to face the athletes) seven (7) seconds +/- 0.1 sec. after the command “**ATTENTION;**”
- i) Pistols may be raised the moment the green lights come on (or the targets begin to face);
- j) The athlete should fire five (5) shots during each series;
- k) A series is considered as having started after the command “**ATTENTION**”; every shot fired after that must be counted as a MATCH shot;
- l) After the firing of each series, there should be a pause of at least one (1) minute before the next command “**LOAD;**” and
- m) There should be a minimum of 30 min., or longer if the program permits, between the scheduled start times for relays; the published start time for successive relays should be adequate to allow for these relays to start at the published time.

8.7.6.4

Specific Rules for 25m Pistol and 25m Center Fire Pistol



The program for each event is 60 MATCH shots divided into two (2) stages of 30 shots each:

Stage	Number of series and shots	Time limit for each Sighting or MATCH series
Precision Stage	six (6) series of five (5) shots	five (5) minutes
Rapid Fire Stage	six (6) series of five (5) shots	see below

- a) Before the beginning of each stage, the athlete may fire one (1) Sighting series of five (5) shots;
- b) The Range Officer must give the command **“LOAD”** before each series; after the command **“LOAD,”** the athlete must prepare himself within one (1) minute with the correct number of cartridges;
- c) After the command **“UNLOAD”** is given at the end of a sighting or MATCH series, there must be a pause of one (1) minute before the Range Officer gives the command **“LOAD”** to start the next series;
- d) Firing will begin on the appropriate command or signal;
- e) All athletes must complete the Precision Stage before the Rapid Fire Stage may begin;
- f) During each series in the Rapid Fire Stage, the target is shown five (5) times for 3.0 sec. +0.0 – 0.2 sec. or, when EST are used, the green lights come on for 3.1 sec. for each shot; the time between each appearance (the edge-on position) or, when EST are used, when the red lights are on, must be seven (7) sec. ± 0.1 second; one (1) shot only will be fired during each appearance of the target; when EST are used, the green light must go off after 3.1 sec., but the target must continue to record a valid shot for an additional 0.2 sec. “after time” in accordance with Rule 6.4.13;
- g) All athletes will fire the Sighting series as well as all MATCH series at the same time and on the same commands:

“FOR THE SIGHTING SERIES – LOAD”	All athletes load within a time of one (1) minute.
“FOR THE FIRST / NEXT COMPETITION SERIES – LOAD”	All athletes load within a time of one (1) minute.
“ATTENTION”	When EST are used, the red lights will be switched on. After a delay of 7 sec. ± 0.1 sec. the green lights will come on. When paper targets are used, the targets will be turned to the edge-on



	position. After a delay of 7 sec. ± 0.1 sec., the targets will be turned to face the athletes.
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- h) Before each shot the athlete must lower his arm and adopt the READY position;
- i) The pistol must not rest on the bench, or shooting table, during the series; and
- j) A series is considered as having started from the moment the red light is switched on, or the targets turn away from the athlete after the command "**ATTENTION**," every shot fired after that must be counted as a MATCH shot.

8.7.6.5

Specific Rules for the 25m Standard Pistol Event

The event program is 60 MATCH shots divided into 3 stages of 20 shots each. Each stage consists of 4 series of 5 shots:

Stage	Number of series and shots	Time limit for each series
1	four (4) series of five (5) shots	150 sec.
2	four (4) series of five (5) shots	20 sec.
3	four (4) series of five (5) shots	10 sec.

- a) Before the beginning of MATCH firing, the athlete may fire one (1) Sighting series of five (5) shots within a time limit of 150 seconds;
- b) Before the Range Officer gives the command "**LOAD**," he must call out the series time (such as 150 sec. series, or 20 sec. series etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the athlete;
- c) When the Range Officer gives the command "**LOAD**," the athlete must prepare himself immediately for the series within one (1) minute;
- d) When one (1) minute has expired, the Range Officer will give the command:

"ATTENTION"	When EST are used, the red lights will be switched on. After a delay of 7 sec. ± 0.1 the green lights will come on. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7 sec. ± 0.1 , the targets will be turned to face the athletes.
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- e) Before each series, except in the 150 sec. series, the athlete must lower his arm and adopt the READY position;



- f) A series is considered as having started from the moment the red light is switched on, or the targets turn away from the athlete after the command “**ATTENTION,**” every shot fired after that must be counted as a MATCH shot;
- g) When it is necessary to conduct the event in two parts, each part must consist of:

Stage	Number of series and shots	Time limit for each series
1	two (2) series of five (5) shots	150 sec.
2	two (2) series of five (5) shots	20 sec.
3	two (2) series of five (5) shots	10 sec.

- h) Before the beginning of each part of the event, the athlete may fire one (1) sighting series of five (5) shots within a time limit of 150 sec.

8.8

INTERRUPTIONS AND IRREGULARITIES

8.8.1

Interruptions in 25m Events and Stages

If shooting is interrupted for safety or technical reasons (without being the fault of the athlete):

- a) If the elapsed time is **more than 15 min.**, the Jury must allow one (1) extra sighting series of five (5) shots;
- b) In the 25m Rapid Fire Pistol and in the 25m Standard Pistol event, if the series is interrupted it must be annulled and repeated. The repeated series must be recorded and credited to the athlete;
- c) In the 25m Pistol and the 25m Center Fire Pistol events, the interrupted series must be completed. The completed series must be recorded and credited to the athlete; and
- d) In the Precision Stage the time limit is one (1) minute for every shot to be fired to complete the series.

8.8.2

Irregular Shots in 25m Events and Stages

8.8.2.1

Too Many Competition Shots Fired (25m)

If an athlete fires more MATCH shots on a target than the **PISTOL EVENT TABLE** (Rule 8.11) specifies, or more than one (1) shot at one (1) appearance of the target in a Rapid Fire Pistol Series, the highest value hit(s) must be disregarded from the score of that target;

- a) Two (2) points must also be deducted from the score of that series for each extra shot fired in the series;
- b) This penalty is in addition to the penalty of two (2) points that may be imposed when an athlete loads more than the authorized number of cartridges; and



- c) Two (2) points must be deducted on every occasion if two (2) shots are fired during a single exposure of the target in the Rapid Fire stages of the 25m Pistol and the 25m Center Fire Pistol events.

8.8.2.2 Too Many Sighting Shots Fired (25m)

If an athlete **fires more Sighting shots** than are provided for in the **PISTOL EVENT TABLE** (Rule 8.11, or are approved by the Range Officer or Jury, he must be penalized by the deduction of two (2) points from the first series of his MATCH score for each excessive sighting shot fired. This penalty is in addition to the penalty of two (2) points that may be imposed when an athlete loads more than the authorized number of cartridges.

8.8.2.3 Early Or Late Shots (25m)

- a) Any shot(s) fired accidentally after the command “**LOAD,**” but before the start of a MATCH series, must not be counted in the competition and two (2) points must be deducted from the following series. This penalty must not apply in the Sighting series. The athlete who fired accidentally must not continue, but must wait until the other athletes finish that series and then report this to the Range Officer as if he had a malfunction. The Range Officer will then permit him to continue and repeat the series in the same time stage with the following regular series. The final series of the stage will be fired immediately after all athletes have completed that time stage. If this procedure is not followed and the athlete continues the original series, the accidentally fired shot will be scored as a miss (zero); and
- b) In a Precision Stage, if a shot(s) is fired after the command or signal “**STOP,**” that shot must be counted as a miss. If the shot(s) cannot be identified the highest value hit(s) must be deducted from the score of that target and scored as miss(es).

8.8.2.4 Crossfires on Sighting Targets (25m)

If an athlete fires a Sighting shot on the sighting target of another athlete, he must not be allowed to repeat the shot, but will not be penalized. If it cannot be established clearly and quickly which hit(s) belong to whom, the athlete who is not at fault has the right to repeat the sighting shot(s).

8.8.3 Incorrect Range Commands (25m)

- a) If, because of an incorrect command and/or action by a Range Officer, the athlete is not ready to fire when the signal to fire is given, he must hold his pistol pointing down range and raise his free hand, and immediately after the series report this to a Range Officer or Jury Member; and



- b) If the claim is considered justified, the athlete must be allowed to fire the series; or
- c) If the claim is considered not justified, the athlete may fire the series, but must be penalized by the deduction of two (2) points from the score of that series; or
- d) If the athlete has fired a shot after the incorrect command and/or action, the protest must not be accepted.

8.8.4

Disturbances

Should an athlete consider that he was disturbed while firing a shot, he must hold his pistol pointing down range and immediately inform the Range Officer or Jury Member by raising his free hand. He must not disturb other athletes.

IF THE CLAIM IS CONSIDERED JUSTIFIED:

- a) The series (25m Rapid Fire Pistol, 25m Standard Pistol), must be annulled and the athlete may repeat the series; and
- b) The shot (25m Pistol and 25m Center Fire Pistol) must be annulled and the athlete may repeat the shot and complete the series.

IF THE CLAIM IS CONSIDERED UNJUSTIFIED:

- a) If the athlete has finished his series, the shot or series must be credited to the athlete;
- b) If the athlete has not finished his series due to the claimed disturbance, the athlete may repeat or complete the series. Scoring and penalties are as follows;
- c) In the **25m Rapid Fire Pistol Event** the series may be repeated and the score must be recorded as the total of the lowest value hit on each target;
- d) In the **25m Standard Pistol Event** the series may be repeated and the score must be recorded as the total of the five (5) lowest value hits on the target;
- e) In the **25m Pistol and 25m Center Fire Pistol Events** the series may be completed and the score must be recorded;
- f) Two (2) points must also be deducted from the score of the repeated or completed series; and
- g) In any repeated series, all five (5) shots must be fired at the target. Any shot(s) not fired or not hitting the target must be scored as a miss(es).

8.8.5

Timing Irregularity Claims

8.8.5.1

If an athlete considers that the time elapsed between the command specified in the Rules and the green light coming on or the facing of the targets was too fast or too slow, and therefore not according to the time specified in the Rules, he must hold his pistol pointing down range and immediately inform a Range Officer or



Jury Member by raising his free hand. He must not disturb other athletes.

- a) If it is found that his **claim is justified**, he may begin the series again; or
- b) If his claim is found **not justified**, he may fire the series, but a two (2) point penalty must be deducted from the score of that series; and
- c) Once the athlete has **fired the first shot** in the series, such a claim must not be accepted.

8.8.5.2

If an athlete considers that the **time of the series was too short**, he may inform a Range Officer immediately after finishing the series.

- a) The Range Officer and/or Jury must verify the timing of the mechanism; and
- b) If it is confirmed that there has been an error, the protesting athlete's series must be annulled and repeated; or
- c) If the claim is considered not justified, the result of the series must be credited to the athlete and recorded.

8.9

MALFUNCTIONS IN 25M EVENTS

8.9.1

All 25m Pistol Events

Malfunctions during a sighting series may not be claimed, refired or completed. Only one (1) malfunction (either ALLOWABLE or NON-ALLOWABLE) may be claimed in each MATCH stage(s) of a 25m Pistol event as follows:

- a) Once in each 30 shot stage of the 25m Rapid Fire Pistol, 25m Pistol and 25m Center Fire Pistol events;
- b) Once in the 150 sec. stage and once in the combined twenty (20) sec. and ten (10) sec. stages of the 25m Standard Pistol event;
- c) **Interrupted series** (after an ALLOWABLE MALFUNCTION) in the 25m Pistol events will be repeated or completed in the same time stage with the following regular series. The final series of this stage will be fired immediately after all other athletes have completed that time stage; and
- d) The appropriate Malfunction Form (RFPM or STDP) must be used to score repeated malfunction series. Malfunction Forms are found in the General Technical Rules, Rule 6.18.
- e) Malfunctions (ALLOWABLE or NON-ALLOWABLE) in 25m Finals will be decided according to 6.17.4 m) or 6.17.5 l).

8.9.2

Repairing or Replacing a Broken Gun



Should a pistol break or cease to function, the athlete is allowed to repair or replace the pistol. In all cases, the Chief Range Officer must confirm that the pistol cannot function safely and the Jury must be informed.

- a) An athlete is allowed a maximum of 15 min. to repair or replace a pistol in order to resume the competition;
- b) If the repair is likely to take more than 15 min., the athlete, at his request, may be granted more time by the Jury;
- c) If extra repair time is granted, he will complete the competition at a time and place determined by the Jury or he may continue to fire with another pistol of the same type of mechanism (semiautomatic or revolver) and of the same caliber; and
- d) In the 25m events the Jury must allow one (1) extra sighting series of five (5) shots.

8.9.3

Malfunctions in 25m Pistol Events

- a) If a shot has not been fired due to a malfunction, and if the athlete wishes to claim a malfunction, he must hold his pistol pointing down range, retain his grip, and immediately inform a Range Officer by raising his free hand. He must not disturb other athletes.
- b) An athlete may try to correct a malfunction and continue the series, but after attempting any correction, he may not claim an ALLOWABLE MALFUNCTION unless the firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning.
- c) If a malfunction (allowable or nonallowable) occurs in the sighting series, it must not be registered as a malfunction. If an ALLOWABLE MALFUNCTION occurs, the athlete may complete the sighting series by continuing to shoot the unfired shots within the specified time for the sighting series for that event. In precision stages the unfired shots may be fired immediately, in a maximum of two (2) minutes. If a NON-ALLOWABLE MALFUNCTION occurs in the sighting series, no further sighting shots may be fired.

8.9.4

Types of Malfunctions

8.9.4.1

ALLOWABLE MALFUNCTIONS (AM) are:

- a) A bullet is lodged in the barrel;
- b) The trigger mechanism has failed to operate;
- c) There is an undischarged cartridge in the chamber and the trigger mechanism has been released and operated;
- d) The cartridge case has not been extracted or ejected; this applies even if a case catcher is used;



- e) The cartridge, magazine, cylinder, or other part of the pistol has jammed;
- f) The firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning;
- g) The pistol fires automatically without the trigger being released. The athlete must stop firing immediately and must not continue to use such a pistol without the permission of a Range Officer or a Jury Member. When using electronic scoring targets, the first shot will be scored by the system and this will be credited to the athlete. When using paper targets, should the automatically fired shot(s) hit the target, the hit(s) found highest up on the target must be disregarded before the repeat series. After any repeat series, all the shot(s), except those that were disregarded on the one (1) target concerned, must be included to establish the score; or
- h) The slide jams or the empty case is not ejected, this applies even if a case catcher is used.

8.9.4.2

NON-ALLOWABLE MALFUNCTIONS (NAM) are:

- a) The athlete has touched the breech, mechanism or safety catch or the pistol has been touched by another person before being inspected by the Range Officer;
- b) The safety catch has not been released;
- c) The athlete did not load his pistol;
- d) The athlete loaded fewer cartridges than prescribed;
- e) The athlete did not allow the trigger to return far enough after the previous shot;
- f) The pistol was loaded with the wrong ammunition;
- g) The magazine was not inserted correctly, or had fallen out during shooting unless this is due to damage to the mechanism; or
- h) The malfunction is due to any cause that could reasonably have been corrected by the athlete.

8.9.4.3

Determining the Cause of a Malfunction

If the external appearance of the pistol does not show an obvious reason for the malfunction and there is no indication, and the athlete does not claim that there may be a bullet stuck in the barrel, the Range Officer must take the pistol without interfering with or touching the mechanism, point the pistol in a safe direction and pull the trigger one time only to determine whether the trigger mechanism had been released.

- a) If the pistol is a revolver, the Range Officer must not pull the trigger unless the hammer is in the cocked position;



- b) If the pistol does not discharge, the Range Officer must complete the examination of the pistol to determine the cause of the malfunction and to decide whether or not the malfunction is allowable; and
- c) The Range Officer decides, after inspection of the pistol, that there is an ALLOWABLE MALFUNCTION or a NON-ALLOWABLE MALFUNCTION.

8.9.4.4

In the case of a NON-ALLOWABLE MALFUNCTION, every shot that is not fired will be scored as a miss (zero). No re-fire or completion is permitted. Only the values of shots fired will be credited to the athlete. The athlete may continue to shoot the remainder of the event.

8.9.4.5

ALLOWABLE MALFUNCTION Procedures – 25m Rapid Fire Pistol and 25m Standard Pistol

- a) If an ALLOWABLE MALFUNCTION occurs during a 25m Rapid Fire Pistol Men or 25m Standard Pistol Men series, record the scores of the shots that were fired on first line of the Malfunction Form (Form RFPM or Form STDP); and
- b) The athlete must fire all five (5) shots at the target(s) in any repeat series. After the repeat series, record the scores of all shots fired on the second line of the Malfunction Form; any shots not hitting the target or late shots, fired or unfired, must be scored as zero(es); or
- c) If a second malfunction occurs in the repeat series, first record the scores of the shots fired in the repeat series on the second line of the Malfunction Form. Next determine which series (competition series/first line or repeat series/second line) has the highest number of shots recorded, then record zero(s) for any unfired shots only in the series with highest number of shots, and
- d) Determine the scores of the five shots to be counted for the series and record them on the third line of the Malfunction Form (“Final Score”):
 - RFPM: The five lowest value scores for each of the five targets.
 - STDP: The five lowest value scores from all scored shots.

8.9.4.6

ALLOWABLE MALFUNCTION Procedures – 25m Pistol and 25m Center Fire Pistol

Precision and Rapid Fire Stages:

- a) The number of shots is recorded and the series may be completed;
- b) Shot(s) to complete the series (series completion) must be fired in the next competition series; in the Precision Stage a time of one (1) minute will be allowed for each shot to be



fired; in the Rapid Fire Stage, the series completion must start on the first exposure;

- c) Any shot(s) not fired or not hitting the target must be scored as miss(es) (zero(s));
- d) The five-shot series must be scored in the normal manner; and
- e) Use Form IR to report series completion.

8.10

FAILURE OF EST OR PAPER TARGET SYSTEMS

8.10.1

Failure of ALL targets on a Range or Range Section

- a) The expired shooting time must be recorded by the Chief Range Officer and the Jury;
- b) All completed MATCH shots of each athlete must be counted and recorded. In the event of a range power supply failure, this may involve waiting until power is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established;
- c) After the targets are repaired and the full range, or Range Section, is in operation, an additional Sighting series and a one (1) minute pause will be given before starting the completion of the series in accordance with the following rules;
- d) **25m Pistol and 25m Center Fire Pistol Events.** The athletes will COMPLETE the series of five shots in the same way as for an ALLOWABLE MALFUNCTION. The athlete should fire the number of shots that had not been recorded by the target when the failure occurred.
- e) **25m Standard Pistol and 25m Rapid Fire Pistol Events.** If the series was not completed and recorded, it will be annulled and repeated. If the five (5) shots were recorded for any athlete, the series score will be recorded and no repetition will be permitted by that athlete.

8.10.2

Failure of a Single Target or Target Group

If there is a failure of a single target or group of five targets (25m Rapid Fire Pistol event) that cannot be repaired immediately, the athlete will be moved to another firing position in the same, or a following relay. After the problem is resolved, a separate sighting series and a one (1) minute pause will be given before the firing of the next series in accordance with the rule above (8.10.1).

