

## Timers for ISSF Turning Targets

Sorting out the specifications for timers within the ISSF rules is not the easiest exercise – the following is provided as a guide.

### Tolerances:

The general tolerance on faced times is  $^{-0.0}/_{+0.2}$  seconds (6.3.16.9.5, 6.3.16.10.4). Note that this is **at the targets**, not the timing of the electrical impulses from the timer – given the vagaries of the mechanicals of turning target systems these two times can differ.

The wisest option is to have the timer run to the middle of this tolerance and has the facing times +0.1 seconds (i.e. 3.1, 4.1, 6.1, 8.1, 10.1, 20.1 and 150.1 seconds).

### For CF/Sport' Rapid Fire Stage

The targets:

- commence faced (8.6.4.4.3.2),
- turn away when the RO commences the series (i.e. 'ATTENTION' and starts the timer) (8.6.4.4.3.2),
- face the shooters after 7 seconds (8.6.4.4.3.2),
- remain faced for  $3^{-0.0}/_{+0.2}$  seconds (8.6.4.4.3.1),
- face-away after the required time,
- remain faced away for  $7^{+}/_{-0.1}$  seconds,
- repeat the cycle for five competition shots
- after the fifth exposure, **remain** faced-away until the RO faces the targets to signal that the range is clear for scoring, etc. (6.9.1.2.2) – see Note 1.

### For Standard Pistol

The targets:

- commence faced (8.6.4.5.3),
- turn away when the RO commences the series ('ATTENTION' and starts the timer) (8.6.4.5.3),
- face the shooters after 7 seconds (8.6.4.5.3),
- remain faced for 120, 20 or  $10^{-0.0}/_{+0.2}$  seconds (8.6.4.5.6, 6.3.16.9.5, 6.3.16.10.4).
- face-away after the required time,
- **remain** faced-away until the RO faces the targets to signal that the range is clear for scoring, etc. (6.9.1.2.2) – see Note 1.

### For Rapid Fire Pistol

The targets:

- commence faced (8.6.4.3.5),
- turn away when the RO commences the series at the call 'ATTENTION' (8.6.4.5.3),
- the RO starts the timer at the count 'START' (8.6.4.3.5), and the targets face the shooters after  $3^{+}/_{-1}$  seconds (8.6.4.3.7) – see Note 2.
- remain faced for 8, 6 or  $4^{-0.0}/_{+0.2}$  seconds (8.6.4.3, 6.3.16.9.5, 6.3.16.10.4).
- face-away after the required time,
- **remain** faced-away until the RO faces the targets to signal that the range is clear for scoring, etc. (6.9.1.2.2) – see Note 1.

## NOTES

1. The wording in 6.9.1.2.2. is not new (previously in 8.11.2.4.1, 2005 rules)
  - Many 25m target timers in use in AUS **automatically** face the targets about seven seconds after the series has completed. While technically this does not comply with 6.9.1.2.2, the NRC is **not** going to demand, or expect, that **existing** timers be modified to comply.
  - Manufacturer's of **new** timers should comply with 6.9.1.2.2
2. For the Rapid Fire Pistol event, the timing to face the targets must start from this signal to the timer (on the command 'START').
  - The timing does NOT commence from any signal to the timer on the command 'ATTENTION'!
  - the time delay between the command 'START' and the facing of the targets should remain constant throughout the competition (8.6.4.3.7), timer manufacturers must not assume that all ROs will call the command 'ATTENTION, 3, 2, 1, START' at the same pace – the critical time is between 'START' and the facing of the targets.