



International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo
ISSF • Bavariaring 21 • D-80336 München • Germany
Phone: +49-89-5443550 • e-mail: munich@issf-sports.org
Fax: +49-89-54435544 • internet: <http://www.issf-sports.org>

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Official Statutes

Rules

and

Regulations

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Note:	Separate Manuals, available at the ISSF Headquarters:
	Guidelines for Organization of ISSF World Cups
	Checklists for Technical Delegates
	Guidelines for Uniform Equipment Control (Pistol)
	Guidelines for Uniform Equipment Control (Rifle)
	Training Guidelines for ISSF Judges' Courses



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ISSF



1. CONSTITUTION OF THE ISSF

The International Shooting Sport Federation was founded in 1907 as the "Union Internationale des Federations et Associations Nationales de Tir", was dissolved in 1915 and reorganized in 1921 under the name of "Union Internationale de Tir". In 1939 activities were again suspended and the Union was reorganized in 1947 under the name: "International Shooting Union - UIT". On 15th July 1998 the Union changed its name to the present name "International Shooting Sport Federation". The Federation title in short form is "ISSF". The International Shooting Sport Federation is formally recognized by the International Olympic Committee as the sole controlling body of International Amateur Shooting Sports at international and worldwide levels of competition.

1.1.0 Purpose

1.1.1 Promotes and guides the development of the shooting sports, without discrimination on political, racial or religious grounds and strengthens bonds of friendship between shooting associations of all nations.

1.1.2 Strengthens contacts and collaboration between other sport organizations and bodies.

1.1.3 For achievement of its purposes the Federation:

1.1.3.1 issues technical rules;

1.1.3.2 licenses judges;

1.1.3.3 co-operates with the Organizing Committee of the Olympic Games in carrying out the organization of the shooting events and, as delegated by the IOC, supervises and controls all technical arrangements;

1.1.3.4 organizes World Championships;

1.1.3.5 encourages and supervises other international championships;

1.1.3.6 develops and promotes methods and programs of instruction;

1.1.3.7 researches educational, scientific and medical principles;

1.1.3.8 publishes official bulletins;

1.1.3.9 awards distinctions to those who have contributed to the achievement of the Federation's purposes.

1.2.0 ISSF Headquarters

1.2.1 The headquarters must be in the country of the President and of the Secretary General. If they have different domiciles, the Administrative Council must decide the location.

1.2.2 The Federation must be registered under the laws of the country in which the headquarters is located, subject to decision by the Administrative Council.



1.3.0 Membership

- 1.3.1** The Federation must be composed of those National Shooting Organizations, which are duly recognized by the Federation as the sole controlling body of shooting sports, and further recognized by and affiliated with their National Olympic Committee.
- 1.3.2** The National Olympic Committee of the country must be a full member of the International Olympic Committee.
- 1.3.3** Membership is open to one Federation from each country. Countries with two member federations recognized prior to 1989 may retain dual membership, but no new applications for membership may be accepted from more than one federation per country;
- 1.3.4** Applicants must submit:
- 1.3.4.1** details on their foundation and organization;
 - 1.3.4.2** a copy of their Constitution;
 - 1.3.4.3** certification of recognition and affiliation as required in 1.3.1 and 1.3.2;
 - 1.3.4.4** a copy of their Anti-Doping Regulations which must be in substantial conformity with the ISSF Anti Doping Regulations and the World Anti-Doping Code.
- 1.3.5** Membership is decided by majority vote of the Administrative Council and new members are reported to the General Assembly.
- 1.3.6** The applicant may submit a denied application directly to the General Assembly.
- 1.3.7** Members must not belong to and must not participate in championships of other Continental or International Shooting Associations which include events defined in the ISSF Regulations, except when authorized by the ISSF.
- 1.3.8** Annual Membership fees are due on January 1st and are to be paid within 30 days.
- 1.3.9** Membership may be withdrawn, effective at the end of the current year, on three (3) months notice to the Secretary General.
- 1.3.10** A member with limited financial resources may apply to the Executive Committee for a membership fee reduction.
- 1.3.11** A member is suspended from its rights by a delay of payments later than March 31st of the current year.
- 1.3.12** A member may be excluded by a default of two (2) years fees.
- 1.3.13** Payment of past due fees and a re-affiliation fee of Swiss Francs (CHF) 200.-- will reinstate membership.
- 1.3.14** A member may apply for special consideration of its membership, because of special circumstances.



- 1.3.15** Suspension and Expulsion
- 1.3.15.1** A member may be suspended if, in the opinion of the Administrative Council, the ISSF is better able to achieve any of its purposes by the suspension of a member;
- 1.3.15.2** A member may be expelled from the Federation for an action contrary to the Constitution or the General Regulations.
- 1.3.16** Special Arbitration agreement between the International Shooting Sport Federation - ISSF - and its members.
- 1.3.16.1** Any dispute arising from the present Statutes and Regulations of the ISSF which cannot be settled amicably, must be settled finally by a tribunal composed in accordance with the Statute and Regulations of the Court of Arbitration for Sport to the exclusion of any recourse to ordinary courts. The parties undertake to comply with the said Statute and Regulations, and to accept in good faith the award rendered and in no way hinder its execution.
- 1.3.16.2** Disputes between the ISSF and one or several of its members which are not settled finally by a decision by a body of the ISSF, may be submitted for arbitration by one or other of the parties to the Court of Arbitration for Sport (CAS) in Lausanne. Any decision taken by the said Court must be without appeal and binding on the parties concerned.
- 1.3.17** The ISSF **Code of Ethics** must be followed by its members, Continental Confederations, teams, officials, and athletes.
- 1.3.18** The ISSF **Anti-Doping Regulations** must be followed by its members, Continental Confederations, teams, officials, and athletes.
- 1.4.0** **Honorary Membership**
- 1.4.1** Individuals may be awarded honorary membership as the Federation's highest honor. Formal proposal and election by the General Assembly is required.
- 1.4.2** Honorary members may attend all meetings of the Federation, with voice but without vote.
- 1.5.0** **Organization and Administration**
- 1.5.1** The Federation must conduct its work through:
- 1.5.1.1** the General Assembly;
- 1.5.1.2** the Administrative Council;
- 1.5.1.3** the Executive Committee;
- 1.5.1.4** the Officers;
- 1.5.1.5** the Committees.



- 1.5.2** The General Assembly, Administrative Council or Executive Committee may form temporary Committees.
- 1.5.3** A candidate for any position must be a current member of, and have the support of a Federation.
- 1.6.0** **The General Assembly**
- 1.6.1** The General Assembly consists of delegates representing the members.
- 1.6.2** The General Assembly convenes every two (2) years at the location of the World Championships (Elections Congress) and Olympic Games or at a location chosen by the Executive Committee after a unanimous vote.
- 1.6.3** An Extraordinary General Assembly must be convened by a decision of the General Assembly, or of the Administrative Council, or on written request by at least 25 members.
- 1.6.4** Proposals for the agenda by the members must be received three (3) months in advance.
- 1.6.5** The agenda and the documents must be mailed to all members and the Administrative Council two (2) months in advance.
- 1.6.6** Decisions by the General Assembly are restricted to items on the agenda. Items, excluding alterations of the Constitution or of the General Regulations, may be added to the agenda by the Administrative Council or upon approval by a 75 % majority vote in the General Assembly.
- 1.6.7** Functions of the General Assembly:
- 1.6.7.1** elections of the officers, members of the Administrative Council, Chairmen of the Committees, auditors and Honorary members;
- 1.6.7.2** election of temporary Committees, such as Minutes or Election Committees;
- 1.6.7.3** approval of the report of the auditors and other reports;
- 1.6.7.4** choice of the countries to organize the World Championships;
- 1.6.7.5** decisions on appeals regarding membership status;
- 1.6.7.6** determination of membership fees;
- 1.6.7.7** revision of the Constitution and of the General Regulations;
- 1.6.7.8** dissolution of the Federation.
- 1.6.8** One Federation representing all shooting sports will have two votes and may be represented by one or two delegates.
- 1.6.9** Two Federations representing one country will each have one vote and one delegate.



