

# ISSF 10m & 50m SHOOT-OFFS v2011-2

## 10 & 50m shoot-offs apply to decide ties for 8<sup>th</sup> position for 10m & 50m Pistol Finals

### When shoot-offs are conducted:

**6.14.6** For Olympic Events (with Finals) If there is a tie to be eligible for the Finals from the Qualification Round, the tie will be broken by a Shoot-off and the rules for individual ties will not apply for those shooters.

**6.14.6.1** The shoot-off must begin as soon as possible and practicable after the Protest Time has expired after the official scores are posted on the Main Scoreboard. If the shoot-off is not held at a prearranged time that has been formally announced, the shooters involved must remain in contact with the Chief Range Officer pending an announcement as to time and place.

**6.14.6.2** Shooters with tied scores will be allocated adjacent firing points by drawing of lots under the supervision of the Jury.

**6.14.6.3** If a shooter fails to appear for a shoot-off, he will be ranked last in this shoot-off. If two or more shoot-off shooters fail to appear they will be ranked corresponding to Rule for individual ties.

### Procedures summary for 10 & 50m shoot-offs:

	target	preparation time <b>AND</b> sighters	shoot-off
<b>10m Air Pistol</b>	10M Air Pistol	5 minutes with unlimited sighters	5 shots, each in 75 seconds – as below
<b>50m Pistol</b>	25/50M Prec.		
The shoot-off is conducted on the Qualification Round range			
For 50M Australian Conditions – sighting target below competition target			

### Ensure the range is clear of all personnel

- Allow the shooters to set up their equipment at the firing points

### “FIVE MINUTES PREPARATION AND SIGHTING TIME BEGINS NOW”

- Start stopwatch
- At 4:30 minutes...

### “30 SECONDS”

- At 5:00 minutes

### “STOP”

- For EST/Pit Marking/Automatic Targets, change target/settings
- **For 10m wind-back targets only CHANGE TARGETS**
- For 50M Australian Conditions, after 30 seconds

### “FOR THE FIRST/ NEXT COMPETITION SHOT – LOAD”

- After about 5 seconds...

### “ATTENTION-3-2-1-START”

- The shooter has 75 seconds in which to fire a shot.  
Five (5) seconds after the last shooter has fired, or immediately on termination of the shooting time:

### “STOP”

- 10 m Air Pistols must be uncocked.
- Shooters may take sight pictures between shots, but must not dry-fire.

For 10m paper targets: **“CHANGE TARGETS”** Immediately after the command “STOP”

- the announcement of the shot values should start. 10 seconds after the immediate and final scoring of each shot and announcement of the results,
- the procedure above will be repeated until all **five** shots have been fired.

**Scoring: Decimal scoring:** as per Finals.

### Ties

**If any shooters are still tied after the first shoot-off series of 5 shots,** it will be decided **shot-by-shot** until every tie is broken.

### Malfunctions (6.14.6.3):

During the shoot-off, malfunctions and other irregularities must be treated according to the ISSF Rules, but only one (1) malfunction is allowed during the breaking of the tie and any re-shoot or completion will take place immediately.