8.10.3

Failure to Register or Display a Shot

If there is a complaint concerning **failure to register or display a shot on the monitor(s) of 25m** Electronic Scoring Target systems, or the monitor shows a zero (0) that was not expected:



- a) In the Precision Stages of 25m Pistol and 25m Center Fire Pistol events and in the 150 sec. series of the 25m Standard Pistol event, the athlete must immediately (before the next shot) inform the nearest range official of the failure;
- b) In the Rapid Fire Stages of the 25m Pistol and 25m Center Fire Pistol events and in the Rapid Fire Stages of the 25m Standard Pistol event, the athlete must continue the five (5) shot series and must inform the nearest range official of the failure immediately after the end of the series;
- c) The athlete will then be directed to complete the series at a time decided by the Jury; and
- d) There will be no repeat series. The score will be determined by the RTS Jury. After the series has been completed, the Procedure for Examination of Electronic Scoring Targets (6.10.8) will be applied.





8.11 PISTOL EVENT TABLE

Event	Men/ Women	Number of shots	Number of Shots per competition target (paper)	Number of Sighting Targets (paper)	Number of Sighting Shots	Scoring and Patching Paper Targets	Time Limits	Preparation and Sighting Time
10m Air Pistol	Men Women	60 40	1	4	Unlimited during Preparation and Sighting Time	In the RTS Office	75 minutes (60) 50 minutes (40) 90 minutes (60) or 60 minutes (40), if EST are not available	15 Minutes
50m Pistol	Men	60	5	2	Unlimited during Preparation and Sighting Time	In the RTS Office	1 hour 30 minutes, 1 hour 45 minutes, if EST are not available	15 Minutes
25m Rapid Fire Pistol	Men	60	7 shots per target per stage (1 sighting series plus 6 Match series) New targets after each stage		1 series of 5 shots in 8 seconds in each stage	After every 5 shot series	2 stages of 30 shots of 2 five-shot-series in 8, 6, 4 seconds	3 Minutes Preparation
25m Pistol	Women	60	10	1	1 series of 5 shots in each stage	After every 5 shot series	Precision Stage: 30 shots of 6 five-shot- series in 5 minutes Rapid Fire Stage:	Precision Stage: 5 Minutes Preparation
25m Center Fire Pistol	Men	60	10				30 shots of 6 five-shot- series in the rapid fire program	Rapid Fire Stage:
25m Standard Pistol	Men	60	10				4 five-shot-series in 150, 20, 10 seconds	3 Minutes Preparation



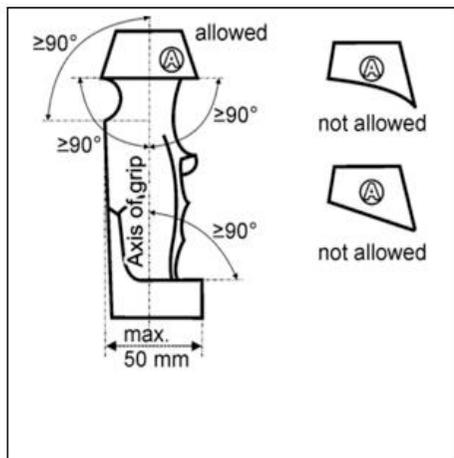
8.12 PISTOL SPECIFICATION TABLE

Pistol Type	1) Pistol Weight 2) Trigger Pull	Measuring Box (mm)	Barrel Length Sight Radius	Grips	Other specifications
10m Air Pistol	1) 1500 g max. 2) 500 g min.	420 x 200 x 50	Box Size Only	See below	May only be loaded with one (1) pellet. Ported barrels and perforated barrel attachments are allowed.
50m Pistol	1) No Restriction 2) No Restriction	No Restriction	No Restriction No Restriction	Special grips are permitted	May only be loaded with one (1) cartridge. Hand covers will be permitted, providing they do not cover the wrist.
25m Rimfire Pistol	1) 1400 g max. 2) 1000 g min.	300 x 150 x 50	max. 153 mm max. 220 mm	See below	Compensators, muzzle brakes, perforated barrels or any device(s) functioning in a similar manner are not allowed.
25m Center Fire Pistol	1) 1400 g max. 2) 1000 g min.				
<p>a) 10m Air Pistol Grips: No part of the grip, frame or accessories may touch any part of the wrist. The heel rest must extend at an angle of not less than 90 degrees to the grip. This applies to the heel rest in front and behind the grip as well as on the sides. Any upward curvature of the heel and/or thumb rest and/or a downward curvature of the side opposite the thumb is prohibited. The thumb rest must allow free upward movement of the thumb. The grip must not encircle the hand. Curved surfaces on the grips or frame, including the heel and/or thumb rest, in the longitudinal direction of the pistol are permitted.</p>					
<p>b) 25m Pistol Grips: Note a) applies. In addition, the rear part of the frame or grip which rests on top of the hand between the thumb and the forefinger, must not be longer than 30 mm from the point where the grip first touches the top of the hand forward to the deepest part of the grip. The back (rear) part of the grip must be cut so that it angles upward from that point by not less than 45 degrees.</p>					
<p>c) The weight of the pistol is measured with all accessories, including balancing weights and unloaded magazine.</p>					
<p>d) Measuring Box: The pistol is measured with all accessories in place (if an Air Pistol is used with a magazine it may be measured with the magazine removed). A manufacturing tolerance of the rectangular Measuring Box of 0.0 mm to + 1.0 mm in each dimension is permitted.</p>					

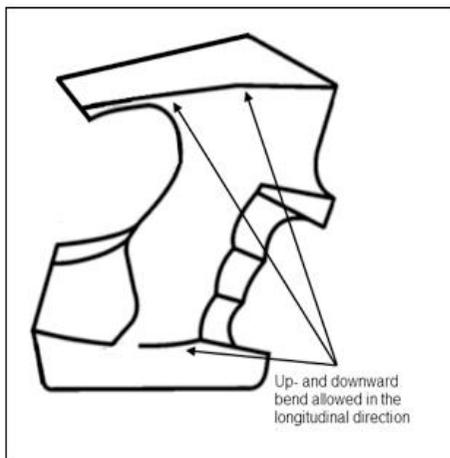


8.13 PISTOL CONFIGURATION DRAWING (10m and 25m PISTOLS)

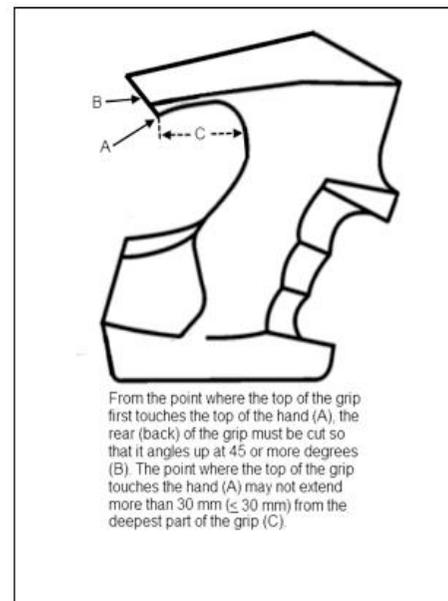
For 10m and 25m Pistols



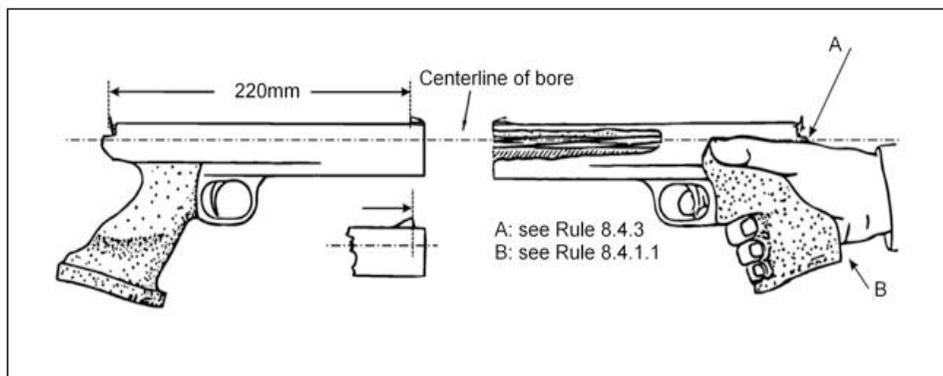
For 10m and 25m Pistols



For 25m Pistols Only



For 25m Pistols Only





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**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

SHOTGUN RULES

FOR

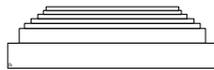
Trap

Double Trap

Skeet

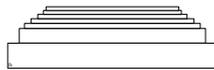
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9.1 GENERAL

9.1.1 These Rules are part of the ISSF Technical Rules and apply to all Shotgun events.

9.1.2 All athletes, coaches, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

9.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

9.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

9.1.5 Where figures and tables in these rules contain specific information, the specific information in these figures and tables has the same authority as the numbered rules.

9.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See ISSF General Technical Rules, Rule 6.2.

9.2.1 The safety of athletes, range personnel and spectators requires continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility vests or jackets. Self discipline is necessary on the part of all.

9.2.2 Carrying Guns

To ensure safety, all shotguns, even when empty, must be handled with maximum care at all times (penalty - possible **DISQUALIFICATION**).

- a) Conventional double barrel guns must be carried empty with the breech visibly open;
- b) Semi-automatic guns must be carried with the breech bolt visibly open, with a safety flag inserted, and the muzzle pointed in a safe direction, up to the sky or down towards the ground only;
- c) Shotguns not in use must be placed in a gun rack, locked gun case, armory or other secure place;
- d) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given;
- e) Cartridges must not be loaded in the gun until the athlete is standing on the shooting station, facing the traps with the gun pointed towards the target flight area and after the Referee has given permission (Exceptions, see Rule ~~9.7.2.i~~ and 9.9.2.g);
- f) When shooting is interrupted, the gun must be opened and any cartridges ~~and~~ or empty cartridge cases must be removed;
- g) No athlete may turn from the shooting station before his gun



is open and empty;

- h) After the last shot and before leaving the range or placing the gun on a rack, armory etc., the athlete must ascertain and the Referee must verify that there are no cartridges or empty cartridge cases in the chamber and/or magazine; and
- i) The handling of closed guns is prohibited when operating personnel are forward of the firing line.

9.2.3

Aiming

- a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated supervised areas;
- b) Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited; and
- c) Aiming in any area other than in designated dry firing areas is prohibited.

9.2.4

Shooting and Test Firing

- a) Shots may be fired only when it is the athlete's turn and the target has been thrown;
- b) By permission of the Referee, test firing of shotguns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day;
- c) Test firing of shotguns is also permitted for each athlete prior to the start of a Final or any shoot-offs before a Final;
- d) Test shots **must not be fired into the ground** within the shooting areas; and
- e) Test firing of a shotgun after a gun repair is permitted, but it must be arranged with the Chief of Referees or the Chief Range Officer.

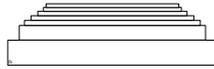
9.2.5

“STOP” Command

- a) When the command or the signal **“STOP”** is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe;
- b) No shotgun may then be closed until the command to continue (**“START”**) has been given;
- c) Shooting may only be resumed at the appropriate command (**“START”**) or signal; and
- d) Any athlete who handles a closed gun after the **“STOP”** command has been given, without the permission of the Referee, may be disqualified.

9.2.6

Commands



- a) All range commands must be given in the English language;
- b) The Referees or other appropriate range officials are responsible for giving the commands “**START**,” “**STOP**” and other necessary commands; and
- c) The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.7 **Eye And Ear Protection**

- a) All athletes and other persons in the vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection;
- b) Ear protectors incorporating any type of radio receiving device are not permitted; and
- c) All athletes, Referees and officials are urged to wear shatterproof shooting glasses or similar eye protection.

9.3 **RANGE AND TARGET STANDARDS**

- a) Clay target standards are found in GTR 6.3.6.
- b) Range standards for Shotgun ranges are found in GTR 6.4.17-6.4.20.
- c) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, trap computer, etc.) once set by the Referee or Jury. For a first violation, a **WARNING (Yellow Card)** will be given to the athlete; a second violation will result in a one (1) hit point **Deduction (Green Card)** from the last hit target in the last completed round. Any subsequent occurrence will result in **Disqualification (Red Card)**. The deliberate switching off of the trap computer will result in an immediate disqualification.

9.4 **EQUIPMENT AND AMMUNITION**

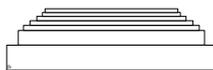
9.4.1 **Equipment Restrictions**

Athletes must use only equipment and clothing that comply with ISSF Rules. Any gun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, including accessories or methods or systems used to facilitate the counting of targets or the use of colored wads is prohibited (see GTR 6.1.4).

For a violation of these Rules, the athlete must receive a **Warning (Yellow Card)** for the first occurrence. ~~and disqualification for~~ For a repeat violation, the athlete must receive a **Deducton (Green Card)** of five (5) targets from the last five (5) hit targets in the last completed round.

9.4.1.1 **Equipment Control**

Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF Championships comply with ISSF



Rules. The Shotgun Jury is responsible for checking athletes' equipment to ensure compliance. The Jury must provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training day so that athletes, if they wish, may have their equipment checked prior to the competition. To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules for guns or Skeet marker tapes must be disqualified.

9.4.1.2 Equipment on the Field of Play / Shooting Area

Any equipment or accessories on the field of play/shooting area shall be deemed as available for use by the athlete concerned and will be subject to inspection/check by the Jury. Penalties will be applied.

9.4.2 Shotguns

9.4.2.1 Types of Shotguns

All types of smoothbore shotguns, including semi-automatics, but excluding pump action shotguns, may be used, provided their caliber does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used. Shotguns must not have a camouflage finish.

9.4.2.2 Release Triggers

Guns with any type of "release" trigger actions are prohibited.

9.4.2.3 Slings

Slings or straps on guns are prohibited.

9.4.2.4 Magazines

Guns with magazines must have the magazine blocked so that it is not possible to put more than one (1) cartridge in the magazine.

9.4.2.5 Changing Guns

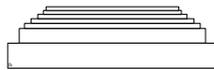
The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

9.4.2.6 Compensators

The addition of compensators and similar devices fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted for Skeet, but prohibited in Trap and Double Trap (see 9.4.2.7 b)).

9.4.2.7 Ported Barrels and Ported Interchangeable Chokes

- a) Ported barrels are permitted, provided they do not extend back further than 20 cm as measured from the end of the muzzle; and
- b) Ported interchangeable chokes are permitted, provided their porting plus any barrel porting does not exceed 20 cm as measured from the muzzle end of the interchangeable fitted choke.

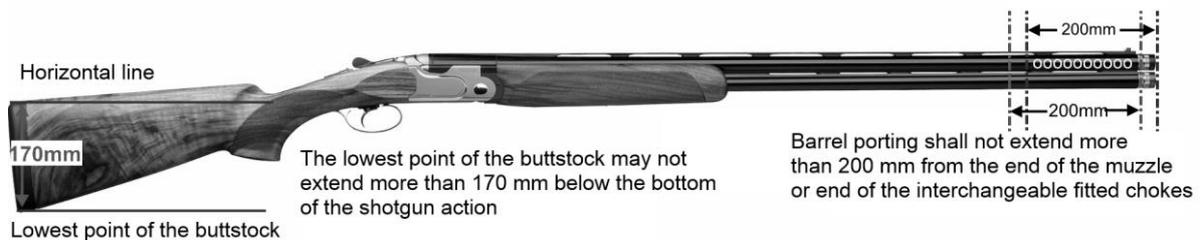


9.4.2.8 **Optical Sights**

All devices fitted to the gun that have magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target, are prohibited.

9.4.2.9 **Buttstock Depth**

The lowest point of the buttstock or toe of the butt plate may not be more than 170 mm below a horizontal line extending from the bottom of the shotgun action (see illustration).



9.4.3 **Ammunition**

9.4.3.1 **Cartridge Specifications**

Cartridges permitted in ISSF competitions must meet the following specifications:

- a) Shot charge must not exceed 24.0 g (+0.5 g tolerance). To determine if an athlete is using cartridges that comply with this rule, the cartridge inspection procedure must determine that the average weight of the cartridges selected for testing (see 9.4.3.2) does not exceed the maximum shot charge plus tolerance (24.5 g);
- b) Pellets must be spherical in shape;
- c) Pellets must be made of lead, lead alloy or of any other ISSF approved material;
- d) Pellets must not exceed 2.6 mm in diameter;
- e) Pellets may be plated;
- f) Only transparent or translucent wads with no color may be used;
- g) Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and
- h) No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

9.4.3.2 **Cartridge Inspection**

The Equipment Control or Shotgun Jury must implement a cartridge inspection procedure that is approved by the ISSF Executive Committee. Specific details for conducting the cartridge inspection procedure are found in the ***Shotgun Equipment Control Guide*** that is available from ISSF Headquarters.

- a) The Referee or Jury Member may remove an unfired cartridge



- from the athlete's gun for inspection;
- b) A Jury member or the Referee may take an athlete's cartridges for inspection at anytime when the athlete is in the shooting area; and
- c) If an athlete uses ammunition that is not in accordance with Rule 9.4.3.1 a), he must be **Disqualified (Red Card)**.

9.5

COMPETITION OFFICIALS

9.5.1

General

All persons who are designated to serve as officials in ISSF competitions must possess valid qualifications appropriate to the level of the competition. When on duty, all Jury Members are required to wear the ISSF Jury (red) Vest that must be purchased from ISSF Headquarters. When on duty, all Referees are required to wear the ISSF Shotgun Referee (blue) Vest that must be purchased from ISSF Headquarters.

9.5.2

Jury

9.5.2.1

Duties Before the Competition Starts

Before the competition starts, the Jury must:

- a) Check the ranges to ensure that they comply with these Rules;
- b) Ensure that targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is prepared to conduct the competition; and
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked.

9.5.2.2

Duties During the Competition

During the competition, the Jury must:

- a) Supervise the competition;
- b) Advise and assist the Organizing Committee;
- c) Ensure the correct application of the shooting regulations;
- d) Check the athlete's gun, ammunition and equipment;
- e) Check that the targets are set correctly after a trap machine breakdown;
- f) Make random checks during Qualification Rounds to ensure compliance with Preparation Time Limits;
- g) Make random checks during Competition to ensure compliance with the rules concerning guns, ammunition, shooting vests and other clothing;
- h) Deal with protests that are properly submitted;
- i) Enforce the ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/Advertising Rules;
- j) Make decisions regarding penalties;
- k) Implement sanctions where appropriate; and
- l) Make decisions in any cases that are not provided for in the Rules, or are against the spirit of these rules.



9.5.3 Chief Range Officer

9.5.3.1 The Chief Range Officer is appointed by the Organizing Committee. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment. He should hold a valid ISSF Shotgun Referee's or Judge's license.

9.5.3.2 The Chief Range Officer is responsible for:

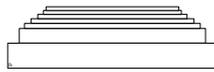
- a) Fulfilling all technical and logistic issues with regard to preparation and proper conduct of a competition; and
- b) Performing all duties listed below in close cooperation with the Technical Delegate, Jury, Organizing Committee, Chief of Referees, the Classification Office and other staff members.

9.5.3.3 The duties of the Chief Range Officer are:

- a) To give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun championships events;
- b) To give instructions and supervise preparation of auxiliary facilities such as gun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;
- c) To give direction and supervise the preparation of clay targets for training and competition;
- d) To provide special ("Flash") targets filled with colored powder for the Finals and any shoot-offs in the Finals;
- e) To ensure that the traps are adjusted according to the settings of the day;
- f) To ensure that all necessary range systems are functioning properly;
- g) To ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the athletes, scorekeepers etc.);
- h) To assist the Organizing Committee to prepare training shooting schedules as well as shooting programs for the competition;
- i) To assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- j) To make decisions, with the approval of the Jury, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons; and
- k) Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4 Chief Of Referees

9.5.4.1 The Chief of Referees must be appointed by the Organizing Committee. He must possess an ISSF Shotgun Referee's license and must have a wide experience in Shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.