- 1.6.10** Members may be represented by proxy, given in writing. One member may not represent more than one other member. Members with one vote may only hold one proxy vote. Members with two votes may hold two proxy votes.
- 1.6.11** The Members of the Administrative Council are ex-officio members of the General Assembly, with voice but without vote.
- 1.6.12** A quorum in the General Assembly is 25 % of the members (including proxies).
- 1.6.13** **Balloting**
- 1.6.13.1** All decisions are made by open vote and must require a simple majority, except when secret vote is requested by 20 % or more of members represented. Electronic voting may be used if agreed by a simple majority by open vote.
- 1.6.13.2** Elections must be secret with the exception of elections which may be conducted by acclamation when there is only one candidate, or as many candidates as there are vacancies, and if no objection is raised by any member.
- 1.6.13.3** Only ballots that contain votes for as many candidates, or fewer, as there are vacancies must be valid.
- 1.7.0** **The Administrative Council**
- 1.7.1** Consists of Officers, Chairmen of all Committees, except temporary Committees, the President or his Nominee from each Continental Confederation and 15 additional members elected by the General Assembly for a four (4) year term.
- 1.7.2** Functions of the Administrative Council:
- 1.7.2.1** admission, suspension and exclusion of members;
- 1.7.2.2** election of five (5) of its 15 members who have been elected by the General Assembly to the Executive Committee for a four (4) year term;
- 1.7.2.3** election of Committee members for a period of 2 years;
- 1.7.2.4** examination of proposals to the General Assembly;
- 1.7.2.5** approval of technical rules for shooting events and of rules for international badge-shooting competitions or similar programs;
- 1.7.2.6** award of distinctions for outstanding service;
- 1.7.2.7** appoints a replacement for any Officer, Administrative Council member or Committee member who resigns, becomes unable to fulfill his duties for other reasons, is removed, or if a vacancy occurs;
- 1.7.2.8** ensures that the purpose of the Federation is promoted and decides on the Headquarters and registration (see 1.2.0).
- 1.7.3** A quorum is 50 % of the members.
- 1.7.4** Proxy voting will not be permitted.



- 1.7.5** All decisions must be taken by majority vote of the members present and by open ballot, except for the elections. For urgent matters, decisions can be taken without a meeting, by postal vote; but a majority of 75 % is required.
- 1.7.6** Meets at least once per year.
- 1.8.0** **The Executive Committee**
- 1.8.1** Consists of the Officers, the Chairman of the Technical Committee, and five (5) other members who must be elected by the Administrative Council from its 15 members, elected by the General Assembly for a four (4) year term.
- 1.8.2** Functions of the Committee:
- 1.8.2.1** ensures that the decisions of the General Assembly and the Administrative Council are put into effect;
- 1.8.2.2** supervises and co-ordinates administrative services and functions;
- 1.8.2.3** establishes guidelines and procedures for the ISSF bodies and decides on the Annexes to the ISSF General Regulations;
- 1.8.2.4** acts on behalf of the Administrative Council in urgent matters;
- 1.8.2.5** decides on the country to organize the World Championships in case of a default by the selected host;
- 1.8.2.6** designates the Delegates or Representatives, and Jury Members for all Championships under direction of the ISSF;
- 1.8.2.7** acts on matters not assigned to other Committees;
- 1.8.2.8** decides on the design and use of ISSF emblems;
- 1.8.2.9** after agreement of the ISSF President with the IOC President on the number of quotas for the Olympic Games, the Executive Committee establishes and supervises the "Special Regulations for the Participation in the Shooting Events of the Olympic Games".
- 1.8.3** A quorum is eight (8) members.
- 1.8.4** Meets at least twice per year.
- 1.9.0** **The Officers**
- 1.9.1** The Officers of the Federation must consist of:
- 1.9.1.1** the President;
- 1.9.1.2** the Secretary General who is also the Treasurer;
- 1.9.1.3** four (4) Vice-Presidents.
- 1.9.2** The President, or in his absence the Secretary General or one Vice-President, must preside over the General Assembly, the Administrative Council and the Executive Committee.
- 1.9.3** The Officers are elected by the General Assembly for a four (4) year term.



- 1.9.4** The Officers may attend the meetings of all Committees, except the Election Committee, with voice but without vote.
- 1.9.5** The Federation is legally represented by the President or the Secretary General.
- 1.10.0** **The Technical Committee**
- 1.10.1** Consists of a Chairman and five (5) Members.
- 1.10.2** Functions of the Committee:
- 1.10.2.1** assists Section Committees in the development of shooting rules and the sport of shooting;
- 1.10.2.2** co-ordinates rules for different shooting events;
- 1.10.2.3** co-ordinates proposals from the Section Committees;
- 1.10.2.4** nominates to the Executive Committee Delegates and Representatives for all competitions under the direction of the ISSF;
- 1.10.2.5** evaluates and assists in range design, range equipment and operational procedures for all competitions under the direction of the ISSF;
- 1.10.2.6** verifies and approves world records.
- 1.10.3** Reports to the Administrative Council or the Executive Committee.
- 1.10.4** Meets at least once per year.
- 1.11.0** **The Section Committees**
- 1.11.1** Committees will be elected for the following sections:
- 1.11.1.1** Rifle shooting;
- 1.11.1.2** Pistol shooting;
- 1.11.1.3** Shotgun shooting;
- 1.11.1.4** Running Target shooting.
- 1.11.2** Each Section Committee consists of a Chairman and seven (7) Members.
- 1.11.3** Each Section Committee must be responsible for the formulation of the shooting rules, and must consider all technical questions relating to organization, arms and regulations in their field, including rule interpretation.
- 1.11.4** Each Section Committee reports to the Executive Committee and the Administrative Council.
- 1.12.0** **The Judges' Committee**
- 1.12.1** Consists of a Chairman and seven (7) Members.
- 1.12.2** Functions of the Committee:
- 1.12.2.1** ensures uniform application of the shooting rules;



- 1.12.2.2 provides guidelines for international judges;
- 1.12.2.3 prepares and conducts courses for judges and jury members;
- 1.12.2.4 approves applications for judges licenses;
- 1.12.2.5 nominates to the Executive Committee Juries for Championships or Games.
- 1.12.3 Reports to the Executive Committee and the Administrative Council.
- 1.12.4 Meets at least once per year.
- 1.13.0 **The Statutes and Eligibility Committee**
- 1.13.1 Consists of a Chairman and seven (7) Members.
- 1.13.2 Functions of the Committee:
 - 1.13.2.1 studies the Constitution and the General Regulations;
 - 1.13.2.2 considers the changes or additions proposed by others;
 - 1.13.2.3 studies rules concerning eligibility for Championships and Olympic Games;
 - 1.13.2.4 considers individual eligibility matters.
- 1.13.3 Reports to the Executive Committee and the Administrative Council.
- 1.14.0 **The Medical Committee**
- 1.14.1 Consists of a Chairman and Members.
- 1.14.2 Functions of the Committee:
 - 1.14.2.1 examines medical questions relating to shooting and submits guidelines and specified proposals;
 - 1.14.2.2 supports the organization and conduct of the Anti-Doping Control according to rules approved by the Administrative Council;
 - 1.14.2.3 promotes the exchange of experience by publications and bulletins and by organizing special events.
- 1.14.3 Reports to the Executive Committee and the Administrative Council.
- 1.15.0 **The Athletes Committee**
- 1.15.1 Consists of a Chairman and six (6) Members.
- 1.15.2 Functions of the Committee:
 - 1.15.2.1 To gather information and opinions from athletes on their needs and problems with regard to the Olympic Games and major ISSF international championships.
 - 1.15.2.2 To voice opinions and make recommendations on these topics and forward them to the relevant bodies of the ISSF.
 - 1.15.2.3 To establish contact and coordinate activities with the Athletes Committees of other international federations.



