

# ISSF 10m AIR PISTOL MIXED TEAMS FINAL – Paper Targets

The 10 finalists must present themselves at the Preparation Area, complete with all their shooting equipment needed for the final event, at least 30 minutes before the scheduled starting time. They must be allowed to set up their equipment, including pistols, and must then leave the range. The weights of the triggers of the finalists in the **10 m Air Pistol Events** must be tested before the commencement of the Finals. **Teams MUST advise the jury member in which order the team members will be shooting.**

## Course of Fire:

- **Left side shooter MUST fire before the right side shooter.**
- 3 x 5 shot series in \*350 seconds (5 minutes & 50 secs) each – **one shot per target**
- 6 x single shots each in 60 seconds – **2 shots per target.**
- 3 x single shots each in 60 seconds – **3 shots per target**
- lowest ranked team retires after each 2<sup>nd</sup> shot (i.e. 5<sup>th</sup> ranked team after 17<sup>h</sup> shot, 4<sup>th</sup> after 19<sup>th</sup> shot etc)

## Check:

- Finalists have had their pistols checked
- RTS are ready
- Stopwatch set correctly
- Observers (to ensure they shoot in order AND if not giving full time per series / shot)

**13 minutes** before Start

**“ATHLETES TO THE LINE”**

Wait 1 minute then call

**“FIVE MINUTES PREPARATION & SIGHTING TIME....START”**

Wait a further 4<sup>1</sup>/<sub>2</sub> minutes then call

**“30 SECONDS”**

Wait 30 seconds then call

**“STOP...UNLOAD...CHANGE TARGETS”**

- Pistols to be unloaded with flags inserted – RO to check
- Athletes must turn to face the audience while they are introduced.

Immediately after introductions

**“TAKE YOUR POSITIONS”**

\*\* Wait 1 minute then call

**“FOR THE FIRST/NEXT COMPETITION SERIES...LOAD”**

Wait 5 seconds then call

**“START”**

After the full **350 seconds** (or earlier if all athletes have fired 5 shots)

**“STOP ...CHANGE TARGETS”**

- Targets are collected and scored

Once scores have been announced

**REPEAT FROM \*\* twice (total of 3 series**

**Then proceed to single shots as follows**

Once scores have been announced

**“FOR THE NEXT COMPETITION SHOT...LOAD”**

Wait 5 seconds

**“START”**

After the full 60 seconds (or earlier if all athletes have fired)

**“STOP”**

After about 5 seconds

**“FOR THE NEXT COMPETITION SHOT...LOAD”**

Wait 5 seconds

**“START”**

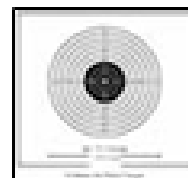
After the full 60 seconds (or earlier if all athletes have fired)

**“STOP...CHANGE TARGETS”**

Targets to be collected and scored

- Once scores have been announced the person in 8<sup>th</sup> position retires from the Final.
- Continue shooting 2 x single shots as above, scoring, and eliminating the lowest ranked athlete from the competition, after every 2<sup>nd</sup> shot.
- After 12<sup>th</sup> single shot the remaining 2 teams will fire 3 shots per person to decide the result.

**Targets**  
ISSF 10m Air Pistol target



**Scoring**  
Decimal using approved gauges or a target reader.

- Pistols of retiring athletes must be cleared and a safety flag inserted.

### **TIES FOR LOWEST RANKING POSITION**

The tied teams will shoot single shots (in 60 seconds per shot) until the tie is broken.

Targets will need to be scored after each shot.

### **IF THERE ARE LESS THAN FIVE TEAMS IN THE FINAL**

Elimination of athletes always begins with the team in 5<sup>th</sup> position and there must always be 24 shots (not including any shoot offs) in the Final. (for example - if there are only 4 finalists elimination will begin after shot 19 etc.)

### **MISCELLANEOUS INFORMATION**

\* The series time of 5 minutes (350secs) is 50secs more than the ISSF rules specify. The additional 40 secs (10seconds per shot) is to allow time for the competitors to change the targets and realign themselves for each shot. Therefore, no additional time for this purpose may be permitted.

**Penalty of 2 points per extra shot will apply if a finalist fires 2 or more shots on one target during the 5 shot series.** Penalty will be applied to the lowest value shot or shots on the target.

If a team member fires out of order a 2 point penalty, applied to that shot, will apply.

#### **Observers**

- Observers MUST be used to ensure athletes shoot in the correct order – i.e. athlete on the left must fire before the athlete on the right.
- The rules allow for **“STOP”** to be called once all athletes have fired the required number of shots – if doing this the observers will also be used to ensure everyone has fired.

#### **Malfunctions – one only during the Final**

- The Range Officer must check to see that the malfunction is ALLOWABLE (if not then the competition continues)
- For the single shots
  1. Athlete has 1 minute to repair or replace the pistol.
  2. Athlete refires the shot before the competition continues.
- For the 5 shot series
  1. Athlete has 1 minute to repair or replace the pistol.
  2. Shots already fired are counted & athlete is permitted to continue the series with additional time equal to the time required to repair the malfunction (maximum of one (1) minute of extra time).

#### **Late to Report**

- If an athlete reports more than 10 minutes late he will not be permitted to shoot (rule 6.17.1.4) - (Note to Range Officers – this is a Jury decision)
- If an athlete does not report on time a 2 point penalty will be applied to the first MATCH shot / series (rule 6.17.1.3) - (Note to Range Officers – this is a Jury decision)

#### **Score Protests**

- Score protests are not permitted in the Finals (rule 6.17.1.7)

**Dry firing in Finals is not permitted** except during the preparation and sighting time. However, holding and aiming exercises will be permitted while targets are being scored.