9.5.4.2

The duties of the Chief of Referees, in general, are:

- a) To assist the Organizing Committee in the selection and appointment of the Referees;
- b) To supervise the Referees and Assistant Referees;
- c) To give instruction and information to the Referees and Assistant Referees;
- d) To prepare the schedules and assignments for the Referees;
- e) To make decisions in cooperation with the Jury, such as when and on which ranges a athlete who had to leave his squad to repair a gun malfunction or was declared “**ABSENT**” may be permitted to complete his round; and
- f) To keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges;

9.5.5

Referees

9.5.5.1

Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees and must:

- a) Possess an ISSF Shotgun Referee’s license and a current Eyesight Certificate;
- b) Have wide experience in Shotgun shooting; and
- c) Have a thorough knowledge of Shotgun and ISSF Rules applying to the competition.

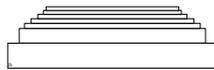
9.5.5.2

The main functions of the Referee are:

- a) To check that the correct squad of athletes is present on the range before the start of a round;
- b) To ensure that the correct procedure is used to declare an athlete “**ABSENT**” (see **Rule 9.16.4.3 for “ABSENT athlete**);
- c) To make immediate decisions regarding **HIT** targets (in all doubtful cases or a disagreement made by the athlete, the Referee **must** consult with the Assistant Referees before making a final decision);
- d) To make immediate decisions regarding **LOST** targets (the Referee must give a clear and distinct signal for all targets declared “**LOST**”);
- e) To make immediate decisions regarding “**NO TARGETS**” and **IRREGULAR** targets (if possible, the Referee must call “**NO TARGET**” or give some signal before the athlete fires);

Note: Irregular targets require an immediate decision by the Referee.

- f) To issue **Warnings (Yellow Card)** or automatic **Deductions (Green Card)** for rule violations where appropriate;
- g) To ensure that the result of each shot is correctly recorded;
- h) To ensure that the athletes are not disturbed;
- i) To monitor illegal coaching; non-verbal coaching is allowed (6.12.5.1);
- j) To rule on any protests received from an athlete;
- k) To rule on disabled guns;



- l) To rule on malfunctions;
- m) To ensure the correct conduct of the round; and
- n) To ensure the application of the safety rules.

9.5.5.3 **Warnings Issued by the Referee**

- a) The Referee must give **Warnings** for rule violations (**Yellow Card**) and must note such warnings on the official range scorecard; but
- b) The Referee may not assess penalties or disqualifications that fall under the responsibility of the Jury.

9.5.6 **Assistant Referees**

9.5.6.1 The Referee must be assisted by two (2) or three (3) Assistant Referees:

- a) Who are usually appointed in rotation from among the athletes who fired in the previous squad;
- b) All athletes must serve in this function when designated;
- c) The Organizing Committee may provide substitute qualified Assistant Referees;
- d) The Referee may accept experienced substitutes; and
- e) A coach must not be a substitute if there is an athlete of the same nation in the squad.

9.5.6.2 **The main duties of an Assistant Referee are:**

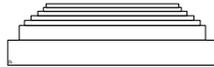
- a) To watch each target thrown;
- b) To carefully observe whether a target is broken before the shot is fired;
- c) To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target(s) is/are **"LOST;"**
- d) If required, to mark the result of the Referee's decision regarding each shot on the official scorecard;
- e) If asked, to advise the Referee on any other matters relating to the targets;
- f) To be positioned in such a way that they can observe the whole unobstructed shooting area;
- g) To indicate to the Referee in a Skeet event if the target is not hit within the boundaries; and
- h) To advise the Jury in case of a protest.

9.5.6.3 **Absent Designated Assistant Referee**

If an athlete has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by the Jury by the deduction of one (1) point for each refusal, to be deducted from his ~~final result~~ last hit target in the last completed round.

Continued refusals may result in disqualification from the competition.

9.5.6.4 **Advising the Referee**



The Referee must always make the final decision. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.

9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES

9.6.1 Shotgun Events Are:

Trap Men and Trap Women

Double Trap Men And Double Trap Women

Skeet Men And Skeet Women

The programs for each event are:

EVENT	Number of Targets	
	Individual Men	Individual Women
Trap (in rounds of 25)	125 + Finals	75 + Finals
Double Trap (in 5 or 4 rounds of 30 targets each)	150 + Finals	120
Skeet (in rounds of 25)	125 + Finals	75 + Finals

9.6.2 Training

9.6.2.1 Pre-Event Training

- a) Must be provided for each event on the day before the start of the official competition on the same ranges and the same make and color of targets as are to be used in the official competition;
- b) The Jury must check that the targets are set correctly for all Pre-Event Trainings;
- c) All training times must be allocated fairly between those athletes present so that no advantage is given; and
- d) For Skeet, two extra Doubles shall be provided (reverse Doubles on Stations 3 and 5 may be selected).

9.6.2.2 Unofficial Training

All range availability for unofficial training is the responsibility of the Organizing Committee, which must:

- a) Ensure that unofficial training must not interfere with any scheduled competition events;
- b) Be allocated fairly between those nations present so that no advantage is given; and
- c) Ensure that all team leaders present are informed of any unofficial training schedules.

9.7 TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS *moved from former 9.13*

9.7.1 Regular Target

- a) A regular target is one (1) whole target called by the athlete



- and released according to the Rules; and
- b) A regular Double is two (2) whole targets called by the athlete and released simultaneously according to the Rules.

9.7.2 Irregular Target

An irregular target is a target that is not thrown according to the Rules. An irregular Double occurs when;

- a) One (1) or both of the targets are irregular;
- b) The targets are not thrown simultaneously;
- c) Only one (1) target emerges; or
- d) Either target emerges “broken.”

9.7.3 “Broken” Target

- a) A “broken” target is any target that is not whole in accordance with the General Specifications for Clay Targets (GTR 6.3.6.1); and
- b) A “broken” target is a **“NO TARGET”** target and must always be repeated.

9.7.4 “HIT” Target

- a) A target is declared as **“HIT”** when a regular target is thrown and hit according to the event Rules and at least one (1) visible piece is broken from it;
- b) A target that is only “dusted,” but from which no visible piece is seen, is not a **“HIT;”**
- c) Where “flash” (powder filled) targets are used, a target must also be declared as **“HIT”** when there is visible emergence of powder after a shot is fired; and
- d) All decisions regarding **“HIT,” “LOST,” “IRREGULAR”** or **“NO TARGET”** targets rest finally with the Referee.

Note: It is prohibited to pick up a clay target from the range to determine whether or not it was a **“HIT.”**

9.7.5 “LOST” Target(s)

A target(s), must be declared **“LOST”** when:

- a) It is not hit during its flight within the shooting boundaries;
- b) It is only “dusted” and no visible piece is broken from it;
- c) The athlete does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the athlete from firing;
- d) The athlete is not able to fire his gun for any reason attributable to the fault of the athlete;
- e) The athlete is not able to fire because he has not released the “safety,” the “safety” has slipped to “safe” or he has forgotten to load;
- f) In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- g) If after a malfunction the athlete has opened the gun or has touched the safety before the Referee has examined the gun; or
- h) It is the third or subsequent malfunction in the same round.



9.7.6

“NO TARGETS”

- a) A **“NO TARGET”** is irrelevant to the competition and must always be repeated;
- b) The Referee must, if possible, call **“NO TARGET”** before the athlete fires, but if he calls **“NO TARGET”** after the athlete fires, a **“NO TARGET”** must be declared regardless of whether the targets were hit or not; and
- c) After a **“NO TARGET”** is declared the athlete may open the gun and reposition himself.

9.8

COMPETITION RULES FOR TRAP

9.8.1

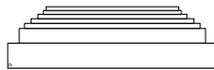
Conduct of a Round of Trap

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand in the marked area (Station 6) behind Station 1 ready to move to Station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command **“START.”**

9.8.2

Method

- a) When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly for the target, after which the target must be thrown at once;
- b) When the result of the shot(s) is/are known the second athlete must do likewise, followed by the third athlete and so on;
- c) When the athlete has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual;
- d) Two (2) shots may be fired at each target except that in Finals Rounds and any shoot-offs before or during Finals when only one (1) shot may be fired. If an athlete fires two (2) shots, the target will be declare **“LOST”** whether it was hit or not by either of the shots;
- e) After athlete No.1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- f) This whole sequence must continue until all athletes have each shot at 25 targets (2 left, 2 right and 1 center from each of the five stations);
- g) Once the round has started an athlete may close the gun only after the previous athlete has completed his turn;
- h) An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and a result is registered, except when the athlete has completed shooting on Station 5; in this case he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by;



- i) All guns must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1;
- j) Any athlete who loads his/her shotgun on Station 6 or carries his gun loaded between stations 5 and 6 must be given an initial **Warning (Yellow Card)**; any further occurrences in the same round will result in **Disqualification (Red Card)**; and
- k) No athlete having shot on one (1) station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.8.3 Preparation Time Limit

- a) An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command “**START;**”
- b) In case of non-compliance with this time limit, the penalties provided in the rules will be applied;
- c) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and
- d) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be monitored by an electronic timing device (9.18.2.5) which must be managed by a Referee selected from among the appointed Competition Referees (9.18.2.6.b).

9.8.4 Interruptions

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target from each machine in the group on which the interruption occurred before the competition resumes.

If a technical malfunction requires a restart of the target sequencer, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

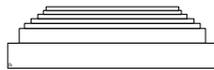
9.8.5 Target Distances, Angles and Elevations

9.8.5.1 Trap Setting Table

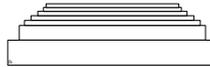
Each trap machine must be set before the start of the competition each day to one (1) of the **Trap Setting Tables I - IX** drawn by lot, under the supervision of the Technical Delegate and Jury.

9.8.5.2 Preferred Special Settings for the Trap Event

Two (2) Day Competition (75 + 50)		
	1st DAY	2nd DAY
	75 Targets	50 Targets



3 Ranges	3 settings (different setting for each range)	Changed - but same setting for all ranges	
4 Ranges	Same setting for all ranges	Changed but same setting for ranges 1 and 3 and changed but same setting for ranges 2 and 4	
or Two (2) Day Competition (50 + 75)			
	1st DAY	2nd DAY	
	50 Targets	75 Targets	
3 Ranges	Same setting for all ranges	Changed but different setting for each range	
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed but same setting for all ranges	
Three (3) Day Competition (50 + 50 + 25)			
	1st DAY	2nd DAY	3rd DAY
	50 Targets	50 Targets	25 Targets
3 Ranges	Same setting for all ranges	3 settings (changed but different setting for each range)	
or			
3 Ranges	Same setting for all ranges	Changed – but same setting for all ranges	Changed – but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed – but same setting for all ranges	Changed – but same setting for all ranges
or			
4 Ranges	Different setting for each range	Changed – but same setting for all ranges	
or Three (3) Day Competition (50 + 25 + 50)			
	1st DAY	2nd DAY	3rd DAY
	50 Targets	25 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)		Changed – but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed - but same setting for all ranges	Changed – but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4
or Three (3) Day Competition (25 + 50 + 50)			
	1st DAY	2nd DAY	3rd DAY



	25 Targets	50 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)		Changed - but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed – but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed – but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4
Two (2) or Three (3) DAY Competitions			
5 Ranges	5 settings (different setting for each range)		

If the above special settings are not used then the squads must be scheduled in such a way that, whenever possible, each squad should shoot:

- a) the same number of times on each range in use;
- b) the same number of times on a particular setting.
- c) whenever possible the settings used in Unofficial, Official or Pre-Event Training must be different from those used during the competition.
- d) If the Organizing Committee together with the Jury decide that the Trap competition for any group of athletes (e.g.: men, women or juniors) is to be conducted on only one (1) separate range, the settings must be changed after all athletes in this group have completed fifty (50) targets (except in a World Cup Final competition).

9.8.5.3 **Target Limits**

Targets must be set according to the selected schemes in **Tables I – IX** (1-9) and within the following limits:

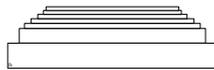
- a) Height at 10 m -- 1.5 m to 3.0 m with a tolerance of +/- 0.15 m;
- b) Angle -- maximum 45 degrees left or right; and
- c) Distance -- 76.0 m +/- 1.0 m (as measured from the front edge of the pit roof).

9.8.5.4 **Trap Setting Procedure**

Each machine must be set to throw the target as follows:

- a) Adjust angle to the zero (0) degrees, straight forward position;
- b) Adjust spring tension and height at 10 m forward of the front edge of the trap pit to obtain the required elevation and distance; and
- c) Adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap pit roof.

9.8.6 **Jury Checks**



9.8.6.1

Trial Targets

- a) Each range must be set before the start of the competition each day, these settings must be examined, approved and sealed by the Jury;
- b) Each day, after the traps have been adjusted and approved by the Jury, one (1) trial target must be thrown from each machine, in sequence, before the start of the competition;
- c) Trial targets may be observed by the athletes; and
- d) All athletes, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

9.8.6.2

Irregular Trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

9.8.7

Refused Target

An athlete may refuse a target if:

- a) A target is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for the target, was visibly disturbed by some external cause; or
- c) The Referee agrees that the target was irregular.

Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.8.8

“NO TARGET”

9.8.8.1

A **“NO TARGET”** target is one that is not thrown according to these Rules:

- a) A **“NO TARGET”** decision is always the Referee's responsibility;
- b) A target declared a **“NO TARGET”** by the Referee must always be repeated from the same trap (whether hit or not). However the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and
- c) A Referee should attempt to call **“NO TARGET”** before the athlete fires. However, if the Referee calls **“NO TARGET”** as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was HIT or not.

9.8.8.2

A **“NO TARGET”** target must be declared even if the athlete has fired when:

- a) A broken or irregular target emerges;
- b) A target of a distinctly different color from that of the others being used in the Competition or Pre-Event Training is thrown;
- c) Two (2) targets are thrown;
- d) The target is thrown from a machine in another group;
- e) An athlete shoots out of turn;
- f) Another athlete fires at the same target;
- g) The Referee is satisfied that the athlete, after calling for the



- target, was visibly disturbed by some external cause;
- h) The Referee detects an initial violation of the athlete's foot position in a round;
 - i) The Referee detects an initial violation of the time limit;
 - j) The Referee, for any reason, can not decide whether the target was HIT or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);
 - k) The shot is discharged involuntarily before the athlete has called for the target (however, if the athlete then fires at the target with the second shot, the result must be scored); or
 - l) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and **must be missed with the first shot** and hit only with the second shot. If the target is hit with the first shot, it must be declared **"LOST."**

9.8.8.3

A **"NO TARGET"** target must be declared **provided that the Athlete has NOT fired** when:

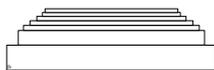
- a) A target is thrown before the athlete's call;
- b) A target is not released immediately after the athlete's call (see **Note**);
- c) A target's trajectory is irregular (see **Note**);
- d) There is an allowable malfunction of gun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored.

Note: Unless the Referee calls **"NO TARGET"** before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

9.8.8.4

A target must be declared **"LOST"** when:

- a) It is not hit during its flight;
- b) It is only "dusted" and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- d) After a malfunction of gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun;
- e) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round;
- f) The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
- g) The athlete is not able to fire his gun because he has not



- released the safety or has forgotten to load;
- h) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6); or
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6).

9.9

COMPETITION RULES FOR DOUBLE TRAP

9.9.1

Conduct of a Round of Double Trap

- a) Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard;
- b) The sixth athlete must stand in the marked area behind Station 1 (Station 6) ready to move to Station 1 as soon as the first athlete has shot at a regular Double and the results are known; and
- c) The Referee must ensure that all preliminary procedures are completed (names, numbers, Assistants Referees, test firing, viewing of targets etc.) give the command "**START.**"

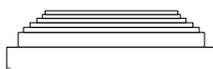
9.9.2

Method

- a) When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly for the Double after which the Double must be thrown immediately;
- b) When the result of the shots are known the second athlete must do likewise, followed by the third athlete and so on;
- c) After the first athlete has fired at a regular Double, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular Double. The other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- d) This whole sequence must continue until all athletes have each shot at the required number of Doubles;
- e) Once the round has started an athlete may close the gun only after the previous athlete has completed his turn;
- f) An athlete having shot, must not leave the station before the athlete on the right has fired at a regular Double and the results are registered, except when the athlete has completed shooting on Station 5. In this case, he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by;
- g) All guns must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1.
- h) Any athlete who loads his/her shotgun on Station 6 must be given an initial WARNING (Yellow card); any further occurrences in the same round will result in DISQUALIFICATION; and
- i) No athlete having shot on one station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.9.3

Preparation Time Limit



- a) An athlete must take his/her position, close the gun and call for the Double within twelve (12) seconds after the previous athlete has fired at a regular Double and has opened the gun and the result is registered, or after the Referee has given the command “**START;**”
- b) in case of non-compliance with this time limit, the penalties provided in these rules will be applied;
- c) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and
- d) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be monitored by an electronic timing device (9.18.2.5) which must be managed by a Referee selected from among the appointed Competition Referees (9.18.2.6 b).

9.9.4 Interruption

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular Double from each scheme before the competition resumes.

9.9.5 Target Distances, Angles and Elevations

Double Trap Setting Table

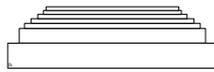
Each trap machine must be set before the start of the competition each day according to the following Table:

Setting/ Scheme	Trap No.	Angle * (degrees)	Height at 10m (+/- 0.1m)	Distance (+/- 1m)
A	7 (1)	5 Left	3.00 m	55.00 m (as measured from the front edge of the pit roof)
	8 (2)	0	3.50 m	
B	8 (2)	0	3.50 m	
	9 (3)	5 Right	3.00 m	
C	7 (1)	5 Left	3.00 m	
	9 (3)	5 Right	3.00 m	
<p>* Note: The angles must be set with a tolerance of one (1) degree. Target distribution must be random, but each athlete must receive one (1) scheme “A” Double, one (1) scheme “B” Double and one (1) scheme “C” Double on each station sometime during each round.</p>				

9.9.6 Jury Check

Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.

9.9.6.1 Trial Targets



- a) Each day, after the traps have been adjusted and approved by the Jury, one (1) trial regular Double must be thrown for each setting one (1) scheme "A", one (1) scheme "B" and one (1) scheme "C" before each squad fires its first round for the day ~~the first round of competition~~;
- b) Trial targets may be observed by the athletes; and
- c) All athletes, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

9.9.6.2 Shoot-off Settings

All Double Trap shoot-offs before Finals must be conducted as described in Rule 9.15.5.3. Shoot-offs during Finals must be conducted according to Rule 9.18.3.4 b.

Shoot-offs before a Final may take place on any designated range. Shoot-offs during a Final must take place on the Finals range.

9.9.6.3 Irregular trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

9.9.7 Refused Double

An athlete may refuse to shoot at a Double if:

- a) The Double is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for a double, was visibly disturbed by some external cause; or
- c) The Referee agrees that either of the targets were irregular.

Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.9.8 "NO TARGET" Double

A "**NO TARGET**" Double occurs when either or both targets are not thrown according to these Rules:

- a) A "**NO TARGET**" decision is always the Referee's responsibility;
- b) A Double declared as a "**NO TARGET**" by the Referee must always be repeated whether either or both targets were HIT or not; and
- c) A Referee should attempt to call "**NO TARGET**" Double before the athlete fires. However, if the Referee calls "**NO TARGET**" as, or immediately after the athlete has fired, the Referee's decision must stand and the targets must be repeated regardless of whether either target of the Double was HIT or not.

9.9.8.1 A "NO TARGET" Double must be declared even if the Athlete has fired when:

- a) A broken or irregular target emerges;
- b) A target of a distinctly different color from that of the others being used in the competition or Pre-Event Training is thrown;



- c) Only one (1) target is thrown;
- d) Both targets are not released simultaneously;
- e) The targets collide;
- f) Fragments from one (1) target break the other target;
- g) The first shot breaks both targets;
- h) An athlete shoots out of turn;
- i) Another athlete fires at the same Double;
- j) Both shots are fired simultaneously (see Rule 9.12.2, "Number of Malfunctions Permitted");
- k) The Referee is satisfied that the athlete, after calling for the Double was visibly disturbed by some external cause;
- l) The Referee detects an initial violation of the athlete's foot position in a round;
- m) The Referee detects an initial violation of the time limit;
- n) The Referee, for any reason, cannot decide whether either target was HIT or not, (in such cases the Referee must always consult the Assistant Referees **before** announcing the decision); or
- o) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the first target must be declared "**LOST**" and the Double must be repeated to determine the result of the second shot only.

9.9.8.2

A "**NO TARGET**" Double must be declared, **provided that the Athlete has NOT fired** when:

- a) The double is thrown before the athlete's call;
- b) The double is not released immediately (see Note below);
- c) Either target's trajectory is irregular (see Note below);
- d) There is an allowable malfunction of gun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot. ~~If the second shot was fired the result of that shot must be scored~~ The double must be repeated to establish the result of both shots even if the second shot was fired.

Note: Unless the Referee calls "**NO TARGET**" before, as, or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

9.9.8.3

A target must be declared "LOST" when:

- a) It is not "**HIT**" during its flight;
- b) It is only "dusted" and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular Double for which he has called, the targets must be declared "**LOST**" and "**LOST;**"
- d) An athlete, for no permitted reason, does not shoot a second shot, the result of the first shot must be recorded and the second target declared "**LOST;**"



- e) The **first shot** is declared “**LOST**” and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the “safe” position by recoil of the first shot the targets must be declared “**LOST**” and “**LOST;**”
- f) The athlete is not able to fire his gun because he has not released the safety or has forgotten to load, the targets must be declared “**LOST**” and “**LOST;**”
- g) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round the targets must be declared “**LOST**” and “**LOST**” (9.16.3.6); or
- h) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round the targets must be declared “**LOST**” and “**LOST**” (9.16.3.6).

9.9.8.4

Result in the case of a Malfunction:

- a) The athlete shoots at the first target but an allowable malfunction prevents the firing of a second shot, the result of the first shot must be recorded and the Double repeated to determine the result of the second shot only;
- b) After a malfunction of gun or cartridge, the athlete is unable to fire a **first shot** and he opens the gun or touches the safety catch before the Referee has inspected the gun, the targets must be declared “**LOST**” and “**LOST;**”
- c) After a malfunction of gun or cartridge, the athlete is unable to fire a **second shot** and he opens the gun or touches the safety catch before the Referee has inspected the gun, the result of the first shot must be recorded and the second target must be declared “**LOST;**”
- d) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the **first shot** the targets must be declared “**LOST**” and “**LOST;**” or
- e) An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the **second shot**, the result of the first shot must be recorded and the second target must be declared “**LOST;**”

9.9.8.5

Result in the event of an Involuntary Discharge when:

- a) A shot is discharged involuntarily before the athlete calls, the Referee must declare “**NO TARGET**” and warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, both targets shall be declared “**LOST;**”
- b) A shot is discharged involuntarily **after the athlete calls**, but **before the targets appear**, and he shoots a second shot, the first target must be declared “**LOST**” and the second target must be scored according to the result of the second shot. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “**LOST;**”
- c) A shot is discharged involuntarily **after the athlete calls** but



before the targets appear and he does not shoot a second shot, the first target must be declared “**LOST**” and the Double must be repeated to determine the result of the second shot only; or

- d) However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “**LOST;**”

9.9.9 Shooting into the Ground

An athlete who shoots into the ground must receive an initial **Warning (Yellow Card)**. For a repetition in the same round, both targets must be declared “**LOST**” whether hit or not.

9.10 COMPETITION RULES FOR SKEET

9.10.1 Conduct of a Round of Skeet

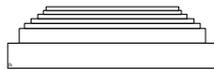
The squad must assemble on the range in an area next to Station 1, with sufficient ammunition and all equipment necessary to complete the round.

The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, trial of targets, etc.) give the command “**START.**”

9.10.2 Method

After the command “**START**” is given:

- a) The first athlete must move onto Station 1, load the gun with one (1) cartridge only, adopt the READY position and call for the target, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;
Note: If an electronic-microphone system is used, it must be constructed so as to randomly insert a delay varying from 0.2 to 3.0 seconds.
- b) When the result of the shot is known, the first athlete shall remain on the station, load with two (2) cartridges, adopt the READY position, and call and fire at a regular Double;
- c) When the results of both shots are known the first athlete must leave the station;
- d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
- e) The first athlete must then move onto Station 2 and shoot the required number of targets in the required sequence and time, followed in turn by each member of the squad;
- f) This rotation will continue until all the required stations have been shot by all members of the squad;
- g) No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and
- h) No athlete having shot on one (1) station may proceed towards



the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.

9.10.3 Competition Procedures

9.10.3.1

Preparation Time Limits. Athletes must call for and fire at their targets according to the following time limits:

- a) After the Referee has given the signal to “**START**” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds;
- b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the READY position and call for the target(s) in the required sequence for the station;
- c) The athlete must then call for the next Single or Double to be fired at from that station within the shortest time possible;
- d) The maximum total time allowed to call for ~~and fire at~~ the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station; and
- e) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be controlled with an electronic timing device (9.18.2.5) managed by the appointed Referee.

9.10.3.2

Target Shooting Sequence for Qualification Rounds

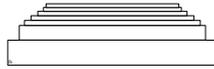
Only one (1) shot may be fired at each target.

STATION	TARGET	ORDER
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High – Low
4	Single	High
	Single	Low
5	Single	Low
	Double	Low – High
6	Single	Low
	Double	Low – High
7	Double	Low - High
4	Double	High – Low
	Double	Low – High
8	Single	High
	Single	Low

9.10.3.3

Special Procedures for Station 8:

When the squad advances to Station 8, they must stand in their



shooting order **behind the Referee** who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centers of Station 8 and Station 4.

After the Referee has declared "**START**" each athlete in turn must:

- a) Take position for the "High" house target;
- b) Load the gun with one (1) cartridge only;
- c) Adopt the READY position;
- d) Call for the target; and
- e) Shoot at the high house target.

Then turn clockwise (to the right, in the direction of the target crossing post):

- a) Take position for the "Low" house target;
- b) Load the gun with one (1) cartridge only;
- c) Adopt the READY position;
- d) Call for the target;
- e) Shoot at the low house target; and
- f) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the-athletes who have still to shoot. Each athlete must do the same in succession.

9.10.3.4 Cartridge Loading Sequence

- a) On Station 8 for both the "High" and "Low" targets, the gun must be loaded with one (1) cartridge only;
- b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
- c) In case an athlete forgets to load the second barrel in singles on Station 4 where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared "**LOST;**"
- d) When shooting is interrupted, the gun must be opened and be made empty; and
- e) No athlete must turn from the shooting station before his gun is open and empty.

9.10.3.5 Trial Targets

A regular target from each of the "High" and "Low" houses may be seen by the squad:

- a) From Station 1 immediately prior to the start of their first round on each day of competition;
- b) If the Referee declares "**NO TARGET,**" the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial Double thrown after an irregular Double, provided the irregular target was not fired upon or both targets of an irregular Double were not fired upon; and
- c) If a round of shooting is interrupted for more than five (5)



minutes because of a technical malfunction that is not the fault of an athlete, before the competition resumes the squad must be allowed to view one (1) regular target from each trap.

9.10.3.6 Sighting On the Ranges

Aiming and sighting exercises:

- a) May be conducted after the Referee has ordered “**START**” only on **Station 1**. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the gun to the shoulder and sight for a few seconds for both the Single target and the Double;
- b) The athlete must then adopt the READY position before calling for the target(s); and
- c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the gun on any other station, but during the round, athletes who are not shooting may, without disturbing the other athletes, use their hand to track targets while another athlete is shooting.

9.10.3.7 Target Distances and Elevations (see Rule 6.4.20.2)

Skeet traps must be set before the start of the competition according to the specifications. (In calm weather conditions targets must carry a distance of 68.00 m +/- 1.00 m as measured from the face of the house behind Stations 1 and 7). The settings must be examined, approved and sealed by the Jury prior to each day of competition.

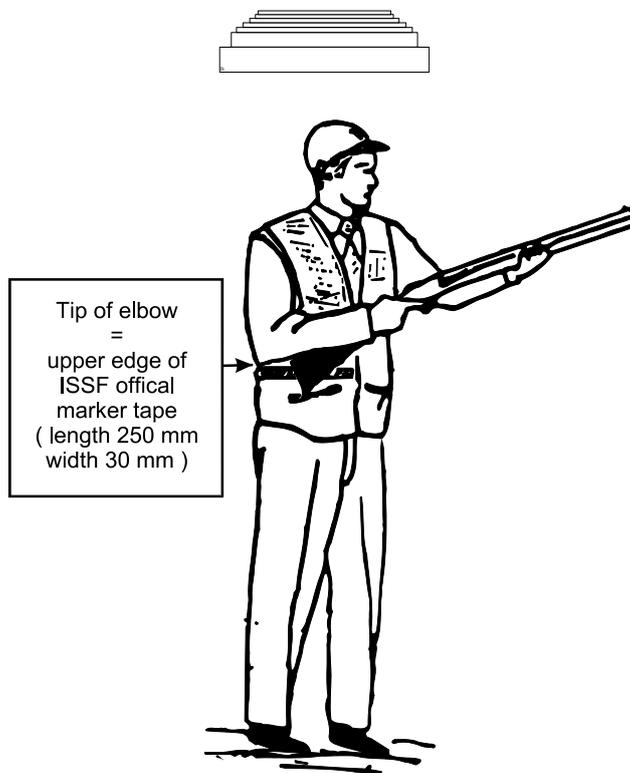
9.10.3.8 Irregular Trajectory

Any target flying along a path other than specified in angle, elevation or distance must be considered irregular.

9.10.3.9 READY Position

At the moment the athlete calls and until the target (s) appears, the athlete must stand in the READY position with:

- a) Both feet entirely within the shooting station boundaries;
- b) Holding the gun with both hands;
- c) The gun stock in contact with body; and
- d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.



9.10.4 Marker Tape

To aid the Referee in controlling the position of the gun **the ISSF official marker tape** must be permanently affixed to the shooting vest (outer garment).

9.10.4.1 The ISSF official marker tape must be:

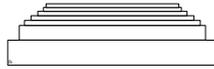
- a) 250mm long, 30mm wide, yellow in color with a black border and bearing the ISSF logo; and
- b) Permanently affixed to the appropriate side of the shooting vest.

9.10.4.2 Marker Tape Check

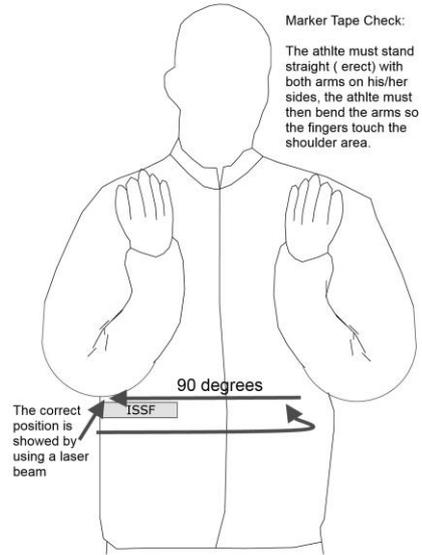
Athletes are responsible for ensuring that the marker tape is correctly positioned as per 9.10.3.10.3 below. The Jury will provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training day so that athletes, if they wish, may have their equipment checked prior to the competition. To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules must be disqualified (see 9.4.1.1).

9.10.4.3 The correct position of the marker tape must be checked as follows:

- a) All pockets of the shooting vest must be empty;
- b) The athlete must stand straight (erect) with both arms on his/her sides; the athlete must then bend the arms so the fingers touch the shoulder area (see illustration);
- c) The Jury member will then project a horizontal laser beam onto the marker tape to show the location of the point of the elbow in relation to the tape;
- d) The laser beam must project onto the top half of the marker tape or higher to be legal;



- e) An ISSF seal must then be placed on either end of the marker tape; ~~The marker tape must be affixed permanently, horizontally below the tip of the elbow (see drawing above);~~
- f) ~~An indelible mark must be made on the shooting vest below the marker tape;~~
- g) All illegal markers will be required to be properly positioned and subjected to re-check before the athlete is permitted to compete; and
- h) Shooting vests must not be constructed with any item (tape, drawstring, elastic band, etc.) that could be used to adjust the fit of the jacket.



9.10.5

Refused Target

An athlete may refuse a target if:

- a) A target is not released within the proper time;
- b) In a “Double” the targets are not released simultaneously;
- c) The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or
- d) The Referee agrees that a target was irregular because of a faulty trajectory.

Procedure by the athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.10.6

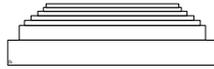
“NO TARGET”

- a) A “**NO TARGET**” target is a target that is not thrown according to these Rules;
- b) The “**NO TARGET**” decision is always the Referee's responsibility;
- c) A target declared “**NO TARGET**” by the Referee must always be repeated whether hit or not; and
- d) The Referee should attempt to call “**NO TARGET**” before the athlete fires. However, if the Referee calls “**NO TARGET**” as or immediately after the athlete fires, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were “**HIT**” or not.

9.10.6.1

A “NO TARGET” or “NO TARGETS” must be declared even if the athlete has fired when:

- a) A “broken” target emerges;
- b) A target of distinctly different external color from that of the



others being used in the competition or Pre-Event Training is thrown;

- c) Two (2) targets are thrown in “singles;”
- d) A target is thrown from the wrong trap house;
- e) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- f) The Referee detects an initial violation of the time limit;
- g) The Referee detects an initial violation of the athlete's foot position in a round;
- h) The Referee is satisfied that the athlete was visibly disturbed by some external cause, after calling for the target(s);
- i) The Referee for some reason, cannot decide whether the target was “HIT,” “LOST” or “NO TARGET.” In this case the Referee must always consult the Assistant Referee before making a final decision;
- j) An athlete has an allowable malfunction of gun or cartridge; or
- k) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared “LOST.”

9.10.6.2

A “NO TARGET” must be declared provided the athlete has NOT fired when:

- a) A target is thrown before the athlete's call;
- b) A target is thrown after a period exceeding three (3) seconds;
- c) A target's trajectory is irregular; or
- d) There is an allowable malfunction of gun or cartridge.

9.10.6.3

Additional “NO TARGET” Rules applying to Doubles

Both targets must be declared “NO TARGET” and a repeat Double thrown, to determine the result of both shots when:

- a) Either target is irregular (see note);
- b) A single target is thrown in Doubles;
- c) The first shot breaks both targets (an athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a “HIT” and the second “LOST”);
- d) Fragments from the first target break the second target;
- e) The targets collide;
- f) The athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot; or
- g) Both shots are fired simultaneously.

Note: Unless the Referee calls “NO TARGET(S)” before or immediately after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged QUICK PULL an alleged SLOW PULL or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result(s) must be recorded.

9.10.7

Shooting Out of Turn

If an athlete inadvertently shoots out of turn, the result of the shot(s)



must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition in the same round must result in the target(s) shot at being declared **“LOST”** and the matter referred to the Jury. The athlete may be **Disqualified (Red Card)**.

9.10.8

Lost Target

A target(s) must also be declared **“LOST”** when:

- a) It is not **“HIT;”**
- b) It is **“HIT”** outside the boundaries;
- c) It is only **“dusted”** and no visible piece is broken from it;
- d) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- e) The athlete is unable to fire his gun because he has not released the safety or has forgotten to load;
- f) After a malfunction of gun or cartridge, an athlete opens the gun or touches the safety catch before the Referee has inspected the gun;
- g) An athlete suffers a third or subsequent malfunction in the same round;
- h) An athlete's READY position is not according to the rules and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6);
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6);
- j) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6); or
- k) In singles, a shot is discharged involuntarily after the athlete has called for the target, but before the target appears. The athlete must be warned (**Yellow Card**). The target must also be declared **“LOST”** for the second or any subsequent involuntary discharge in the same round.

9.10.9

Additional “LOST” target rule applying to Doubles

In addition the following must also apply in the case of Doubles:

- a) When an athlete for no permitted reason fails to fire at the **first target** of a regular Double for which he has called the targets must be declared **“LOST”** and **“LOST;”**
- b) When an athlete for no permitted reason fails to fire at the **second target** of a regular Double for which he has called the first target must be recorded according to the result and the second target must be declared **“LOST;”**
- c) An athlete misses the first target of the Double and **accidentally hits the second target** with the same shot; the first target shall be declared **“LOST”** and the Double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated Double(s);
- d) A shot is discharged **involuntarily after** the athlete has called, but **before** the targets appear, the first target must be declared **“LOST”** and the Double must be repeated to determine the result of the second shot only. The athlete must shoot at both



- e) targets in the repeated Double;
- e) For a second or subsequent involuntary discharge in the same round the targets must be declared “**LOST**” and “**LOST**” and the Referee must issue a **Warning (Yellow Card)**;
- f) If an athlete **misses** the first target in a Double and has an allowable malfunction on the second shot, the first target must be declared “**LOST**” and the Double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated Double;
- g) If the athlete **breaks** the first target in a Double and has an allowable malfunction on the second shot, the first shot must be declared “**HIT**” and the Double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated Double; or
- h) If the target(s) are shot in reverse order, both of them must be declared “**LOST**”.

9.11

COMPETITION ADMINISTRATION

9.11.1

Shooting Schedules

- a) Athletes and team officials must be informed of the exact start time, the squad and range schedules and allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition;
- b) Athletes and team officials must be informed of the range schedules for the Pre-Event Training by 18:00 hours on the day before; and
- c) If it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately by posting the new schedules on the Main Notice Board and Shotgun Range Scoreboard and distributing them to all participating teams.

9.11.2

Replacement of an Athlete

If an athlete has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.

9.11.3

Program Interruptions

Once shooting has been started it must continue without interruption according to the program, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the program that would seriously affect the quality of competition. Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

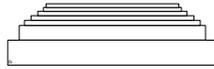
9.11.4

Squadding

9.11.4.1

Squad Composition

- a) A squad must be composed of six (6) members except when the drawing does not permit a totally even distribution; and
- b) Squads of **less than five (5) are not permitted** except when



an athlete is declared “**ABSENT**” at the commencement of a round or an athlete has to leave a round for any reason.