- 1.15.2.4** To participate in working groups, to ensure the best possible conditions for the training, accommodation and living conditions for the athletes as well as for the conduct of the competitions at the major international championships.
- 1.15.2.5** To support the fight against drugs and doping.
- 1.15.2.6** To establish a direct link with the athletes within the ISSF.
- 1.16.0** **Committees**
- 1.16.1** Decisions in all ISSF Committees are taken by a majority of the votes cast.
- 1.16.1.1** The Chairman and the Members have one (1) vote each. Abstentions and blank or spoilt votes are declared invalid. Voting by proxy is not allowed. The vote is held by secret ballot if the Chairman so decides, or at the request of one attending member. In the event of a tie, the Chairman of the meeting also has the casting vote.
- 1.16.2** In all Committees of the ISSF, a minimum of one member should be female. If no female candidate is nominated, or if a female candidate is not elected, one (1) position on the committee must be declared vacant until the position can be filled in accordance with Article 1.7.2.7.
- 1.17.0** **The Auditors**
- 1.17.1** The Auditors must examine the accounts and financial transactions and give a written report to the General Assembly.
- 1.18.0** **Finance**
- 1.18.1** The financial year runs from January 1st to December 31st.
- 1.18.2** In each meeting of the Administrative Council the Secretary General reports on the financial status.
- 1.19.0** **Continental Confederations**
- 1.19.1** The ISSF recognizes the importance of Continental Confederations for the promotion and organization of shooting, and supports their formation and work.
- 1.19.2** The National Shooting Federations of a continent, which are ISSF members, may form a Continental Shooting Confederation or Federation.
- 1.19.3** The recognition of Continental Confederations and approval of their Statutes are executed by the Administrative Council. Their Constitution and Regulations must be in accordance with the Constitution and Regulations of the ISSF.
- 1.19.4** The purposes of Continental Confederations must cover:
- 1.19.4.1** promotion and further the development of shooting sport within the Continent, in accordance with the Rules and Constitution of ISSF;
- 1.19.4.2** promotion of training courses and competitions within the continent;
- 1.19.4.3** organization of Continental Championships on a regular basis;



- 1.19.4.4 representation in the ISSF Administrative Council (Article 1.7.1).
- 1.19.5 The Administrative Council may form a special Ad Hoc Committee, chaired by a Vice-President, to assist in the formation of new Continental Confederations organizing Continental Championships.
- 1.19.6 Continental Confederations must submit reports on their activities to each meeting of the Administrative Council and General Assembly.
- 1.20.0 **Alteration of the Constitution**
- 1.20.1 Proposals must be received by the Secretary General's office at least three (3) months before the General Assembly and distributed to the members and the Administrative Council, in accordance with Article 1.6.5.
- 1.20.2 A two thirds majority in the General Assembly, at which at least 25 % of the members are represented, must approve all changes.
- 1.20.3 Changes of the Constitution become effective immediately upon approval, except that previously established terms of office must be completed.
- 1.21.0 **Languages**
- 1.21.1 English is the permanent official language. The Constitution and all regulations, rules and legal or official communications must be published in the English language. The resolution of disputes must be conducted in the English language.
- 1.21.2 English, French, Spanish, German, Russian and Arabic are recognized languages. Simultaneous translation should be provided at General Assemblies.
- 1.21.3 The Executive Committee may permit the use of other languages in Administrative Council meetings and General Assemblies.
- 1.21.4 In Continental and World Championships the language of the host country may be used in the program, in addition to English.
- 1.22.0 **Dissolution of the Federation**
- 1.22.1 A demand for dissolution of the Federation must be received six (6) months before the General Assembly and mailed to all members and the Administrative Council five (5) months in advance.
- 1.22.2 A three quarters majority in the General Assembly at which at least 25 % of the members are represented must approve the dissolution of the Federation.
- 1.23.0 **Registration of the Federation according to Article 1.2.2.**
- 1.23.1 The Federation according to the decision by the Administrative Council has its Headquarters in Munich, Germany and must be legally registered under the name: "International Shooting Sport Federation, registered society (ISSF)" (Internationaler Schiess-Sportverband, eingetragener Verein, ISSF), and must be entered into the register of the proper court.



- 1.23.2** The Federation observes, exclusively and without reservation, beneficial purposes according to the section "Tax aid and abet" of the Tax laws of Germany. It acts selflessly and observes primarily non-profit making purposes.
- 1.23.3** Funds of the Federation may only be used for constitutional purposes. Members receive no financial gain from the Federation. No person must be privileged by expenditures which are contrary to the purposes of the Federation or by disproportionately high compensations.
- 1.23.4** In case of dissolution of the Federation or suspension of the tax exception by the German Government, any remaining assets must be given to the National Olympic Committee with the injunction for exclusive use for beneficial purposes for the international shooting sport.
- 1.23.5** Alterations to the Constitution and dissolution of the Federation must be reported to the Finance Office of the place of registry.

This Constitution was approved by the Extraordinary General Assembly of the UIT on July 27th, 1980 in Moscow, and replaced the "Constitution of the UIT, Edition 1978". This edition includes amendments and corrections approved by the General Assemblies on July 15th, 1998 in Barcelona, ESP, on March 21st, 2000 in Sydney, AUS, on April 18th, 2004 in Athens, GRE and on April 10th, 2008 in Beijing, CHN.

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Constitution Annex 1

Guidelines to the “Constitution of the ISSF”

To Article 1.3.3

The ISSF accepts the sole governing body of all amateur shooting sport in each country. If several Federations govern different sections of the shooting sport, the ISSF recommends their unification into one central organization.

To Article 1.3.4.1

Applicants are required to submit a short history of their Federation with details of its foundation and organization, explaining its structure, the sections of shooting sport in which they participate; and giving information of the approximate number of members, affiliated clubs or organizations and the names of their officers.

To Article 1.3.10

A Federation representing all shooting activity in one country pays the full membership fee. Two Federations of the same country will each pay half of the full fee. The Administrative Council will decide the fee for new members at the time of their admission. Any member may apply for the reduction of the membership fee according to Article 1.3.10 of the Constitution. Applications must be submitted before December 31st of the current year. A financial statement showing the principal source of income and revenue from membership fees, together with information on the number of members and clubs of affiliated organizations, is to be submitted with the application.

To Article 1.3.15

Before the Administrative Council takes action the member concerned shall be given the opportunity to present their case. A member may be suspended if, in the opinion of the Administrative Council, the ISSF is better able to achieve any of its purposes by the suspension of the member.

To Article 1.4.2

The Honorary Members shall be invited to the General Assemblies and World Championships.

To Article 1.5.1

Decisions:

Unless any other arrangements are expressly made, decisions will become effective immediately after they are decided.



to Article 1.5.3

A candidate nominated for election or re-election to any position in the ISSF, must be a current member of, and have the support of, his national Federation or be a current member and have the support of another Federation. Any Federation proposing a candidate for one of the ISSF Committees is obliged to assist him with the costs of travel, accommodations and meals in connection with his attendance at Committee meetings. All nominations must be received by the Secretary General two months before the election. If, at the time of the election, there are fewer candidates than vacancies for any position, additional nominations may be submitted at the General Assembly. Member Federations that nominate new candidates must submit a statement of qualifications for the position for each candidate. A candidate for any position in the ISSF is not required to hold a special position in his own Federation. Every person elected to a position in the ISSF serves solely in the interests of, and is responsible to the ISSF.

to Article 1.6.4

A Review Committee that is appointed by the Executive Committee prior to the General Assembly shall examine the proposals of the members. The Review Committee reports to the General Assembly.

to Article 1.6.5

Notice of a General Assembly together, with the agenda and the documents, shall be given by the President and the Secretary General by letter, sent at least two (2) months in advance.

to Article 1.6.6

Minutes shall be recorded of the business transacted in the General Assembly and shall be signed by the presiding officer.

to Article 1.7.2.4

Examination of the proposals to the General Assembly by the Administrative Council includes the right to make recommendations concerning these proposals.

to Article 1.7.2.7

Before the Administrative Council takes action the person/s concerned shall be given the opportunity to present their case.

to Article 1.9.5

The legal representation is executed by the President and the Secretary General each of whom has an individual right of representation.

to Article 1.10.2.2 and 1.10.2.3

The authority to co-ordinate includes the authority to review proposals.



2. Terms of Reference

2.1.0 **Statement of Principle**

2.1.1 Every person elected to a position in any ISSF body serves solely in the interest of, and is responsible to the Federation. In performing his responsibilities he must ensure that all provisions of the Constitution, General Regulations and other rules of the ISSF will therefore be given priority in all decisions.

2.1.2 All persons elected or appointed to the ISSF serve on an honorary basis and without salary.

2.1.3 By accepting election or appointment everyone agrees to devote the time necessary to accomplish the duties required by their position.

2.2.0 **Description of Functions**

2.2.1 **President**

Objectives

Successful leadership and direction of the ISSF ensuring a balanced promotion of all sections and activities of the amateur shooting sport and also observing the needs of tradition and development.

Principal Duties and Responsibilities

Convenes and presides over Assemblies and meetings according to the Constitution.

Supervises the execution of decisions; activities of ISSF bodies; ensures the proper observance of the Constitution, General Regulations and other rules.

Ensures that the ISSF obligations to Member Federations, Continental Confederations, Organizing Committees and International or National Sport Organizations are fulfilled.

Represents the ISSF in legal matters in conjunction with the Secretary General.

Acts on behalf of, or represents, the ISSF, as circumstances require.

Authority

Acts as Chairman of the General Assembly, the Administrative Council and the Executive Committee.

Acts in urgent cases on matters not provided for in the Constitution or General Regulations. Such actions, however, require subsequent approval by the Administrative Council or Executive Committee.



2.2.2 Vice-Presidents

Objectives

Support and assist the President in leading and directing the ISSF.

Principal Duties and Responsibilities

As delegated by the President, convene and preside at ISSF meetings in the President's absence or at his request.

Carry out duties assigned by the Administrative Council or Executive Committee or as requested by the President.

Perform special assignments or assist and supervise specific parts of ISSF activities on a permanent basis on request of the Executive Committee or the President.

Authority

Act on behalf of the President in his absence or on his request.

2.2.3 Secretary General

Objectives

Operates the Headquarters for efficient conduct of all ISSF business.

Principal Duties and Responsibilities

Represents the ISSF in legal matters together with the President.

Acts as ISSF Treasurer.

Represents the President at his request.

Performs duties defined in description of Headquarters operations.

Authority

Full authority over all ISSF employees. For further details see description of Headquarters operations.



2.2.4 Members of the Committees

Objectives

Assistance, support and advice to the Administrative Council and the Executive Committee in all matters assigned to them.

Principal Duties and Responsibilities

All Committees of the ISSF shall deal with all matters within their field of interest as an advisory body and shall be responsible for the technical and other activities assigned to them by the Constitution or the Administrative Council and the Executive Committee.

All members of the Committees act and vote as independent members and not as representatives of their National Federations.

Each Chairman must designate his substitute in the event of his absence, and a Recording Secretary for each meeting.

Authority

Each Chairman represents his Committee in the Administrative Council. The Committee Chairman may act on behalf of his Committee in urgent cases, and on request of the President, Secretary General, the Administrative Council, or the Executive Committee. He must inform his Committee members of any action taken.

2.3.0 Rules for Meetings

2.3.1 Frequency

The ISSF Committees meet as stated in the Constitution, on request of the President, Secretary General, the Administrative Council, or the Executive Committee, or on request by a Committee Chairman.

If possible meetings shall be scheduled in conjunction with World Championships or other important shooting sport events.

2.3.2 Notices

Notices for Committee meetings will be sent by the Secretary General. For this purpose the Chairman must submit the agenda, documents and any other information for the meeting early enough to permit mailing of the notices at least two (2) months in advance of the meeting date.

2.3.3 Recording Secretary

The Chairman must appoint a Recording Secretary for each meeting. The Recording Secretary will prepare minutes, which must be signed by the Chairman after agreement by the members who attended. The minutes must be submitted to the Secretary General within two (2) months of the meeting.



2.3.4 Order of Business

2.3.4.1 Appointment of Recording Secretary.

2.3.4.2 Roll-call of Members attending.

2.3.4.3 Reading and approval of the minutes of the previous meeting.

2.3.4.4 Review of Actions and Outstanding business from these minutes.

2.3.4.5 New business on the agenda.

2.3.4.6 Recommended place, date and time of the next meeting.

2.3.5 Quorum and Voting Procedure

A quorum in Committee meetings is 50 % of the members (including the Chairman), unless otherwise stated in the Constitution. Proxy voting is not permitted. Each member of the Committee has one vote. The Chairman in the case of a tie, shall cast the deciding vote. All decisions are taken by open ballot, except when a secret vote is requested by 50 % or more of the members present. A postal vote may be conducted in the interval between meetings. When a postal vote is required, the Chairman must send to each member (and a copy to the ISSF Headquarters) a clear statement of the question to be voted upon, with a request that each member must return his vote before a stated date. Within eight (8) days of closing the postal vote, the Chairman must send a report and the result of the vote to the ISSF Headquarters. A non-response will be taken to signify an affirmative vote.

2.4.0 Rules for Co-operation between Section Committees and the Technical Committee

Whenever a Section Committee deals with matters concerning the formulation of shooting regulations or rule interpretation (Art. 1.11.3 of the Constitution), the Chairman must submit a report and copy of the documents to the Chairman of the Technical Committee within 10 days after the meeting (Art. 1.10.2.1, 1.10.2.2 and 1.10.2.3 of the Constitution). If the Technical Committee considers that a re-examination of the proposal is necessary, the Chairman of the Technical Committee will inform the Chairman of the Section Committee concerned as soon as possible, however, not later than two (2) months after receipt of the proposals.



2.5.0 ISSF Headquarters

- 2.5.1** The ISSF Headquarters, under direction of the Secretary General, conducts the business of the ISSF. Correspondence, preparation of circular letters and reports, preparation and mailing of summons to meetings are, among others, the duties of the Headquarters.
- 2.5.2** All work, communications and decisions arising from the Constitution or action by the General Assembly, the Administrative Council and the Executive Committee is carried out as a matter of course by the Headquarters under supervision of the Executive Committee. The Secretary General is directly responsible to the President for operation of the Headquarters.
- 2.5.3** All affairs related to finances such as accounting and ISSF budget preparation are performed by the ISSF Headquarters. The President of the ISSF is kept currently informed as to the state of affairs and must give his approval on all important matters. A short financial report is presented at each meeting to the Administrative Council and the Executive Committee.
- 2.5.4** The President, Administrative Council Members and Executive Committee Members will all receive a copy of documents concerning any matter of special importance.
- 2.5.5** The Secretary General is the employer of all who work in the Headquarters of the ISSF. This will be in conformity with the labor laws in effect at the headquarters of the ISSF, with regard to all related matters. The Executive Committee and the Administrative Council will be informed of all current important personnel matters at their next meeting.
- 2.5.6** The Secretary General will work independently, within the limits of his authority. In his capacity as Secretary General, and as a member of the Executive Committee, he has the right and duty at all times to coordinate the work of the various ISSF bodies. He is responsible for covering the financial obligations of the ISSF while remaining within the budget. The direction of the transactions and entering into contracts with other organizations, sporting or otherwise, commercial firms, etc. are within the usual authority of the Secretary General; however the President and the ISSF bodies concerned must be made aware of all such transactions or contracts.