9.11.4.2 Auxiliary Athletes (Fillers)

The Organizing Committee should have available proficient athletes who may be required to act as auxiliary athletes:

- a) If the squad consists of less than five (5) members drawn by lot, it should be filled with non-competing athletes of a proficient standard;
- b) The Organizing Committee may, with the approval of the Technical Delegate, also use auxiliary athletes (fillers) to fill squads with only five (5) members; and
- c) These auxiliary athletes should have their scores posted in the normal manner on the official scorecard in order to provide continuity. However, their names and nationality must not be listed.

9.11.4.3 Squadding Draw

- a) The drawing for the Qualification Rounds must be made so that the athletes of each country are distributed in such a way that no squad will contain more than one (1) athlete from each nation (except the World Cup Final and Olympic Games if necessary);
- b) The allocation of athletes to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Technical Delegate(s). This may be done with a computer program suited for this purpose; and
- c) The random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s).

9.11.4.4 Squad Adjustments

The Jury, in conjunction with the Organizing Committee, and with the approval of the Technical Delegate(s), may adjust the draw but only to ensure that the requirements of the Squadding Draw (9.11.4.3) are met.

9.11.4.5 Shooting Order

The shooting order of the squads and the shooting order within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and the members of each squad shoot in reverse order or by splitting the squads in a manner agreed by the Jury.

9.12 MALFUNCTIONS

9.12.1 Malfunction Definition

Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck, or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, must be



recorded as a MALFUNCTION.

9.12.2 Number of Malfunctions Permitted

The athlete is permitted a maximum of two (2) malfunctions per round, whether or not he has changed his gun or ammunition.

- a) All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared **“LOST,”** whether or not the athlete attempted to fire; and
- b) If after a malfunction, the Referee agrees with the athlete that the gun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns (see 9.12.6).

9.12.3 Barrel Selection

Where an athlete is using a double-barreled shotgun, it will be assumed that the athlete is firing the bottom barrel first (or right hand barrel, in the case of a side-by-side), unless the athlete indicates to the Referee **before** each of his rounds that he intends otherwise.

9.12.4 Procedure in the Event of a Malfunction

Decisions on malfunctions of either gun or cartridge must be made by the Referee.

9.12.4.1 In the event of misfire due to any reason, the athlete must:

- a) Keep the gun pointed at the target flight area;
- b) Not open the gun;
- c) Not touch the safety catch;
- d) Hand the gun safely to the Referee for examination if asked; and
- e) Answer any questions from the Referee.

Note: The athlete is responsible for checking the gun after it is returned by the Referee.

9.12.4.2 The following are **not considered malfunctions**:

- a) Faulty manipulation of the mechanism by the athlete;
- b) Failure to place a cartridge in the correct chamber of the gun; or
- c) Any fault attributable to the athlete.

9.12.4.3 Ammunition Malfunctions (Misfires)

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

- a) The powder charge is not ignited;
- b) Only the primer fires;
- c) The powder charge is omitted; or
- d) Some components of the load remain in the barrel.

Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may also subject the individual to penalties



for unsafe gun handling).

9.12.5 Actions after Malfunctions are Declared

9.12.5.1 If the Referee decides that the disabled gun or that the malfunctioning of the gun or ammunition is not the fault of the athlete, and that the gun is not repairable quickly enough, the athlete may use another gun if it can be obtained within three (3) minutes after the gun has been declared **“DISABLED.”**

OR

9.12.5.2 The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time to be determined by the Chief of Referees.

9.12.6 Disabled Shotguns

Decisions on disabled shotguns must be made by the Referee.

A shotgun may be considered disabled if:

- a) It cannot be fired;
- b) The athlete having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it;
- c) It fails to eject due to mechanical defect; or
- d) For any other reason that renders the gun unusable.

9.12.7 Procedures for Completing a Make-Up Round

9.12.7.1 Trap

The athlete having been allocated a time and Range having the correct scheme, must stand **behind the station to be shot** and be shown all three (3) targets from that group, after which the Referee must give the command **“START.”** The athlete must then move onto the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.12.7.2 Double Trap

The athlete having been allocated a time and Range must stand **behind the station to be shot** and there be permitted to view regular Doubles scheme “A,” scheme “B” and scheme “C,” after which the Referee must give the command **“START.”** The athlete must then move on to the station and shoot in the normal manner at a Double. After which he must shoot from the remaining stations in order to complete the round.

9.12.7.3 Skeet

The athlete having been allocated a Range and time, must stand **behind the station to be shot** and there he will be permitted to view a regular High and Low target, the Referee must then give the command **“START.”** The athlete must then move on to the station and shoot in the normal manner at the required number of targets. After which he must shoot from the remaining stations in order to complete the round.



9.12.8 Make-Up Round (Score Certification)

The Referee must then ensure that the scores from the “make up” round and the original interrupted round are correctly totalled, signed by the athlete and the Referee, before the card is taken to the Classification RTS Office.

9.13 COMPETITION CLOTHING AND EQUIPMENT

See also GTR 6.7.

9.13.1 Athletes' Clothing (See also GTR 6.19, *The ISSF Dress Code*)

- a) Sports trousers, training (athletic warmup) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Blue jeans, jeans or similar trousers are prohibited;
- b) Open toe or open heeled shoes, sandals or any other similar footwear are not allowed;
- c) Shorts or skirts with the bottom of the leg not more than 15 cm above the center of the knee cap are allowed;
- d) Shirts, T-shirts and similar garments with sleeves less than 10 cm in length or without sleeves are not allowed; and
- e) Clothing made of camouflage material is prohibited.

9.13.2 Bib (Start) Numbers

Bib (Start) Numbers must be worn by all athletes:

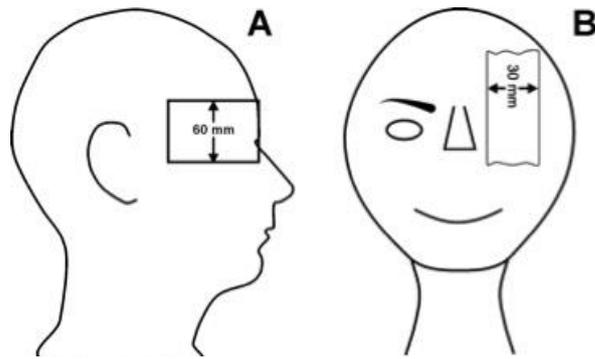
- a) On their backs and above the waist;
- b) At all times while participating in Pre-Event Training and in competition;
- c) If the Bib Number is not worn, the athlete may not start or continue; and
- d) the Bib Number must display the allocated number as large as possible but should not be less than 20 mm high.

9.13.3 National IOC Identity

The IOC abbreviation of the nation of the athlete and the athlete's family name and first initial must be displayed in Latin letters (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib Number). The national flag may be displayed on the left side of the IOC nation abbreviation.

9.13.4 Side-Blinders

Side blinders attached to the hat, cap, shooting glasses or to a head band, not exceeding 60 mm in depth are permitted. Blinders must not extend further forward than the center point of the forehead when viewed from the side. A front blinder not exceeding 30 mm in width is permitted.



9.14 RESULTS, TIMING AND SCORING (RTS) PROCEDURES

The Jury Member responsible for shotgun results, timing and scoring procedures will either be appointed from among the appointed Jury Members by the ISSF or by the Technical Delegate in cooperation with the Shotgun Jury Chairman.

9.14.1 RTS Office

9.14.1.1 It is the duty of the RTS Office **BEFORE** the competition to:

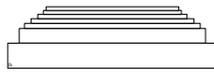
- a) Prepare score cards for each squad; and
- b) Ensure that the correct score card is with the correct squad on the correct range.

9.14.1.2 It is the duty of the RTS Office **AFTER** each round to:

- a) Receive and check the totals of the targets hit and verify results;
- b) Record scores;
- c) Post preliminary scores on the range bulletin board immediately; and
- d) If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.

9.14.1.3 It is the duty of the RTS Office at the **CONCLUSION** of each shooting day to:

- a) Total the official scores within the shortest possible time;
- b) Prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s);
- c) Prepare and publish an accurate final results bulletin



- immediately;
- d) Publish correct final results lists containing the full family name, full first name (without abbreviations), Bib Numbers and IOC abbreviations of each athlete's Nation as soon as possible after the close of any applicable protest period; and
- e) The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of 12 months after the conclusion of the competition.

9.14.2 Scoring Procedure

Scoring is done officially on each range for each round of 25 targets in Trap and Skeet or 15 Doubles in Double Trap events:

- a) In all ISSF Championships, individual scores must be kept on each range by two (2) separate persons, these are usually Assistant Referees;
- b) One person must maintain a permanent official scorecard; and
- c) The second person must maintain a manual scoreboard, except that where an electronic scoreboard is used, it must be maintained by the Referee.

9.14.3 Scoreboards

9.14.3.1 Ranges with Electronic Scoreboards

The Referee must control the operation of the electronic scoreboard and ensure that the results are correctly registered.

9.14.3.2 Two (2) persons must be appointed as Assistant Referees as follows:

- a) The first person must be positioned at the side of the firing line to function as an Assistant Referee and maintain a permanent official scorecard;
- b) The second person must be positioned at the other side of the firing line to function as an Assistant Referee; and
- c) A third person may be appointed to maintain the official scorecard and, in this case, the other two persons will function only as Assistant Referees.

9.14.3.3 Visible Scoreboard Errors

If at any stage the visible scoreboard should display an incorrect score, the Referee must immediately stop the shooting and with minimum delay take whatever action is required to correct it. If for any reason, it is not possible to correct the display, the following action will be taken:

- a) The official scoreboard must be examined and verified up to the point where the electronic scoreboard failed;
- b) Then, if possible to substitute quickly a manual scoreboard, enter the scores upon it up to the point of failure and continue the round;
- c) If it is not possible to substitute a manual scoreboard, an additional scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person



- appointed by the Chief of Referees; and
- d) In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the Chief of Referees, must prevail.

9.14.3.4

Ranges with Manual Scoreboards

Three (3) persons must be appointed as Assistant Referees, as follows:

- a) ~~The first person must be positioned at the rear of the firing line to maintain a permanent official scorecard;~~
- b) ~~The second person must act as an Assistant Referee and also maintain the manual scoreboard;~~
- c) ~~The third person must act as an Assistant Referee on the side opposite the manual scoreboard and also to check that the scores shown on it are registered correctly;~~
- a) The first person must be positioned on the left or right side of the range to act as an Assistant Referee and also maintain the manual scoreboard;
- b) The second person must be positioned on the opposite side and act as an Assistant Referee.;
- c) The third person must be positioned at the rear of the firing line to maintain a permanent official scorecard and also to check that the scores shown on the manual scoreboard are registered correctly;
- d) Each scorer must mark the card or board independently but based only on the decision given by the Referee;
- e) At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the ~~Classification~~ RTS Office; and
- f) The scores shown on the manual scoreboard must prevail if there are unresolved differences.
- g) Score Certification

When a round is completed and the individual results have been compared, read aloud and agreed by each athlete, the Referee and each athlete must sign or initial the scorecard, unless the athlete does not agree with the result shown for him and it is his intention to make a protest.

9.14.4

Results

9.14.4.1

Individual Events

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the Qualification rounds, the Final and any Shoot-offs must be recorded and the scores ranked in descending order (Ties – see Rules 9.15.1.1 and 9.18.3.4).

9.14.4.2

Team Events

- a) Scores of each team member must be recorded and the number of all targets hit by the team members of each team in each of the Qualification Rounds must be totalled and the team's scores ranked in descending order (Ties – see Rule 9.15.3).



- b) A team, of which a member has been disqualified, must not be ranked and must be shown in the result list with the remark “DSQ.”

9.15 TIES AND SHOOT-OFFS

9.15.1 Competitions With Finals

Ties in Olympic events with Finals will be decided according to the following Rules.

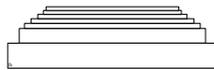
9.15.1.1 Ties Before Finals:

- a) If two or more athletes have perfect scores their Qualification ranking must be decided by a shoot-off; their shooting order in the shoot-off shall be determined by drawing lots;
- b) When there are more than six (6) eligible athletes for a Final because of tied scores, i.e. more tied athletes than corresponding places, these ties must be broken by a shoot-off in accordance with the Rules for Trap, Double Trap or Skeet;
- c) Any athlete who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off using his qualification score;
- d) Whenever possible, tie shooting **before** a Final should take place on a range other than the range that will be used for the Final;
- e) After a shoot-off to determine the six (6) athletes in the Final, the shoot-off result will decide the ranking of all athletes who participated in this shoot-off. Any remaining athletes with the same shoot-off result must have their rankings determined according to the “**Count Back**” rule; and
- f) During shoot-offs before Finals, preparation time limits must be monitored by an electronic timing device (9.18.2.5) that must be managed by a Referee selected from among the appointed Referees (9.18.2.6 b).

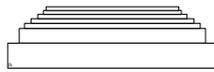
9.15.1.2 Count Back Rule

Any ties to be broken by this method must be decided as follows:

- a) The scores of the last round of 25 targets (Double Trap 15 Doubles) must be compared. The winner is the athlete with the highest score in that round;
- b) In a case where the tie is still not broken, the round **before** last must be compared and if still not broken, the round **before** that and so on; and
- c) If the results of all the rounds are still equal, ties must be decided by counting **backward, target by target**, from the **last target** of the **last round** (and if necessary, the next to the last round etc.) until a tie-breaking zero (0) is found. If the tied athletes have zeroes (0) on the same target, the countback shall continue until the tie is broken. The athlete with the most hits in succession before the tie-breaking zero (0) will be given the higher place.



- 9.15.1.3 Rankings**
Individual tied scores ranking 7th place and below, not decided by a shoot-off, must be ranked according to the **Count Back** rule.
- 9.15.2 Competitions Without Finals**
- 9.15.2.1 Individual Ties**
Ties in a non-Olympic event or category and in other competitions where there is no Final will be decided as follows;
- 9.15.2.2 Ties with Perfect Scores**
These will not be broken, but will share first place with the names listed in order according to the Latin alphabet (family names). The next rankings must be appropriately numbered.
- 9.15.2.3 Ties for the First Six (6) Places**
These must be decided by a shoot-off:
- Starting positions will be decided by the interim Qualification ranking (highest ranking athlete to shoot first);
 - When several athletes are tied for more than one (1) ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) athletes tied for fifth place (places 5 and 6), they will all shoot-off on the same range to determine the individual ranking; and
 - The tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken. All tied athletes will be ranked according to the score from the shoot-off series.
- 9.15.2.4 Ties for 7th Place and Below**
Individual tied scores ranking in 7th place and below, not decided by a shoot-off, must be ranked according to the **“Count Back”** rule.
- 9.15.3 Team Ties**
If two (2) or more teams have the same scores, rankings must be decided by the combined score of the team members in the last round of targets, then by next to the last round, etc. until the tie is broken.
- 9.15.4 Shoot-Offs**
- 9.15.4.1 General**
- If the shoot-off time is not announced in advance, the athletes involved must remain in touch with the competition office whether personally or through their Team Leader in order to be ready to shoot when the shoot-off is called; and
 - Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared **“ABSENT,”** must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.
- 9.15.4.2 Shoot-offs Before Finals**



Shoot-offs **before** Finals must be conducted on standard targets, except when flash targets of the same type as those used in the Qualification rounds may be used. Shoot-offs before Finals should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

9.15.4.3 Shoot-offs In Finals

Shoot-offs in Finals must be conducted in accordance with Finals tie-breaking rules in 9.18.3.4.

9.15.4.4 Athlete Preparation Time in Shoot-offs Before Finals

After the Referee gives the command “**START**,” or after the preceding athlete has fired at a regular target, an athlete must take position, load his gun and call for the target, or double, within twelve (12) seconds of occupying the station in Trap and Double Trap or within 15 seconds for Skeet. A timing device must be used to control the Preparation Time in shoot-offs. In case of non-compliance with this time limit penalties will be applied.

9.15.5 Shoot-Off Procedures Before Finals (Trap, Double Trap, Skeet)

9.15.5.1 SAFETY: No athlete may place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.

9.15.5.2 Trap

- a) Before the Shoot-Off starts a left and right hand target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first). Starting on Station 1 they must shoot at regular targets until the tie(s) are broken according to the following sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The first athlete must on command move onto the station, load and call for the target as shown in a) above;
- c) Only one (1) shot is permitted at each target;
- d) After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- e) Each athlete in the tie must in turn do likewise;
- f) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure; and
- g) This system of shooting station by station must continue as long as a tie remains.
- h) If an athlete inadvertently shoots out of turn, the result of the shot must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the target shot at being declared “**LOST**”.

9.15.5.3 Double Trap

- a) All tied athletes must line up behind Station 1 in the order decided by their interim Qualification ranking (highest ranking



- athlete to shoot first). Starting on Station 1, they must shoot at regular doubles (Scheme C) until the tie(s) are broken;
- b) Before the shoot-off starts, the Referee must show one regular double (Scheme C);
 - c) The first athlete must on command move onto the station, load and call for the double;
 - d) After shooting, the athlete must leave the station and go to stand a minimum of 1 m immediately behind the next station;
 - e) All athletes remaining in the tie must in turn do likewise;
 - f) The first athlete must not move onto a station until the Referee commands “**START;**”
 - g) The athlete(s) who miss the most number of targets on the respective station are the losers and must retire; and
 - h) This process will continue until all ties are broken.
 - i) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the targets shot at being declared “**LOST**”.

9.15.5.4

Skeet

- a) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;
- b) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first);
- c) After the Referee declares “**START,**” the first athlete must move on to the station, load and shoot at a **regular Double (high/low)**. He must then leave the station and go to the rear of the athletes who have yet to shoot;
- d) All athletes in the tie must in turn do likewise;
- e) The athlete(s) who miss the most number of targets after each double are the losers and must retire;
- f) All those who are still tied must remain, and the first athlete must then move on to the station, load and shoot at a **reverse double (low/high)**. He must then leave the station and go to the rear of the athletes who have yet to shoot;
- g) All athletes still in the tie must in turn do likewise; and
- h) If any ties remain unbroken, this procedure of shooting at a **regular double** and a **reverse double** must continue until all results are determined.
- i) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the targets shot at being declared “**LOST**”.

9.16

RULE VIOLATIONS

The Jury, the Chief of Referees and the Referee will decide rule violations based on three (3) classes of infringements or violations of the Rules:

- a) “**OPEN**” – unconcealed;



- b) **“TECHNICAL”** – minor rule infringements; and
- c) **“CONCEALED”** – deliberate or very serious breaches of the rules or of safety.

9.16.1 The Jury is responsible for examining and deciding the degree of penalties to be imposed for all reported violations, that are not ~~other~~ ~~than these~~ not automatically imposed according to these rules.

9.16.2 When rule violation cards are shown, they must be accompanied by the command **“Warning” (Yellow Card)**, **“Deduction” (Green Card)** or **“Disqualification” (Red Card)** as appropriate, in a manner that leaves no doubts in the offender's mind as to the meaning of the action taken. It is not necessary to show a warning card prior to the issuance of any deduction or disqualification card.

9.16.3 **WARNING (Yellow Card)**

9.16.3.1 **Open Violations**

In the case of initial open violations of the rules, such as:

- a) Dress code violation;
- b) Unnecessary interruption of the shooting;
- c) Receiving illegal coaching during the competition;
- d) Unauthorized intrusion into the competition area;
- e) Unsportsmanlike conduct;
- f) Deliberate attempt to evade the spirit of the rules; or
- g) Any other incident that requires a warning to be issued.