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3. ISSF General Regulations

Article 3.1.0 Purpose

- 3.1.1** The General Regulations of the International Shooting Sport Federation (ISSF) govern shooting sport competition in the Olympic Games, World Championships, World Cups, Continental Championships and Continental Games.
- 3.1.2** These Regulations should be used to govern other international shooting sport competitions, which are conducted according to ISSF Rules.

Article 3.2.0 ISSF Supervised Competitions / Championships

- 3.2.1** The ISSF supervises shooting sport events in the Olympic Games, World Championships, World Cups, Continental Championships and Continental Games.
- 3.2.2** World Championships must be organized every fourth year, two (2) years after each Olympic Games. Continental Championships should be organized every two (2) years following the Olympic Games and the World Championships. World Championships for Shotgun Shooting may also be organized in the years following World Championships and Olympic Games.
- 3.2.3** World Championships must be organized by a Member Federation chosen by the ISSF General Assembly at least four (4) years in advance.
- 3.2.4** World Cups are organized by Member Federations that are chosen by the Executive Committee.
- 3.2.5** Continental Confederations choose the federations that organize the Continental Championships.
- 3.2.6** A Member Federation desiring to organize the World Championships must submit its proposal to the Secretary General at least one (1) month in advance of the General Assembly where the organizing federation will be chosen. The proposal should include:
- 3.2.6.1** an official statement from the appropriate government agency and/or National Olympic Committee, indicating the support to be given to the organization of the Championships;
- 3.2.6.2** a statement that all the requirements of the ISSF Constitution will be observed;
- 3.2.6.3** a statement that the organizing federation will invite all ISSF Member Federations;
- 3.2.6.4** a description of the existing or proposed shooting ranges and other necessary facilities that must meet ISSF requirements;
- 3.2.6.5** information regarding the proposed organization, cost of food and housing, transportation to and from ranges and the availability of travel concessions;



3.2.6.6 a statement listing the events the Federation proposes to include in the program.

3.2.7 If no application is received, or if the Federation selected to organize the World Championships withdraws, the Executive Committee must select another Federation to organize the World Championships. Or, if no single Federation can be found, select neighboring Federations that offer to organize the World Championships in separate groups of events.

3.2.8 Withdrawal is only possible with the approval of the Executive Committee. Unapproved withdrawal is subject to the assessment of a fine, or the suspension of membership or the suspension of participation at ISSF supervised Competitions / Championships for a certain time to be decided by the Administrative Council.

Article 3.3.0 Shooting Sport Events

3.3.1 Events recognized by the ISSF are:

3.3.1.1 Men's events:

Name of event	
300 m Rifle 3 Positions Men	3 x 40 shots prone, standing, kneeling
300 m Rifle Prone Men	60 shots prone
300 m Standard Rifle Men	3 x 20 shots prone, standing, kneeling
50 m Rifle 3 Positions Men	3 x 40 shots prone, standing, kneeling
50 m Rifle Prone Men	60 shots prone
10 m Air Rifle Men	60 shots standing
50 m Pistol Men	60 shots
25 m Rapid Fire Pistol Men	60 shots
25 m Center Fire Pistol Men	30 + 30 shots
25 m Standard Pistol Men	3 x 20 shots
10 m Air Pistol Men	60 shots
Trap Men	125 targets
Double Trap Men	150 targets
Skeet Men	125 targets
50 m Running Target Men	30 shots slow runs, 30 shots fast runs
50 m Running Target Mixed Men	40 shots mixed runs
10 m Running Target Men	30 shots slow runs, 30 shots fast runs
10 m Running Target Mixed Men	40 shots mixed runs



3.3.1.2 Women's events:

Name of event	
300 m Rifle 3 Positions Women	3 x 20 shots prone, standing, kneeling
300 m Rifle Prone Women	60 shots prone
50 m Rifle 3 Positions Women	3 x 20 shots prone, standing, kneeling
50 m Rifle Prone Women	60 shots prone
10 m Air Rifle Women	40 shots standing
25 m Pistol Women	30 + 30 shots
10 m Air Pistol Women	40 shots
Trap Women	75 targets
Double Trap Women	120 targets
Skeet Women	75 targets
10 m Running Target Women	20 shots slow runs, 20 shots fast runs
10 m Running Target Mixed Women	40 shots mixed runs

3.3.1.3 Men Junior events:

Name of event	
50 m Rifle, 3 Positions Men Junior	3 x 40 shots prone, standing, kneeling
50 m Rifle Prone Men Junior	60 shots prone
10 m Air Rifle Men Junior	60 shots standing
50 m Pistol Men Junior	60 shots
25 m Rapid Fire Pistol Men Junior	60 shots
25 m Pistol Men Junior	30 + 30 shots
25 m Standard Pistol Men Junior	3 x 20 shots
10 m Air Pistol Men Junior	60 shots
Trap Men Junior	125 targets
Double Trap Men Junior	150 targets
Skeet Men Junior	125 targets
50 m Running Target Men Junior	30 shots slow runs, 30 shots fast runs
50 m Running Target Mixed Men Junior	40 shots mixed runs
10 m Running Target Men Junior	30 shots slow runs, 30 shots fast runs
10 m Running Target Mixed Men Junior	40 shots mixed runs



3.3.1.4 Women Junior events:

Name of event	
50 m Rifle 3 Positions Women Junior	3 x 20 shots prone, standing, kneeling
50 m Rifle Prone Women Junior	60 shots prone
10 m Air Rifle Women Junior	40 shots standing
25 m Pistol Women Junior	30 + 30 shots
10 m Air Pistol Women Junior	40 shots
Trap Women Junior	75 targets
Double Trap Women Junior	120 targets
Skeet Women Junior	75 targets
10 m Running Target Women Junior	20 shots slow runs, 20 shots fast runs
10 m Running Target Mixed Women Junior	40 shots mixed runs

3.3.1.5 Team events (for teams of three (3) members only) are recognized for all ISSF recognized events. Teams will be ranked in the result list only with a full team of three (3) participants.

3.3.1.5.1 A team, of which a member has been disqualified, must not be ranked under any circumstances but will be shown in the result list with the remark "DSQ".

3.3.2 Olympic events (individual competition only) recognized by the IOC are:

3.3.2.1 Men's events:

Name of event	
50 m Rifle 3 Positions Men	3 x 40 shots prone, standing, kneeling
50 m Rifle Prone Men	60 shots prone
10 m Air Rifle Men	60 shots standing
50 m Pistol Men	60 shots
25 m Rapid Fire Pistol Men	60 shots
10 m Air Pistol Men	60 shots
Trap Men	125 targets
Double Trap Men	150 targets
Skeet Men	125 targets

3.3.2.2 Women's events:

Name of event	
50 m Rifle 3 Positions Women	3 x 20 shots prone, standing, kneeling
10 m Air Rifle Women	40 shots standing
25 m Pistol Women	30 + 30 shots
10 m Air Pistol Women	40 shots
Trap Women	75 targets
Skeet Women	75 targets



3.3.2.3 The full program is conducted as a "Qualification" round. "Finals" in the Olympic Events are conducted in accordance with Article 7.14 (Rifle), 8.14 (Pistol) and 9.14 (Shotgun), established by the Administrative Council according to Article 1.7.2.5 of the ISSF Constitution.