9.16.3.2 A **Warning (Yellow Card)** indicated on the relevant scorecard by a Jury Member, Chief of Referees or Referee, will first be given so that the athlete, Coach or Team Official may have the opportunity to correct the fault.

9.16.3.3 If an athlete does not correct the indicated fault within the stipulated time, penalties will be imposed.

9.16.3.4 In repeated infringements by a coach, or other team official, the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the athlete may be penalized.

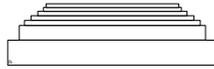
9.16.3.5 **Technical Violations**

In the case of initial **technical violations** during a competition round such as:

- a) Foot fault;
- b) Exceeding the time limit allowed to call for the shot;
- c) In Skeet, the athlete's READY position is not according to the rules;
- d) In Skeet, except on Station 8, the athlete opens the gun between the two (2) single shots on the same station; or
- e) Following or pointing with the gun at a “slow” or “fast” pull target without shooting.

9.16.3.6 A **Warning (Yellow Card)** indicated on the relevant scorecard, will be shown to any offending athlete by a Referee.

For each second or subsequent occurrence in a round of any of the



violations listed above, the athlete must be penalized by the Referee according to the Special Technical Rules for each event (Trap: 9.8.8.4; Double Trap: 9.9.8.3; Skeet: 9.10.3.13). This must be indicated on the scorecard by the Referee before the card is sent to the RTS Office.

Referee Procedure: The Referee must command “**STOP**,” inform the athlete of the penalty and display the **Green Card**, adjust the scoreboard and instruct the next athlete to continue.

9.16.4 Deduction (Green Card)

9.16.4.1 Deduction of targets for other offences imposed by at least two (2) Jury Members must be taken from the round in which the offence occurred.

Deduction of one (1) point must be given in each instance for:

- a) Impeding another athlete in an unsportsmanlike manner;
- b) Failure to be present or provide a suitable substitute when required to act as Assistant Referee;
- c) If when asked to give an explanation for an incident, an athlete consciously and knowingly gives false information;
- d) If the athlete does not report on time for the Semifinal stage; and
- e) Interfering with range equipment after an initial violation.

9.16.4.2 Uncompleted Round

Deduction of all remaining points in the round must be given by a majority of the Jury in instances when an athlete leaves the range without completing the round and without the permission of the Referee.

9.16.4.3 Absent Athlete

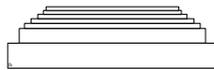
If an athlete is not present on the range when his name is checked with the scorecard, the Referee must have the athlete's Bib Number and name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare him “**ABSENT**” and he **must not** be allowed to join the squad and shooting must start without him.

9.16.4.4 Make up Round of Absent Athlete

- a) An athlete who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished for that round and request permission to shoot the missed round. Failure to do so may result in disqualification; and
- b) The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) points to be applied against the ~~first~~ last three (3) targets hit in the make-up round. The athlete should, if possible, shoot a make-up round on the same range as the one he had to leave.

9.16.4.5 Exceptional circumstances

If an athlete arrives late for a competition or fails to present himself



to the Chief of Referees before the squad has finished that round and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

9.16.5 Disqualification (Red Card)

9.16.5.1 Disqualification (Red Card) is required in accordance with 9.4.1.1 or 9.4.3.2 c) for violations involving guns, Skeet marker tapes or ammunition. Disqualification according to 9.16.5.2 (below) may only be given by a decision of the majority of the Jury. The disqualification of an athlete is expressed by the Jury by showing a **Red Card** with the word **“Disqualification.”** If an athlete is disqualified during any phase of an event (Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the end of the results list with an explanation regarding why the athlete was disqualified.

9.16.5.2 Disqualification (Red Card) of an athlete, or the banning of a Team Official or coach from the shooting ranges may be given for:

- a) Serious breaches of safety and violations of the safety rules;
- b) Handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
- c) Handling of a loaded gun after a **“STOP”** command has been given;
- d) Repetition of incidents that have already been the subject of a warning or deduction;
- e) Deliberate abuse of any team or range official;
- f) Continued refusal by an athlete to act as an Assistant Referee;
- g) Deliberate failure to shoot a previously missed round;
- h) Consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases; or
- i) Cases where violations are deliberately concealed;

9.17 PROTESTS AND APPEALS

9.17.1 Disagreement with a Referee Decision

9.17.1.1 Action by Athlete

- a) If an athlete disagrees with a Referee’s decision regarding a particular target he must act immediately **before the next athlete fires**, raising an arm and saying **“PROTEST;”** and
- b) The Referee **must** then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires (see also 9.18.6).

9.17.1.2 Action by Team Official

- a) If a team official is not satisfied with the final decision of the Referee, except for **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** targets, he must not delay the shooting, but



must attract the attention of the Referee who will make a notation on the scorecard that the athlete is continuing under protest; and

- b) The protest must be resolved by the Jury.

9.17.2 Verbal Protests

Any athlete or team official has the right to protest regarding a condition of the competition, or a decision or action by a competition official **immediately and verbally** to a ~~competition official~~ Jury Member, the Chief Range Officer, the Chief of Referees or a Referee.

9.17.2.1 Such protests may be made on the following matters:

- a) That ISSF Rules were not followed;
- b) That the current competition program was not followed;
- c) Disagreement with a decision or action of any competition official ~~or Jury Member~~; and
- d) That an athlete was impeded or disturbed by another athlete, a competition official, spectators, the media or other persons or causes.

Note: Only the athlete concerned may question a decision by the Referee on a **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** target by taking action as in Rule ~~9.16.8.1 and 9.16.11.1~~ 9.17.1.1.

9.17.2.2 Competition officials who receive verbal protests must consider them immediately, take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily stopped if absolutely necessary.

9.17.3 Written Protests

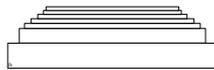
- a) Any athlete or team official who does not agree with the action or decision taken on a verbal protest may submit a formal protest in writing to the Jury; or
- b) A written protest (Protest Form P) may be submitted without first making a verbal protest.

9.17.3.1 Protest Time Limit

Any written protest (Protest Form P) must be **submitted to a member of the Jury within twenty (20) minutes** after the end of the round in which the alleged incident occurred. The protest must be accompanied by a 50,00 EUR fee. If the protest is denied, the fee must be given to the Organizing Committee; if the protest is upheld the fee must be returned.

9.17.4 Appeals

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, except that decisions by a Finals Protest Jury may not be appealed. ~~The Finals Protest Jury for Shotgun Finals must be composed of two (2) members of the Shotgun Jury and one (1) member of the Jury of Appeal as decided by the Technical Delegate and Shotgun Jury Chairman (see also Rule 9.17.2.6 d).~~



9.17.4.1 Appeal Time Limit

Such appeals must be submitted in writing **not later than twenty (20) minutes** after the Jury decision has been announced. The appeal must be accompanied by a 100,00 EUR fee. If the appeal is denied, the fee must be given to the Organizing Committee; if the appeal is upheld the fee must be returned.

9.17.4.2 Jury of Appeal Decision

The decision of the Jury of Appeal or Finals Protest Jury is **FINAL**.

9.18 FINALS IN OLYMPIC SHOTGUN EVENTS

Finals may be conducted either on a separate range designated as a Finals Range that is not used for Qualification competitions or on one of the ranges used for Qualification competitions.

9.18.1 Finals Format:

- a) The full program (General Regulations, 3.3.2.3 and 3.3.4) must be fired in each Olympic event as a Qualification for the Final. The six (6) highest-ranking athletes in the Qualification advance to the Final;
- b) Finals consist of finalists firing at a series of target sequences, with progressive eliminations beginning after all finalists have fired at the required number of targets (25, 30 or 20 targets, depending upon the event) and continuing until the gold and silver medals are decided; and
- c) Finalists start at zero; scores from the Qualification ~~or~~ are not carried forward; results from all stages of a Final are cumulative.

9.18.2 General Finals Requirements

9.18.2.1 Reporting Time:

- a) Athletes in the Final must report to the Finals Range not later than 30 minutes before the Final Start Time;
- b) A one (1) point penalty will be deducted from the score of the ~~first~~ last hit target in the Final if the athlete does not report on time;
- c) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the victory ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and
- d) Any finalist who does not report for the start of the Presentation will not start and will be ranked last in the Final.

9.18.2.2 Start Time. The Start Time for a Final is when the Referee commands “**READY**” for the first competition shot.

9.18.2.3 Start Positions and Bib Numbers. New bib numbers (1-6) must be issued for Finals. Starting positions in a Final are assigned



according to the Qualification ranking, with the highest ranking athlete having bib number 1. In shoot-offs to decide medals, athletes must shoot in bib number order (lowest number shoots first).

9.18.2.4 Test Firing and Showing Targets. Before the start of a Final, targets must be shown and the finalists must be permitted to test fire.

9.18.2.5 Special Equipment. Finals Ranges must be equipped with a loudspeaker system for the Announcer and sound technician to use, seating for Jury members and the coach of each finalist, an official scoreboard (electronic or manual) and an electronic timing system to control preparation time limits.

9.18.2.6 Finals Officials. The following personnel shall conduct and supervise the Final:

a) **Referee.** An experienced official with an ISSF Shotgun Referee's license must conduct the Final;

b) **Assistant Referees & Timing System Referee.**

Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. One Referee must be appointed to manage the electronic timing device. All Referees shall be selected by the Chief Referee from the appointed Competition Referees.

c) **Competition Jury.** The Competition Jury must supervise the conduct of the Final. One (1) Jury Member must be designated as the Jury Member-in-Charge;

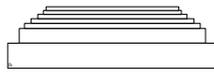
d) **Finals Protest Jury.** One (1) member of the Jury of Appeal, the Jury Member-in-Charge and one (1) other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, must decide any protests that may be made during the Final;

e) **Technical Officer.** The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly; and

f) **Announcer.** An official designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.

g) **Sound Technician.** A technical official responsible for operating the sound and music system during competitions.

9.18.2.7 Finals Production and Music. The conduct of a Final must use color, music, announcements, commentary, staging and CRO commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and



exciting ways to spectator and television audiences

9.18.3

Competition Procedures. Finals competitions are conducted according to these procedures. The Technical Rules for each event also apply to the Finals except where differences are described in this Rule (Rule 9.18).

9.18.3.1

Trap. Finalists shoot one shot only at each target. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (9.18.2.3, lowest Bib Number on Station 1). After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) After the six finalists complete a normal round of 25 targets, the 6th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- b) After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- d) After the three remaining finalists shoot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is eliminated, in case of a tie there is an immediate shoot-off;
- e) The 5-target sequences in b), c) and d) above consist of 2 left, 2 right and 1 straight randomly selected targets for each finalist;
- f) After the two remaining finalists shoot at another 10 targets and complete 50 targets, the gold and silver medals (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off;
- g) The 10-target sequence in f) above consists of 4 left, 4 right and 2 straight randomly selected targets for each finalist; and
- h) After each elimination stage, the remaining athletes retain their original positions.

9.18.3.2

Double Trap. Finalists shoot one shot only at each target. Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (9.18.2.3, lowest Bib Number on Station 1). After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of doubles sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) After the six finalists complete a normal round of 30 targets (15



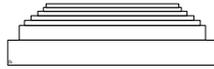
doubles), the 6th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;

- b) After the five remaining finalists shoot at another 10 targets (5 doubles) and complete 40 targets, the 5th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) After the four remaining finalists shoot at another 10 targets (5 doubles) and complete 50 targets, the 4th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- d) After the three remaining finalists shoot at another 10 targets (5 doubles) and complete 60 targets, the 3rd place (bronze medalist) athlete is eliminated, in case of a tie there is an immediate shoot-off;
- e) After the two remaining finalists shoot at another 10 targets (5 doubles) and complete 80 targets (40 doubles), the gold and silver medals (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off;
- f) The 10-target (5 doubles) sequences in b), c) d) and e) above consists of 2 scheme A doubles, 2 scheme B doubles and 1 scheme C double for each finalist;
- g) After each elimination stage the remaining athletes retain their original positions.

9.18.3.3

Skeet. Finalists will shoot on each station in bib number order. A timing system to control the 30-second preparation time limit must be used. Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) All six finalists will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After the six finalists complete 20 targets, the 6th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- b) The five remaining finalists will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 30 targets, the 5th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) The four remaining finalists will shoot another 10 targets with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one



reverse double on station 5. After 40 targets, the 4th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;

- d) The three remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 50 targets, the 3rd place athlete (bronze medalist) will be eliminated, in case of a tie there is an immediate shoot-off;
- e) The two remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 60 targets, the gold and silver medal winners (1st and 2nd places) will be decided, in case of a tie there is an immediate shoot-off; and
- f) On station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.

9.18.3.4

Tie-Breaking (Shoot-off) Procedures. Ties for places four through six will be broken according to the bib number order (Qualification ranking). If there is a tie for medal places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures:

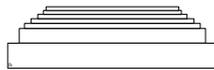
- a) **Trap.** The athletes must line up behind Station 1 in bib number order. Starting on Station 1, they must each shoot at regular targets until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot.

Note: Preparation time limit = 12 seconds.

- b) **Double Trap.** The athletes must line up behind Station 1 in BIB Number order. During the shoot-off only Scheme C will be used. The first athlete must on command move onto the station, load and call for the double. After shooting, the first athlete must leave the station and stand a minimum of 1.0 m behind the next station. The first athlete must not move onto to a station until the Referee commands "**START**". The athlete who misses the most targets on the respective station is the loser. This process will continue on Stations 2,3,4, 5 until the tie is broken.

Note: Preparation time limit = 12 seconds.

- c) **Skeet.** The tied athletes must line up behind Station 3 in bib number order. The athletes must shoot one regular double; if the tie is not broken with the first double, they must shoot one reverse double on that station; if the tie is not broken they



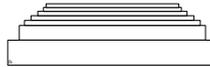
advance to Station 4 to shoot one regular double, and if the tie is not broken one reverse double; this sequence continues on Station 5 and then back to Station 3, etc. until the tie is broken.

9.18.3.5 If during a shoot-off, an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the targets shot at being declared “LOST”.

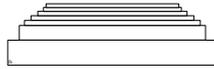
Note: Preparation time limit = 15 seconds.

9.18.4 Procedure For Conducting Finals

Time	Stage	Procedure
a) 30:00 minutes before	Finalists Report for Cartridge Control	Team Leaders are responsible for ensuring that their athletes report to the Finals Range on time (Rule 9.18.2.1). The Jury will instruct the finalists to place all of their cartridges in numbered boxes (corresponding with bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation. Athletes may leave the FOP and must return 15:00 min. before the start of the Final. No additional cartridges may be brought to the FOP.
b) 10:00 minutes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and show the targets according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	The six (6) finalists, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the center of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in bib number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.
e) 1:00 minute before	Preparation	One (1) minute before the first shot in the Final, the Referee will instruct the finalists to go to their shooting stations.
f) Competition firing starts at 0:00 min.	Start of Final	The Referee will instruct the first athlete to begin with the command “ READY. ” Each athlete in Trap or Double Trap has twelve (12) seconds to call for each target or Double. In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at doubles, except that in tie-breaking shoot-



		offs the preparation time is 15 seconds.
	g) Scoreboard Pauses	<p>In Trap and Double Trap Finals, scoreboard pauses will occur after all finalists have fired at 5 10 and 20 targets or doubles and subsequently after every 5 targets or doubles. In Skeet Finals, scoreboard pauses will occur after all athletes have completed one station.</p> <p>Television productions use these pauses to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command "READY."</p>
	h) Finals Completion	<p>If there is no tie for 1st place (gold medal), the Jury Member-in-Charge will immediately declare "RESULTS ARE FINAL." If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off.</p> <p>After the tie is broken, the Jury Member-in-Charge must immediately declare "RESULTS ARE FINAL."</p>
	i) After Medals are Decided	<p>After the Jury Member-In-Charge declares "RESULTS ARE FINAL," Jury-Member-In-Charge must assemble the three medalists on the FOP and the Announcer must recognize the medal winners by announcing:</p> <p>"THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p> <p>"THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p> <p>"THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME)."</p>



9.18.5

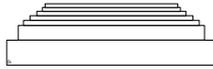
Malfunctions of ~~Shotgun or Ammunition~~ During Finals

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw.
- b) After the malfunction is corrected or the athlete withdraws, the Final must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- c) An athlete is allowed a maximum of two (2) malfunctions during a Final, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "**LOST**" whether or not the athlete attempted to fire.

9.18.6

Protests During Finals

- a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), he must act immediately before the next shooter fires, by raising an arm and saying "**PROTEST.**"
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately (9.18.2.6). The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" targets is lost, a penalty of two (2) points must apply to the ~~first~~ last two (2) "**HIT**" targets.
- e) No protest fee applies in a Final.

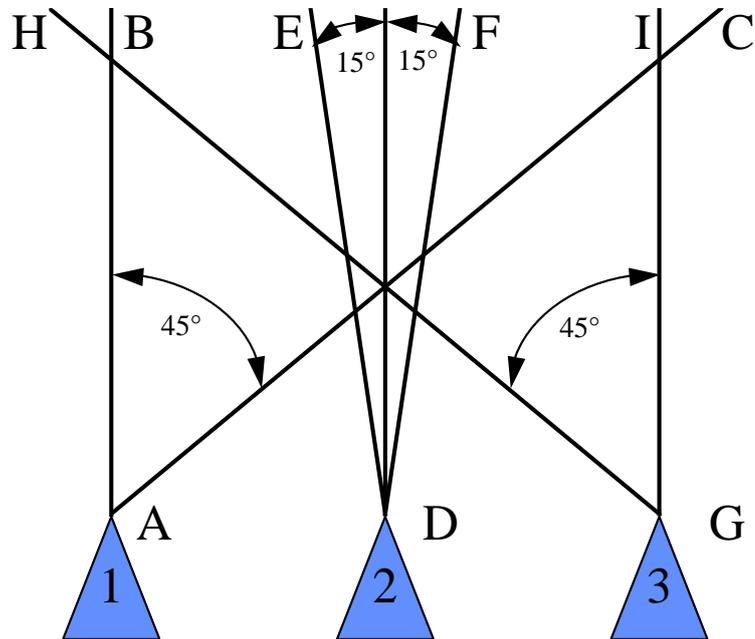


9.19

DRAWINGS AND TABLES

9.19.1

Trap Horizontal Angles



Maximum horizontal angles for first second and third trap in each group.

Targets from machine No. 1 must fall in area A B C.