3.3.3 **World Championship events (individual and team competition) are:**

3.3.3.1 Mandatory events for men:

Name of event	
50 m Rifle 3 Positions Men	3 x 40 shots prone, standing, kneeling
50 m Rifle Prone Men	60 shots prone
10 m Air Rifle Men	60 shots standing
50 m Pistol Men	60 shots
25 m Rapid Fire Pistol Men	60 shots
25 m Center Fire Pistol Men	30 + 30 shots
25 m Standard Pistol Men	3 x 20 shots
10 m Air Pistol Men	60 shots
Trap Men	125 targets
Double Trap Men	150 targets
Skeet Men	125 targets
50 m Running Target Men	30 + 30 shots
50 m Running Target Mixed Men	40 shots mixed runs
10 m Running Target Men	30 shots slow runs, 30 shots fast runs
10 m Running Target Mixed Men	40 shots mixed runs

3.3.3.2 Mandatory events for women:

Name of event	
50 m Rifle 3 Positions Women	3 x 20 shots prone, standing, kneeling
50 m Rifle Prone Women	60 shots prone
10 m Air Rifle Women	40 shots standing
25 m Pistol Women	30 + 30 shots
10 m Air Pistol Women	40 shots
Trap Women	75 targets
Double Trap Women	120 targets
Skeet Women	75 targets

3.3.3.3 The Organizing Committee may include any ISSF recognized event in the program (see Article 3.3.1).

3.3.3.4 If 300 m Rifle events cannot be included, the Executive Committee should choose a national federation to organize a separate 300 m World Championship in the same year as the World Championships.

3.3.4 In all ISSF supervised Competitions / Championships a "Qualification" round and "Finals" are conducted in the Olympic events.



- 3.3.5** Events in the Continental Championships are decided by the Continental Confederations and must be events recognized by the ISSF.
- 3.3.6** Juniors are shooters who will be under the age of 21 on December 31st in the year of the Competitions / Championship. Juniors may participate in all ISSF supervised Competitions / Championships and Olympic Games as members of their national team.
- 3.3.6.1** The Organizing Committee, with the approval of the Executive Committee, may add junior events to the World Championships as official events.
- 3.3.6.2** Junior events should be included in Continental Championships by decision of the Continental Confederation.
- 3.3.6.3** Junior events for male and female juniors should be chosen from the recognized ISSF events, or be events designed to support the development of junior shooters.
- 3.3.7** If the number of individual entries in two (2) consecutive World Championships is less than 40 in men's events or 30 in women's events, the event will be removed from the list of mandatory events (Article 3.3.3). An optional event will be removed from the list of recognized events (Article 3.3.1), if the number of individual entries in two (2) consecutive World Championships is less than 30 in men's events or 20 in women's events.
- 3.3.8** New events can be added to the list of ISSF recognized events after the following conditions have been met:
- 3.3.8.1** a minimum of five (5) member federations in two (2) continents must certify that the event is practiced in that country;
- 3.3.8.2** the appropriate ISSF Section Committee must develop rules for the event;
- 3.3.8.3** approval by the Administrative Council;
- 3.3.8.4** approval by the General Assembly.

Article 3.4.0 Administration and Control of Competitions / Championships

- 3.4.1** Each Member Federation organizing ISSF supervised Competitions / Championships must form an Organizing Committee that is responsible for the administration and conduct of the Competitions / Championships on the basis of ISSF General Regulations and Rules. The Organizing Committee must appoint a competition director and sufficient qualified staff to carry out these responsibilities and must submit reports to the Executive Committee. The Organizing Committee must inform the ISSF Headquarters, at least three (3) months before the day of arrival who is the contact person for the ISSF concerning all matters of the ISSF supervised Competition / Championships.



- 3.4.2** The ISSF supervises World Championships and Olympic Games through one (1) or two (2) Technical Delegates who are appointed in accordance with Article 1.8.2.6 and 1.10.2.4 of the Constitution. Technical Delegates should be chosen from the Members of the Administrative Council, or from the Section Committees, and must have an appropriate current ISSF “A” Judge's license. Technical Delegates cannot be appointed from the members of the federation of the organizing country. Technical Delegates are responsible for examining the preparations for organization and the ranges and other facilities, for advising the Organizing Committee before and during the Competitions / Championships and for submitting reports to the Executive Committee. The appropriate forms, together with the up to date World Records, will be supplied by the ISSF.
- 3.4.2.1** In order that the Technical Delegates can carry out these responsibilities, they must be invited at the expense of the Organizing Committee to the site of the Competitions / Championships at least once, 10 to 12 months before the Championship, and again, not less than five (5) days before the opening ceremony.
- 3.4.3** The ISSF supervises World Cups, Continental Championships and other Competitions / Championships through the appointment of one (1) or two (2) Technical Delegates who are responsible for examining the preparations for competition and advising the Organizing Committee. Technical Delegates should be chosen from the Members of the Administrative Council, or from the Section Committees, and must have an appropriate current ISSF “A” Judge's license. Technical Delegates cannot be appointed from the members of the federation of the organizing country. The Technical Delegates must be invited at the expense of the Organizing Committee (accommodation in single rooms) to the Competitions / Championships, a few days before the opening ceremony as agreed with the organizing committee.
- 3.4.4** Juries must be designated by the ISSF for all Championships in accordance with Article 1.8.2.6 and Article 1.12.2.5 of the Constitution. Juries are responsible for assisting and supervising the staff of the Organizing Committee in conducting the competition during the Competitions / Championships. In general the match staff is responsible for the actual conduct of competitions while the Jury advises and supervises the staff.
- 3.4.5** The following Competition Juries will be designated:
Rifle; Pistol; Shotgun; Running Target; Classification (Scoring and Results) and Equipment Control.
- 3.4.5.1** Two (2) Juries may be combined providing the events are not run concurrently. One (1) person from each of the Rifle, Pistol and Running Target Jury must be designated by that Jury to serve on the Jury for Equipment Control.



- 3.4.5.2** Juries will be composed of a chairman and two (2) to six (6) members (a chairman and four (4) to eight (8) members for shotgun shooting). Officials or shooters who are members of a participating team must not be Jury members. One (1) member of each Jury should be from the national federation organizing the Competitions / Championships. All Jury members must hold the applicable current ISSF Judge's license.
- 3.4.6** A Jury of Appeal must be designated by the ISSF for all Competitions / Championships in accordance with Article 1.8.2.6 of the Constitution. The Jury of Appeal is responsible for making final decisions on all appeals against decisions by Juries.
- 3.4.6.1** The Jury of Appeal must consist of three (3) to five (5) members, including a chairman. One (1) member should be from the national federation organizing the Competitions / Championships.
- 3.4.7** The local transportation and living expenses (single rooms) for the Technical Delegate(s), Jury of Appeal, Jury Members and ISSF appointed Officials at World Championships and World Cups must be paid by the Organizing Committee. The travel expenses must be paid by the organizing committee in the amount fixed by the Administrative Council or Executive Committee.

Article 3.5.0 Ranges and other Facilities

3.5.1 The following minimum range installations are required:

	World Championships	Olympic Games	World Cups	Finals Range
300 m Targets	40	--	--	--
50 m Targets	80	60	60	10
25 m	10 groups	8 groups	8 groups	3 groups
Trap	4	3	4	1
Double Trap	4	3	4	1
Skeet	4	3	4	1
50 m Running Target Ranges	2	--	--	--
10 m Running Target Ranges	4	--	--	--
10 m Air Rifle and Pistol	80	60	60	10

Note: The ISSF recommends that for World Cups the number of targets/ranges specified for World Championships should be available including a separate Finals Range.

- 3.5.1.1** Trap and Skeet ranges may be combined. Trap ranges must be convertible to Double Trap unless separate Double Trap ranges are provided.
- 3.5.1.2** The area used by shooters on rifle and pistol ranges must be protected from sun, wind and rain.