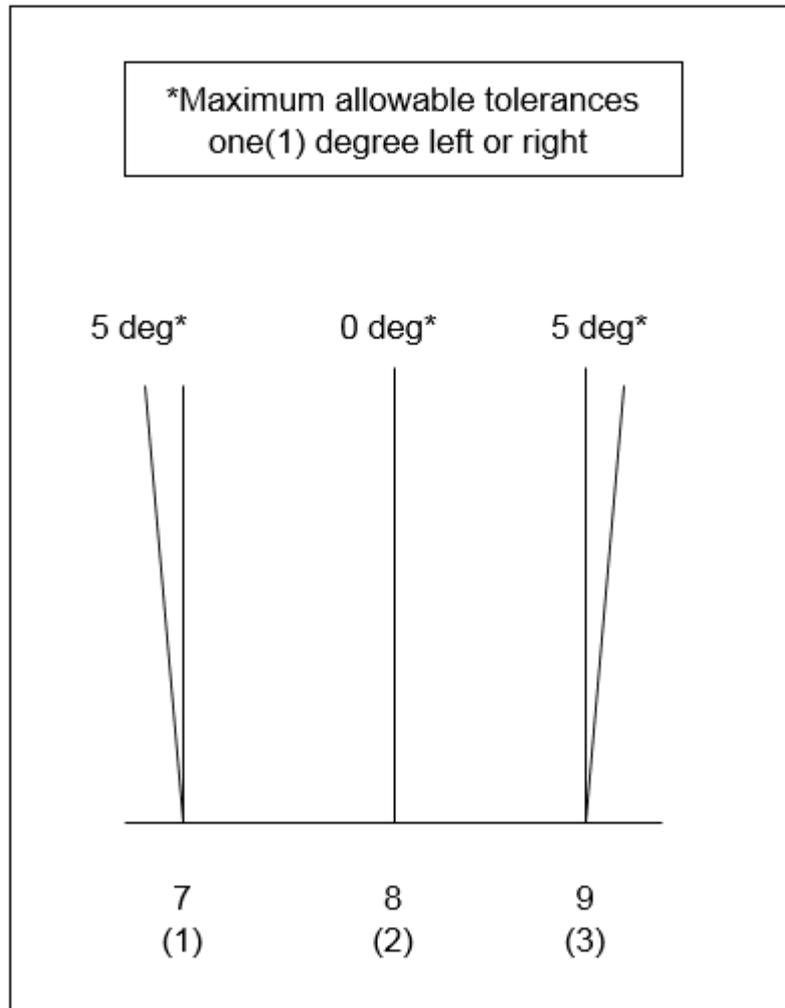
Targets from machine No. 2 must fall in area D E F.

Targets from machine No. 3 must fall in area G H I.



9.19.2

Double Trap Horizontal Angles





9.19.3 Trap Setting Tables (I - IX)

Table I					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	2.00 m	76.00 m +/-1 m	
	2	5 L	3.00 m		
	3	35 L	1.50 m		
2	4	45 R	2.50 m		
	5	10 R	1.80 m		
	6	35 L	3.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.50 m		
	9	45 L	1.60 m		
4	10	40 R	1.50 m		
	11	0	3.00 m		
	12	25 L	2.60 m		
5	13	20 R	2.40 m		
	14	5 R	1.90 m		
	15	35 L	3.00 m		

Table II					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 L	1.80 m		
	3	35 L	2.00 m		
2	4	40 R	2.00 m		
	5	0	3.00 m		
	6	45 L	1.60 m		
3	7	45 R	1.50 m		
	8	0	2.80 m		
	9	40 L	2.00 m		
4	10	15 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	35 R	1.80 m		
	14	5 L	1.50 m		
	15	40 L	3.00 m		

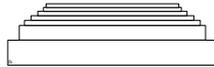


Table III					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	30 R	2.50 m	76.00 m +/-1 m	
	2	0	2.80 m		
	3	35 L	3.00 m		
2	4	45 R	1.50 m		
	5	5 L	2.50 m		
	6	40 L	1.70 m		
3	7	30 R	2.80 m		
	8	5 R	3.00 m		
	9	45 L	1.50 m		
4	10	45 R	2.30 m		
	11	0	3.00 m		
	12	40 L	1.60 m		
5	13	30 R	2.00 m		
	14	0	1.50 m		
	15	35 L	2.20 m		

Table IV					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	3.00 m	76.00 m +/-1 m	
	2	10 R	1.50 m		
	3	30 L	2.20 m		
2	4	30 R	1.60 m		
	5	10 L	3.00 m		
	6	35 L	2.00 m		
3	7	45 R	2.00 m		
	8	0	3.00 m		
	9	20 L	1.50 m		
4	10	30 R	1.50 m		
	11	5 L	2.00 m		
	12	45 L	2.80 m		
5	13	35 R	2.50 m		
	14	0	1.60 m		
	15	30 L	3.00 m		

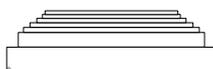


Table V					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	45 R	1.60 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	15 L	2.00 m		
2	4	40 R	2.80 m		
	5	10 L	1.50 m		
	6	45 L	2.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.80 m		
	9	40 L	1.50 m		
4	10	25 R	1.80 m		
	11	0	1.60 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	2.40 m		
	15	15 L	1.80 m		

Table VI					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	2.00 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	35 L	1.50 m		
2	4	35 R	2.50 m		
	5	10 R	1.50 m		
	6	35 L	2.00 m		
3	7	35 R	2.00 m		
	8	5 L	1.50 m		
	9	40 L	3.00 m		
4	10	45 R	1.50 m		
	11	10 L	3.00 m		
	12	25 L	2.60 m		
5	13	25 R	2.40 m		
	14	5 R	1.50 m		
	15	45 L	2.00 m		

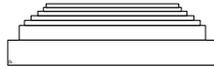


Table VII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	35 R	2.20 m	76.00 m +/-1 m	
	2	5 L	3.00 m		
	3	20 L	3.00 m		
2	4	40 R	2.00 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	40 R	3.00 m		
	8	0	2.00 m		
	9	40 L	2.20 m		
4	10	45 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	20 R	1.80 m		
	14	5 L	1.50 m		
	15	45 L	2.00 m		

Table VIII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 R	1.50 m		
	3	20 L	2.00 m		
2	4	40 R	1.50 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	35 R	3.00 m		
	8	5 L	2.50 m		
	9	45 L	2.00 m		
4	10	45 R	1.80 m		
	11	0	1.50 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	3.00 m		
	15	15 L	2.20 m		

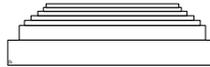
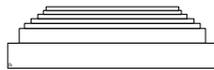
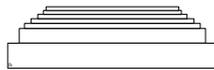


Table IX					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	3.00 m	76.00 m +/-1 m	
	2	0	1.80 m		
	3	20 L	3.00 m		
2	4	15 R	3.00 m		
	5	10 L	1.50 m		
	6	35 L	2.00 m		
3	7	45 R	1.60 m		
	8	0	2.80 m		
	9	30 L	3.00 m		
4	10	30 R	2.00 m		
	11	5 L	2.00 m		
	12	15 L	3.00 m		
5	13	35 R	2.90 m		
	14	0	1.60 m		
	15	45 L	2.20 m		

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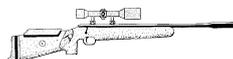


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**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

RUNNING TARGET RULES

FOR

10m Running Target

10m Running Target Mixed

50m Running Target

50m Running Target Mixed

Edition 2017 (First Print 01/2017)

Effective 1 January 2017

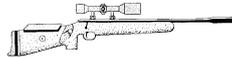


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NOTE:

Where figures and tables contain specific information, these have the same authority as the numbered rules.



10.1 GENERAL

10.1.1 These Rules are part of the ISSF Technical Rules and apply to all 10m and 50m Running Target events.

10.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

10.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

10.1.4 Unless a Rule applies specifically to a men's or women's event, it must apply uniformly to both men's and women's events.

10.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

ISSF Safety Rules are found in Rule 6.2.

10.3 RANGE AND TARGET STANDARDS

Target and target standards are found in Rule 6.3. Requirements for ranges and other facilities are found in Rule 6.4.

10.4 STANDARDS FOR 50m AND 10m RIFLES

See **RUNNING TARGET RIFLE SPECIFICATION TABLE** (10.13)

Any rifle that meets the following standards may be used:

10.4.1 The weight of the rifle and sight together must not exceed 5.5 kg.

10.4.2 An adjustable butt plate is permitted. The curvature of the butt plate (positive or negative) must not exceed a depth or height of 20 mm. The butt plate length must not exceed 150mm. Measurement of the depth or height of the butt plate will be made at right-angles to the centerline of the bore of the rifle (see Table). The lowest point of the butt plate, in its lowest position must not be lower than 200 mm below the centerline of the bore of the rifle (see Table).

10.4.3 Sights

The height of the center-line of the telescope above the center-line of the bore must not be more than 75 mm.

10.4.3.1 **50m Rifles.** Any types of sights are permitted.

10.4.3.2 **10m Rifles.** Any type of sights is permitted except that optical sights must be non-variable with a maximum of four power (4X) magnification (tolerance = +0.4 x). Examination of magnification power will be done with mechanical or optical devices.

10.4.3.3 Except when a sight is damaged, through mechanical or optical failure, it may not be exchanged between slow and fast runs. Sight adjustments during the event are permitted, provided they do not delay the shooting.

10.4.3.4 **Barrel Weights.** Only barrel weights within a radius of 60 mm from the center of the barrel are permitted.



10.4.3.5 **One Rifle Per Event.** The same rifle, including the sight, weights and trigger system, must be used for slow and fast runs in any event.

10.4.3.6 **Specific Standards for 50m Rifles**

- a) The trigger pull weight must be not less than 500 grams;
- b) The weight of the trigger pull must be measured with the barrel held vertically;
- c) The length of the system measured from the rear of the closed bolt in the discharged position to the foremost end of the system, including any extension (whether part of the barrel or not), must not exceed 1000 mm; and
- d) Only caliber 5.6 mm (.22") Long Rifle ammunition is permitted.

10.4.4 **Specific Standards for 10m Rifles**

- a) The trigger pull weight is unlimited;
- b) A set trigger must not be used;
- c) The length of the system measured from the rear of the mechanism to the forward end of the system, including any extension (whether part of the barrel or not), must not exceed 1000 mm; and
- d) Pellets of any shape, made of lead or other soft material, with a caliber of 4.5 mm (.177") are permitted.

10.4.5 **Pre- and Post-Competition Equipment Checks**

10.4.5.1 Athletes are responsible for ensuring that all items of equipment used by them comply with these Rules. The Equipment Control Section must be open to inspect athletes' equipment from the Official Training day until the last day of Running Target competition. Athletes are encouraged, if they wish, to bring their equipment for an Equipment Control check before the competitions to be sure they comply with these Rules.

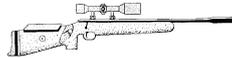
10.4.5.2 Random post-competition checks will be made of all equipment items to ensure compliance (6.7.9).

10.5 **CLOTHING REGULATIONS**

10.5.1 **Marker Tape**

10.5.1.1 The ISSF Official Marker Tape must be worn to allow the Range Officer or Jury Member to see the position of the rifle stock.

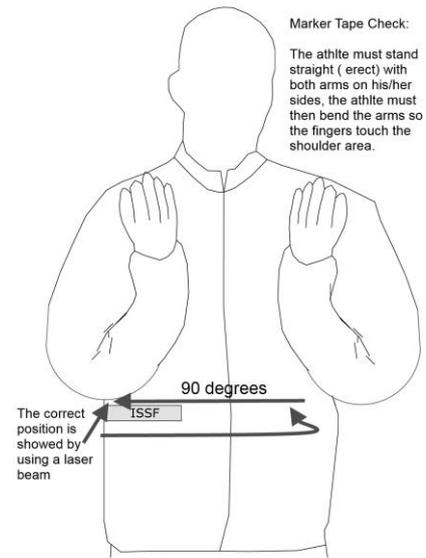
- a) The Marker Tape must be as available from the ISSF;
- b) The Marker Tape must be 250 mm long, 30 mm wide and of yellow color with a black border and bearing the ISSF logo; and
- c) It must be permanently affixed on the right side of the outer garment.



10.5.1.2

The correct position of the Marker Tape must be checked as follows:

- a) Any pockets of the outer garment must be empty;
- b) The trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;
- c) The Marker Tape must be permanently affixed, horizontally, below the tip of the elbow (see Drawing); and
- d) The Marker Tape may be checked by Equipment Control prior to the competition and marked with a seal or stamp (see drawing).



10.6

COMPETITION OFFICIALS

10.6.1

Duties and Functions of the Chief Range Officer

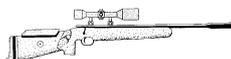
A Chief Range Officer must be appointed for each event on a specific range. The Chief Range Officer is:

- a) In charge of all Range Officers and range personnel and is responsible for the correct conduct of the shooting event and, where centralized control is exercised, responsible for giving all range commands;
- b) Responsible for assuring the co-operation of all range personnel with the Jury;
- c) Responsible for resolving any irregularities which other Range Officers cannot resolve;
- d) Responsible for the rapid correction of any equipment failures and for making available the necessary experts and material to operate the range. A repair service expert must be at the Chief Range Officer's immediate disposal at all times. For cases that exceed the capabilities of the repair service, additional provisions must be made;
- e) Responsible for the efficient and rapid scoring of all targets in co-operation with the Chief RTS (Results, Timing and Scoring; formerly Classification) Officer; and
- f) If necessary, the Chief Range Officer participates in the drawing of lots for the assignment of firing points.

10.6.2

Duties and Functions of the Assistant Chief Range Officer

If the competition is being shot on several ranges, an Assistant



Chief Range Officer should be appointed. He also substitutes for the Chief Range Officer during his absence.

10.6.3

Duties and Functions of the Range Officer

Range Officers are responsible to the Chief Range Officer for the orderly operation of a particular range. They work closely with the Jury. The Range Officer:

- a) Calls the athletes and announces the preliminary result of the series;
- b) Checks the names and bib numbers of athletes to ensure that they correspond with the start list, Range Register and small scoreboards. If possible this must be completed before the start of the Preparation Time;
- c) Gives the necessary competition commands;
- d) Continually watches the **READY** and shooting positions;
- e) Is responsible for the coordinated work of the Register Keeper (when using paper targets) and other range officials;
- f) Supervises the correct operation of the targets;
- g) Receives protests and passes them on to a Jury Member; and
- h) Records all disturbances, disciplinary actions, malfunctions, additional sighting shots, repeats, etc. on the Register Keeper's score card.

10.6.4

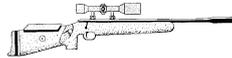
Duties and Functions of the Register Keeper – Paper Targets

- a) Examines the entries on the range assignment list and score cards to ensure that the names of the athletes, bib numbers, range numbers and nations agree;
- b) Writes down the indicated score and compares this with the TV monitor when it is in use; and
- c) Make entries on score cards in such a way that the RTS Office can identify right and left runs.

10.6.5

Duties and Functions of the Line Officer

- a) The Line Officer must be located so he can observe the readiness of the athlete and is able to hear the athlete's "**READY**" command;
- b) He must be able to observe the score keeping system after each shot, see the result of scoring, and at the same time observe the signal to start the target;
- c) He operates the starting button, the stop button, and the switch to change from slow to fast runs; and
- d) If no electronic program switch is provided for the mixed runs event, the necessary switching must be executed under a plan approved by the Jury.



10.6.6 Duties and Functions of the Pit Officer – Paper Targets

A Pit Officer and an assistant must be stationed at each side of all ranges used during the competition. Depending on the system used, target changing can be done with one pit officer and an assistant if adequate safety baffles are available. The pit officer or his assistant is responsible for changing the target during the standard rhythm time. The pit officer is responsible for:

- a) Ensuring that the correct targets are attached to the frame in the specified sequence;
- b) Correctly positioning 50m half targets or repair centers, correctly applying patches to cover bullet holes, establishing the rhythm of score indicating, etc.;
- c) Examining the target after each run and ensuring that every shot is correctly signaled for both value and location;
- d) Ensuring that the target is facing in the correct direction before each run;
- e) Giving bullet holes close to a scoring ring the lower value when indicating the score;
- f) Removing targets from the frame at the conclusion of each stage and place them in a secure container to await transfer to the RTS Office;
- g) Target couriers must transmit targets and report sheets to the RTS Office at least after every second athlete finishes firing;
- h) Covering sighting shots on 50m targets with black patches;
- i) Each series begins with four 4 sighting shots. If the athlete does not shoot the sighting shots, black patches must be stuck on the corresponding targets outside the rings; and
- j) Competition shot holes on 50m targets must be covered with transparent patches. Only the outer part of shot holes which are close to a scoring ring should be covered to assist the RTS Office in scoring. The last hit on each target must remain uncovered.

10.6.7 Specific Rules For 10m Events

Depending on the system used, target changing can be done with one Pit Range Officer and an assistant if adequate safety baffles are available. The Pit Range Officer or his assistant is responsible for changing the target during the standard rhythm time.

10.6.8 Technical Officers – Electronic Scoring Targets (EST)

Technical Officers may be appointed by the Official Results Provider to operate and maintain EST systems. They may offer advice to Range Officers and Jury Members, but must not make any decisions regarding the application of these rules.



10.7 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

10.7.1 Positions

10.7.1.1 Until the moment that any part of the target becomes visible in the opening, the athlete must remain in the READY position, holding the rifle with both hands in such a way that the lower tip (toe) of the butt plate is equal to or below the mark on the shooting jacket. The mark must be visible to a Jury Member or Range Officer while the athlete is in the READY position.

10.7.1.2 The **Shooting Position** is standing without support. The rifle butt plate must be held against the shoulder (upper right chest) and supported only with both hands. The left arm (right arm for left handed athlete) must not rest on the hip or the chest. The athlete must take a position in relation to the bench, table, or wall in such a way that it is clearly visible that they do not give him any support whatsoever. The use of a sling is not permitted.

10.7.1.3 The **Run** is the time when the target is visible in the opening. The timing of the run must start when the leading edge of the target appears and stop when the leading edge of the target reaches the opposite wall.

10.7.2 50m and 10m Events – Programs

10.7.2.1 50m and 10m 30 + 30 shots (Men and Men Junior):

- a) 4 sighting shots and 30 shots slow runs, each in 5.0 seconds (+0.2 seconds); and
- b) 4 sighting shots and 30 shots fast runs, each in 2.5 seconds (+0.1 seconds).

10.7.2.2 10m 20 + 20 shots (Women and Women Junior):

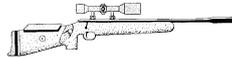
- a) 4 sighting shots and 20 shots slow runs, each in 5.0 seconds (+0.2 seconds); and
- b) 4 sighting shots and 20 shots fast runs, each in 2.5 seconds (+0.1 seconds).

10.7.2.3 50m and 10m 40 shots Mixed Runs (Men and Men Junior):

- a) The event will be fired in two (2) series of four (4) sighting shots (one (1) slow and one (1) fast run from each side) and 20 mixed runs; and
- b) Each mixed run event must have 10 slow and 10 fast runs from each side, arranged in such a way that the athlete must fire an equal number of runs of each speed from each side. The runs must be mixed in such a manner that it is unlikely the athlete can anticipate whether the next run is slow or fast. There must not be more than five (5) continuous (combined right and left) runs at the same speed.

10.7.2.4 10m 40 shots Mixed Runs (Women and Women Junior).

All events can be conducted in either one (1) or two (2) days,



depending on the number of entries in the competition. If an event is conducted in two (2) days, one (1) complete series must be conducted each day.

10.7.3 Competition Rules

10.7.3.1 Every athlete must shoot the entire competition on the assigned range.

- a) Any change in range assignments may be made only if the Jury decides that there are different range conditions such as light conditions;
- b) If the event is conducted in one (1) day, the order of shooting for the second stage must remain the same as the order of shooting for the first stage; and
- c) If the event is conducted over two (2) days the athlete in the lowest ranking position at the end of the first day shoots first on the second day, and the athlete in the highest ranking position at the end of the first day shoots last on the second day.

10.7.3.2 Before the start of the competition, the first athlete must be given the opportunity to dry fire a full series in the event being shot. If the first athlete does not wish to **dry fire** a full series, it is still necessary to run a full series.

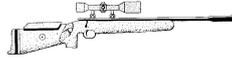
10.7.3.3 At ISSF Championships, the Organizing Committee must open the day's competition by having a test athlete (someone not in the competition) shoot a full series commencing at the official start time, so that the first athlete may complete the dry firing series under competition conditions.

10.7.3.4 Only the next athlete in succession may dry fire, at a specially marked point on the firing line (see Rule 6.4.15).

10.7.3.5 The competition series always starts with a run from the right to left. Only one shot may be fired on each run.

10.7.3.6 Indication of Shots

- a) Different methods for indicating the score and location of hits may be used. The method used must allow the athlete to be certain of the score and location of the shot;
- b) Television or similar monitoring devices that indicate scores and hit locations are permitted for any competition and are compulsory in ISSF Championships;
- c) The athlete is not required to use the television monitor. If he does not use it, he must accept the alternative method of indicating scores and hit locations; and
- d) If an athlete observes a discrepancy between the monitor and the alternative method of indicating scores and hit locations, he may request the signal to be repeated, but he is not entitled to another shot even if the first signal was in error. If a repeat signal



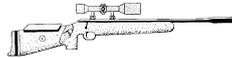
is requested, this must be before shooting again.

10.7.3.7 Preparation Time

After the athlete is called to the shooting station, he must be given a preparation time of two (2) minutes before the first “**READY**” is to be given.

10.7.3.8 Firing Procedures

- a) When the athlete has finished his preparation on the range, he must call “**READY**” before each sighting shot and also before the first shot of the series;
- b) The Range Officer must start the target immediately. If the target does not appear in four (4) seconds after the order to start is given or after completion of the indication of the score, the Range Officer must stop the shooting and make sure that the range equipment and the athlete are ready, after which he will start the target again;
- c) If the target is started before the athlete has called “**READY**,” he should refrain from shooting. However, if he shoots, the result must be scored;
- d) If the Range Officer finds that the athlete delays unnecessarily before calling “**READY**” or taking the **READY** position, the following action will be taken. In the case of the first occurrence he will be given a **Warning (Yellow Card)** for delay of competition. On the second occurrence a two (2) point **Deduction (Green Card)** will be given. Any subsequent violation could result in **Disqualification (Red Card)** by the Jury;
- e) After completing the sighting runs, the athlete may pause for up to 60 seconds to adjust his sight. The **MATCH** series will then be started;
- f) After each run, the score and location of each shot hole must be shown for at least 4 seconds. The end of the indication of the score is always the signal to the athlete for the continuation of the series;
- g) It is necessary to set a constant rhythm (time cycle) and system in the time taken to indicate the score, the method to indicate the score and the method to change targets;
- h) In 50m **MATCH** firing, following the completion of a run, the marking and signaling must be completed and the target available to run in not more than 12 seconds, and the athlete must be ready for the target to be released in not more than 18 seconds;
- i) In 10m **MATCH** firing, following the completion of a run, the signaling and target changing must be completed and the target available to run in not more than 18 seconds, and the athlete



must be ready for the target to be released in not more than 20 seconds;

- j) The Range Officer and the Jury Members must control carefully the 18 and 20 second timings and immediately penalize an athlete who does not comply with this rule;
- k) When the athlete shoots and the shot is not on the target and he later claims that he was not ready when the target started it will be recorded as a miss and he will not be permitted to re-shoot;
- l) The timing for the 18 second (50m) and 20 second (10m) time limits begins when the target disappears at the end of each run. The timing stops when the athlete is in the ready position;
- m) The Jury must verify the correct timing of the targets during the competition; and
- n) If the target is started from the wrong side or tail first, the run must be cancelled and repeated, even if the athlete has fired.

10.7.3.9 In case anything should occur that might be dangerous, disturb the athlete, or otherwise interfere with the competition, the Range Officer must stop the shooting with the command “**STOP.**” Should the athlete fire at the moment of the command, he is entitled to have the run cancelled if he requests it.

10.7.3.10 If a series is interrupted for more than 5 minutes or the athlete is moved to another firing point, he may ask for 2 additional sighting shots (4 sighting shots in the mixed runs event). In such a case the Range Officer must announce “**SIGHTING SHOTS**” and the score keepers must be informed. These sighting shots must begin from the same side from which the series is to be continued after the interruption. If no sighting shots are requested, the series resumes where it was interrupted.

10.7.3.11 If an athlete should be unable to fire during a run, a miss must be scored, unless the Rules that entitle the athlete to a re-shoot apply.

10.7.3.12 If the Range Officer neglects to stop the shooting when the respective Rules apply, the athlete may raise his arm and call “**STOP**” provided he has not caused the situation himself. The Range Officer must stop the shooting at once. If the Range Officer finds the action of the athlete justified, he may continue shooting after a check of the situation according to Rules respectively. If the athlete is not justified, the Range Officer must give the command to repeat the run and the athlete must be penalized by deducting two (2) points from the value of that shot.

10.7.3.13 **Misses**

- a) Every shot prior to the appearance of the competition target must be scored as a miss;
- b) The target will be started without a repeated shot and the miss marked as “Z” on the target, on the score card and on an incident



report;

- c) Hits **outside the scoring rings** must be scored as zero(es) and recorded as "X" on the target;
- d) If the athlete **does not shoot**, the run is scored as zero and recorded as "-" on the target;
- e) Shots not hitting the target are scored as zero(es) and recorded as "Z" on the target; and
- f) Skid shots and ricochets must be scored as zero(es).

10.7.3.14

Misses and Penalties in 10m Events:

- a) The athlete must not discharge propellant gas from his rifle. For the first such offense, two (2) points will be deducted (**Green Card**) from the score of the next competition shot. For the second offense, the athlete must be disqualified (**Red Card**) from further competition;
- b) Any **release of the propelling charge**, after his first competition target is in place, without a hit on the target will be scored as a miss; and
- c) It is the responsibility of the athlete to ensure his air or gas rifle is fully charged with propellant air or gas prior to commencing the competition. If during the competition he has insufficient propellant air or gas to continue, he will be allowed a maximum of five (5) minutes to renew the supply. He may then continue the series but without any additional sighting shots.

10.8

MEDAL MATCH RULES

10.8.1

A **10m Running Target Medal Match** may be conducted as the second phase in the 10m Running Target Men, Women, Men Junior or Women Junior events.

10.8.2

The full 10m Running Target Men, Women, Men Junior or Women Junior course of fire must be completed as a Qualification for a Medal Match.

10.8.3

The four (4) highest scoring athletes in the Qualification advance to the Medal Match. Their start position in the Medal Match is determined by their rank in the Qualification.

10.8.4

Ties for the second and fourth place in the Qualification will be broken according to shoot-off rules.

10.8.5

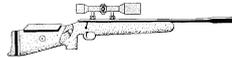
All qualifiers for the Medal Match start at zero (0). No Qualification scores carry forward into the Medal Match.

10.8.6

Medal Match qualifiers must report ready to shoot on the range 10 minutes before the start time.

10.8.7

In the Medal Match, the first place athlete in the Qualification will compete against the fourth place athlete; the second place athlete in the Qualification will compete against the third place athlete.



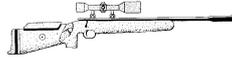
- 10.8.8** An introduction of the athletes must be made.
- 10.8.9** The Medal Match will be conducted on either two (2) or four (4) ranges.
- 10.8.10** If there are only two (2) ranges, the first relay will be held with the athletes ranked first and fourth.
- 10.8.11** If there are four (4) ranges, the athletes ranked first and fourth are on adjacent ranges and second and third are on the other ranges.
- 10.8.12** The preparation time is one (1) minute followed by two (2) sighting shots, one left and one right (fast runs). The first sighting shot is on command.
- 10.8.13** All competition shots are on command in fast runs (2.5 seconds).
- 10.8.14** Scoring is in decimals. The athlete with the highest score in each match on each run receives one point. If there is a tie between a pair, no athlete receives a point.
- 10.8.15** The athlete who receives six (6) points or more with a difference of two (2) points is the winner of the match.
- 10.8.16** The losers of the two (2) semifinal matches will compete for bronze medal in the same way as above
- 10.8.17** The winners of the semifinal matches will compete for gold or silver medals in the same way as above.

10.9 **INFRINGEMENTS AND DISCIPLINARY RULES**

- 10.9.1** The athlete must not exceed the preparation time of two (2) minutes without justification, or wait longer than 60 seconds after the conclusion of sighting shots to begin competition shots. After 30 additional seconds, the target must be started and the result counted whether the athlete is in the shooting position or not.
- 10.9.2** If an athlete does not report when he is due to start the competition the Range Officer must call his name out loud three (3) times within one (1) minute. If the athlete fails to appear, he must have a new shooting time set by the competition officials and two (2) points must be deducted from his total score. If, however, the Jury is convinced that the reason the athlete was late was beyond his control, no penalty will be enforced.
- 10.9.3** An athlete who violates the Rules concerning the **READY** or shooting position must be given a **Warning (Yellow Card)** after the first violation. On the second occurrence a two (2) point **DEDUCTION (Green Card)** will be given. Any subsequent violation must result in **DISQUALIFICATION (Red Card)**.

10.10 **MALFUNCTIONS**

- 10.10.1** If the athlete has a malfunction with his rifle or ammunition in the Qualification round, the rifle must be placed on the bench or table without further touching it. The Range Officer must be called and shown the malfunction. The Range Officer must interrupt the series



of target runs and start a timer to determine the length of the interruption. Malfunctions in Medal Matches are not allowed.

10.10.2 If the Range Officer determines, after examining the rifle and ammunition, that the malfunction was not caused by the athlete, the run may be repeated.

10.10.3 **The athlete must not be considered at fault if:**

- a) The rifle is found in a discharged condition, the chamber is found to contain a cartridge of the same type the athlete is using, the cartridge shows a clear impression of the firing pin and the bullet has not left the barrel; or,
- b) The reason for not shooting was caused by a malfunction of the rifle which is not likely to have been caused by the athlete or could not reasonably have been prevented by him.

10.10.4 **The athlete must be considered at fault if:**

- a) He has not placed the rifle on the bench or table;
- b) He changed something on the rifle before placing it on the table;
- c) The safety catch was not released;
- d) The breech was not closed all the way;
- e) The rifle was not loaded; or
- f) The rifle was loaded with the wrong kind of ammunition.

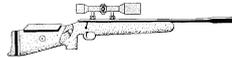
If the Range Officer determines that the malfunction was caused by the athlete, a miss must be scored.

10.10.5 After the interruption due to a malfunction of the rifle or ammunition, the Range Officer may order the repair of the rifle or a change of ammunition. If the malfunction can be repaired within five (5) minutes, the shooting may be continued. If the repair will take longer than five (5) minutes, the athlete has the right to continue shooting immediately with another rifle or to withdraw to repair his rifle. The Range Officer, with the consent of the Jury, must then decide when the athlete may continue his series, either with the repaired rifle, or with another rifle if a repair is impossible. The series must be continued from the point of interruption.

10.10.6 The Range Officer should continue as if the athlete did not withdraw in order to allow the next athlete to complete his dry firing.

10.10.7 **Faulty Sights**

- a) If the athlete discovers during his sighting shots that a faulty sight cannot be corrected by adjustment, the Jury can agree to a change of the sight, if a second sight is available;
- b) After the change the athlete must receive sighting shots;
- c) The athlete must not receive a repeat or additional sighting shots if the examination by the Range Officer shows that the



sight mount was not properly tightened; and

- d) If the sight becomes loose during a competition series because it was not properly tightened, all shots must be scored.

10.11 FAILURE OF 10m EST SYSTEMS

10.11.1 If there is a failure of ALL targets on a range - also applicable to conventional ranges:

- a) The actual time must be recorded by the Chief Range Officer and the Jury;
- b) All completed MATCH shots fired by each athlete must be counted and recorded. In the event of a range power supply failure, this may involve waiting until power is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established; and
- c) After the failure is rectified and the full range is in operation the athletes will be allowed a one (1) minute preparation time to allow them to resume their positions. The time for recommencing is to be announced over the loudspeaker system at least five (5) minutes beforehand. At the end of the preparation time, the athletes will be allowed four (4) sighting shots (2 left runs; 2 right runs). These sighting shots must begin from the same side from which the series is to be continued after the interruption. After the sighting shots a 30 second pause will be allowed. After the sighting shots and pause the series will resume where it was interrupted.

10.11.2 In the event of the failure of a Single Target

If a single target fails to function the athlete will be moved to another target where the same procedure stated in Rule 10.11.1, c will apply.

10.11.3 Complaint concerning failure to register or display a shot on the monitor of an electronic scoring target system.

- a) The athlete must immediately inform the nearest range official of the failure. The range official must make a written note of the time of the complaint. One or more Jury Members must go to the firing position; and
- b) The athlete will be directed to fire one more **MATCH** shot at his target. The athlete must call "**READY.**" The procedure of a complaint concerning a failure to register or display a shot stated in the Technical Rules (6.10.8) will apply.

10.12 TIE-BREAKING

10.12.1 Individual Ties in 50m and 10m Events

Ties for athletes with perfect scores will not be broken.

10.12.1.1 Ties for places 1 – 3 and below:



- a) If two (2) or more athletes shoot equal scores, ties for the first three (3) individual places must be decided by a shoot-off to be arranged by the Jury. This shoot-off consists of two (2) sighting shots (one (1) left – one (1) right) and two (2) competition shots (one (1) left – one (1) right) in 2.5 seconds (fast run) on command for all competition shots; and
- b) In the event of a further tied score the shoot-off will continue until the tie is broken.

10.12.1.2

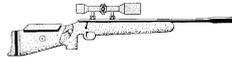
Rules for Shoot-offs

- a) The shoot-off must begin as soon as possible after the protest time has expired. If the shoot-off is not held at a prearranged time that was publically announced, the athletes involved must remain in contact with the Chief Range Officer pending an announcement as to time and place;
- b) Athletes with tied scores will be allocated adjacent firing points by the drawing of lots under the supervision of the Jury. If more athletes have equal scores, the firing sequence will also be determined by the drawing of lots. When several athletes are tied for more than one ranking place, the tie for the lowest ranking position will be broken first, followed by the next ranking higher position until all ties are broken;
- c) If an athlete fails to appear for a shoot-off, he will be ranked last in this shoot-off. If two (2) or more shoot-off athletes fail to appear they will be ranked according to Rule 10.12.1.3 for Individual Ties ranking from 4th place; and
- d) During the shoot-off, malfunctions and other irregularities must be treated according to these Rules, but only one (1) malfunction is allowed during the breaking of the tie and any re-shoot or completion will take place immediately.

10.12.1.3

Ties for 4th place and lower, if not resolved by any Shoot-off, must be decided as follows:

- a) **10m Events.** Any remaining ties for fourth (4th) place and lower are ranked according to tie-breaking Rule 6.15 (i.e., highest number of inner tens, highest score on the last series, next to the last series, etc.);
- b) **For 50m Running Target 30 + 30.** Any remaining ties for fourth (4th) place and lower are ranked according to the highest total of the fast run; and if ties remain by comparing the lowest value shot(s) in the total competition for the tied individuals (the athlete with the lowest value shot(s) is declared the loser); if any ties remain, the athletes must have the same ranking; and
- c) **For 50m Running Target Mixed Runs.** Any remaining ties for fourth (4th) place and lower are ranked according to the highest total of the second stage; and if ties remain by comparing the lowest value shot(s) in the total competition for the tied



individuals (the athlete with the lowest value shot(s) is declared the loser); if any ties remain, the athletes must have the same ranking.

10.12.2

Team Ties

Team Ties in 10m Events / 50m Events

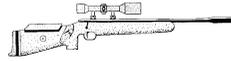
Ties in team events must be decided by totaling the results of all members of a team and applying these Tie-Breaking steps.

- a) The highest total number of inner tens;
- b) The highest total score on the last series, then the next to the last series etc.; and
- c) If any ties remain, total scores will be compared on shot-by-shot basis using inner tens, beginning with the last shot, then the next to the last shot etc.



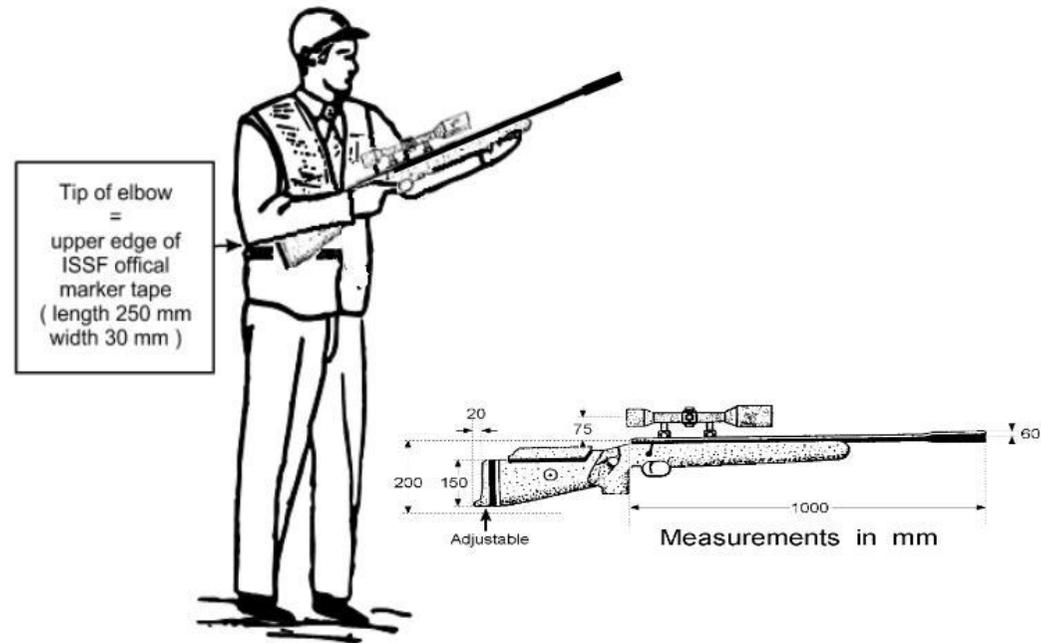
10.13 RUNNING TARGET SPECIFICATION TABLE

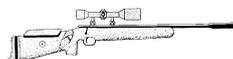
Event	Max. weight	Trigger pull	Butt plate	Sights	Barrel weights	Ammunition	MATCH shots
10m Running Target	5.5 kg including telescope	Free, No set trigger	Depth: lowest point 200 mm Length: max. 150 mm Depth/height of curve maximum 20 mm	Any sights, telescope with non-variable maximum four power (tolerance + 0.4 x) magnification	Within a radius of 60 mm	4.5 mm (.177")	Men: 30 slow runs 30 fast runs Women: 20 slow runs 20 fast runs
10m Running Target Mixed							40 mixed runs
50m Running Target	5.5 kg including telescope	500 g, No set trigger		Any sights Length: No restrictions	Within a radius of 60 mm	5.6 mm (.22"lr)	30 slow runs 30 fast runs
50m Running Target Mixed							40 shots mixed runs



10.14 DRAWINGS

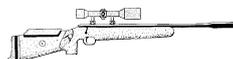
10m Rifle:	The length of the system/ barrel including any extension must not be more than 1000 mm.
50m Rifle:	The length of the system measured from the rear of the closed bolt in the discharged position to the foremost end of the system, including any extension, must not exceed 1000 mm.



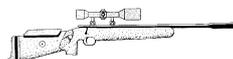


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