- 3.5.1.3** Air gun ranges must be installed indoors.
- 3.5.1.4** Electronic target systems, of makes and models approved by the ISSF, must be used for Pistol and Rifle Qualification and Finals of the Olympic Games and for Finals in ISSF World Cups and World Championships.
- 3.5.2** The following facilities must be provided on or near the shooting ranges:
 - 3.5.2.1** shelters against sun, wind and rain for shooters and officials;
 - 3.5.2.2** team rooms where the shooters can relax, change clothes etc;
 - 3.5.2.3** meeting rooms for use by ISSF officials, Committees and Juries;
 - 3.5.2.4** rooms for offices, target scoring, production of results and storage of targets and related material, etc;
 - 3.5.2.5** a Main Scoreboard for the posting of official results;
 - 3.5.2.6** an armoury;
 - 3.5.2.7** a suitable place for arms and equipment control;
 - 3.5.2.8** a gunsmith's shop with suitable work benches and vices;
 - 3.5.2.9** appropriate free facilities for firearms and equipment manufacturers to service their products (a fee may be charged for commercial displays);
 - 3.5.2.10** a restaurant or facilities for food service and refreshments;
 - 3.5.2.11** toilets and washrooms;
 - 3.5.2.12** postal, telephone and electronic mail facilities;
 - 3.5.2.13** an area for victory ceremonies;
 - 3.5.2.14** facilities for press, radio and television representatives;
 - 3.5.2.15** appropriate medical facilities and facilities for Anti-Doping Control;
 - 3.5.2.16** parking facilities.
- 3.5.3** The ISSF Technical Delegates are responsible for examining the ranges and other facilities to ensure that they meet ISSF standards (including Article 3.5.2) and are suitable for conducting Competitions / Championships. The Technical Committee will provide checklists in accordance with the ISSF Regulations and Rules for use by the Technical Delegates in examining the ranges (see Annex "T").
- 3.5.4** Outdoor ranges to be used for World Championships and Olympic Games should be completed one (1) year in advance. If the range is not completed, the detailed plans, construction schedule and financial plan must be submitted to the Secretary General one (1) year in advance, and the range must be completed three (3) months in advance.



Article 3.6.0 Entry and Participation

- 3.6.1** Only ISSF Member Federations may participate in ISSF supervised Competitions / Championships. Federations participating in Continental Championships and Games must be members of the Continental Confederation.
- 3.6.2** An ISSF Member Federation that is not accepted as a member by its own Continental Confederation, or is not allowed to participate in its own Continental Championships, may be invited by another Continental Confederation to participate in its Continental Championships and Games with the right to awards and records.
- 3.6.3** Any competitor must be a national of the country they represent.
- 3.6.3.1** All disputes relating to the determination of the country which a competitor may represent shall be resolved by the ISSF Executive Committee.
- 3.6.3.2** A competitor who is a national of two or more countries at the same time may represent either one of them, as he may select. However, after having represented one country in the Olympic Games or in any ISSF supervised Competitions / Championships, he may not represent another country unless he meets the conditions set forth in paragraphs below that apply to persons who have changed their nationality or acquired a new nationality.
- 3.6.3.3** A competitor who has represented one country in the Olympic Games or in any ISSF supervised Competition / Championship, and who has changed his nationality or acquired a new nationality, may participate in ISSF supervised Competitions / Championships to represent his new country provided that at least three years have passed since the competitor last represented his former country. This period may be reduced or even cancelled, with the agreement of the Federations concerned and by the ISSF Executive Committee, which takes into account the circumstances of each case.
- 3.6.3.4** If an associated State, province or overseas department, a country or colony acquires independence, if a country becomes incorporated within another country by reason of a change of border, if a country merges with another country, or if a new NOC is recognised by the IOC, a competitor may continue to represent the country to which he belongs or belonged. However, he may, if he prefers, elect to represent his country or be entered in ISSF supervised Competitions / Championships by his new Federation when recognized by the ISSF. This particular choice may be made only once.



- 3.6.3.5** Furthermore, in all cases in which a competitor would be eligible to participate in ISSF supervised Competitions / Championships, either by representing another country than his or by having the choice as to the country which such competitor intends to represent, the ISSF Executive Committee may take all decisions of a general or individual nature with regard to issues resulting from nationality, citizenship, domicile or residence of any competitor, including the duration of any waiting period.
- 3.6.4** The period following naturalization may be reduced or even cancelled with the agreement of the two (2) National Federations concerned and the final approval of the ISSF Executive Committee.
- 3.6.5** An official declaration of eligibility for each shooter will be required from the Member Federation. Team officials participating in ISSF supervised Competitions / Championships must abide by the ISSF Rules and Regulations.
- 3.6.6** All shooters must sign a "Shooter's Declaration" and have an ISSF ID Number (see Article 3.12.3.2) before participation in any ISSF supervised Competitions / Championships. Failure to deliver a signed declaration before any start will lead to disqualification and cancellation of the results obtained.
- 3.6.7** Maximum participation in the Olympic Games is established by the IOC (see Article 1.8.2.9 of the Constitution). Qualification standards are established by the ISSF Executive Committee that also has the authority to take the final decision on the distribution of the quota places and the Wild Cards in cooperation with the IOC Tripartite Commission.
- 3.6.8** In the World Championships each nation can enter a maximum of three (3) persons in individual events who may participate as one (1) team in team events.

3.6.8.1 The maximum national team size for World Championships events is as follows:

Men	
Rifle	10 (8 if 300 m is conducted separately or if 300 m is not entered)
Pistol	10
Trap	3
Double Trap	3
Skeet	3
Running Target	5
Total men	34



Women	
Rifle	8 (6 if 300 m is conducted separately or if 300 m is not entered)
Pistol	5
Trap	3
Double Trap	3
Skeet	3
Running Target	3
Total women	25

3.6.8.2 Officials

All persons entered as Officials must pay all appropriate fees.

3.6.8.3 Replacements may be made only in the teams of three (3) registered for team events, but only from those already registered for this championship.

3.6.8.4 When Junior category events are scheduled in the World Championships, the number of participants allowed per event is the same.

3.6.8.4.1 In World Championships, juniors may participate in the men's and the women's competitions, but in one (1) category only (either in the junior's or in the senior's events) at the same championships (place and dates).

3.6.8.4.2 If there is no junior category programmed for a particular event in a championship, juniors may participate in this event as a member of the national senior category team, even if they participate in the junior category in another event in the same championship.

3.6.9 The participating federation is responsible for the travel and living expenses of team members. The Organizing Committee must provide transportation from the local airport or railway station to the official hotels and from the official hotels to the range. The cost for transfer from the airport(s) to the official hotels and back may be charged when approved by the Executive Committee of the ISSF.

Article 3.7.0 Competition Procedures

3.7.1 The ISSF General Regulations and the applicable current ISSF Competition Rules will govern the conduct of events in all ISSF supervised Competitions / Championships.



3.7.2 Programs

3.7.2.1 The Preliminary Program must be prepared by the Organizing Committee and submitted to the Secretary General for examination by the Technical Committee and approval by the Executive Committee.

	World Championships	World Cups
Send to ISSF	15 months	8 months
OC to federations	12 months	6 months

3.7.2.1.1 The schedule for the mandatory events of the World Championships including training days and the opening and closing ceremonies should not exceed 14 days. At the option of the Organizing Committee, the ranges may be opened for additional training days before official training begins. The duration of the World Championships may be extended to not more than 16 days with the approval of the Executive Committee.

3.7.2.2 The Final Program must be prepared by the Organizing Committee and submitted to the Secretary General for examination by the Technical Committee and approval by the Executive Committee.

	World Championships	World Cups	Continental Championships (Other supervised Competitions)
Send to ISSF	6 months	3 ½ months	4 months for information only
OC to federations	5 months	3 months	

3.7.3 Entries

3.7.3.1 Preliminary Entries

Each national federation entering the Championship must submit a preliminary entry to the Organizing Committee. The preliminary entry must list all individual and team events in which the national federation will participate. Any preliminary entries received after the Final Program is published will be entered on a **waiting list** according to the date of the receipt of the entry and it may be that the participation is only possible if targets/places are available. The Organizing Committee must inform the Nations in question of any such change immediately after these entries are received.

World Championships	World Cups
7 months	4 months



3.7.3.2 Final Entries

Final Entries must be forwarded directly to the ISSF by fax or e-mail before midnight (Munich time) of the 30th day before the official arrival day. The final entries to the ISSF may be made via the ISSF online registration. The final entry must list the names and ID Numbers of all shooters. Also the final entry must list the names and dates of birth of all officials with their function during the World Championship.

3.7.3.3 The Organizing Committee reserves the right to reject any entries received after the deadlines in this article and / or establish a waiting list.

3.7.3.4 Late entries received after the deadline for final entry must not be allowed to participate in the events unless received by the ISSF three (3) days before the official arrival day and the following can be complied with:

3.7.3.4.1 the final Program may not be changed;

3.7.3.4.2 the late entries do not cause a problem with any other organizational matters;

3.7.3.4.3 any entry accepted after the final entry deadline will incur an additional penalty fee of Euro 50.00 for each shooter entered in each event which has to be paid to the organizing committee by the federation who makes the late entry.

3.7.3.5 Any additional entries received after the deadline of three (3) days before the official arrival day may not participate.

3.7.3.6 Replacement of a registered shooter by another already registered shooter for that Competitions / Championships is permitted. This change can only be made before 12:00 the day before the pre-event training for that event.

3.7.3.7 In World Cups: The exchange of a shooter between one competing for a quota place and a MQS shooter is not permitted. A MQS shooter may replace a withdrawn quota place shooter. The withdrawn quota place shooter may not shoot for MQS.

3.7.4 Fees

3.7.4.1 Entry fees must be paid to the Organizing Committee upon request. A fee of Euro 170.00 will be paid for each shooter entered in each event. This fee will be retained by the Organizing Committee; they must forward a fee of Euro 5.00 for each shooter in each event to the ISSF within 30 days after the Championships. A fee of Euro 50.00 must be paid for each official.

3.7.4.2 A reasonable fee for shotgun training may be charged when approved by the Executive Committee of the ISSF.



- 3.7.4.3** Any federation reducing the number of shooters and / or officials after the Final Entry Deadline is obligated to pay all applicable fees and costs including entry fees according to the number of shooters and entries on the Final Entry Forms originally received. If the applicable fees and costs are not paid no member of that federation may participate.
- 3.7.4.4** In Continental Competitions / Championships a fee of Euro 5.00 for each shooter entered in each event must be paid to the ISSF within thirty (30) days after the Championship.
- 3.7.4.5** In regional or other Competitions / Championships with MQS status a fee of Euro 5.00 for each shooter entered in each event must be paid to the ISSF within thirty (30) days after the Competitions / Championships.
- 3.7.5 Information to be sent to ISSF Headquarters**
- 3.7.5.1** Copies of all invitations, programs and entry forms for all ISSF supervised Competitions / Championships must be sent to the Secretary General.
- 3.7.5.2** One (1) copy of the official result lists of each event must be sent to the ISSF Headquarters via Fax and/or e-mail immediately after it has been verified, but not later than the end of the competition day.
- 3.7.5.3** Three (3) copies of the official result lists must be sent to the ISSF Secretariat no later than three (3) days after the completion of the events. A list showing the number of countries and the number of competitors participating in each discipline, by events, must be included with the results lists.
- 3.7.6 Olympic Games**
- 3.7.6.1** Programs, schedules, forms and other details must be received by the ISSF checked and agreed with the Organising Committee.
- 3.7.6.2** Entries in the Olympic Games must be made using the procedures specified in the ISSF General Regulations except that schedules or special procedures established by the ISSF or IOC will prevail.
- 3.7.6.3** Doping Control in the Olympic Games will be conducted according to the procedures established by the IOC. Doping Control in all ISSF supervised Competitions / Championships will be conducted in all events and categories according to procedures established by the ISSF Anti-Doping Regulations.

Article 3.8.0 Protocol

- 3.8.1** The World Championships must be inaugurated with an opening ceremony that is held on either the first day of competition or the day before. A closing ceremony must be held on the last day of competition. The Executive Committee must approve arrangements for the opening and closing ceremonies.



- 3.8.2** In World Championships the Organizing Committee must award:
- 3.8.2.1** World Championship medals in gold, silver and bronze colors to the first three (3) individual event winners. A minimum of 15 individuals in each of the Men's and Women's events or 10 individuals in Junior Men's and Women's events must participate before individual medals can be awarded.
- 3.8.2.2** Team Championship medals of similar design in gold, silver and bronze colors to each member of the first three (3) team event winners. A minimum of five (5) teams in each of the Men's and Women's events or three (3) teams in Junior Men's and Women's events must participate before team medals can be awarded.
- 3.8.2.3** If these minimums are not reached, the event will be declared an "International Championship" of the nation which organized the competitions.
- 3.8.2.4** Certificates or Diplomas to the first eight (8) shooters in each individual event.
- 3.8.3** A commemorative medal, of a different design from the Championship medals to each shooter, team official, judge and delegate.
- 3.8.4** The design of all official awards and the official symbol must be submitted to the Secretary General for approval by the Executive Committee at least two (2) months in advance.
- 3.8.5** A victory ceremony must be held for each Championship event, following these conditions:
- 3.8.5.1** the flags of the first three (3) individual or team winners must be raised while the anthem of the winner is played;
- 3.8.5.2** the flags, anthems and emblems used by National Member Federations must be submitted to and approved by the Executive Committee of the ISSF;
- 3.8.5.3** the Executive Committee must approve the program for the victory ceremony. The Organizing Committee with the approval of the ISSF President must establish the time of the victory ceremony (see also 6.8.7.4).

Article 3.9.0 World Records

- 3.9.1** World Records may be established in all recognized ISSF Men's, Women's, and Juniors' events in Olympic Games, World Championships, World Cups, Continental Championships and Continental Games that have been conducted according to the ISSF Rules and Regulations.
- 3.9.1.1** Finals World Records may be established only in Olympic events for Men and Women (Article 3.3.2) and are comprised of the results of the Qualification Rounds (Article 3.3.2.1 and 3.3.2.2) added to the results of the Finals for each event, as specified in the Olympic Shooting Disciplines' Rules.



- 3.9.2** Junior World Records will be recognized only in Junior events (3.3.1.3 and 3.3.1.4) fired either as special Junior competitions in ISSF Championships or by Junior shooters competing in regular ISSF Championships. Junior World Records, male and female, for individual and team, will be recognized if a minimum of 10 shooters participate in the individual category and three (3) teams participate in the team category.
- 3.9.3** World Records will be recognized in individual events if a minimum of 15 shooters participate and in team events, if a minimum of five (5) teams participate.
- 3.9.4** The ISSF will issue a World Record diploma to shooters or team members who establish World Records.
- 3.9.5** If more than three (3) competitors per country are admitted to the World Cups, World Records can only be achieved by the shooters nominated for the main competitions (not those entered for MQS only).
- 3.9.6** The Technical Delegate(s) must submit reports for recognition of World Records.

Article 3.10.0 Media Relations

- 3.10.1** The Media Coverage, Broadcasting and Advertising Rights of all ISSF World Championships, World Cups and other ISSF official events (General Assemblies, Congresses etc) are the property of the International Shooting Sport Federation.
- 3.10.2** Press, radio and television services must be given all co-operation and assistance to ensure the free flow of public information and communication. Necessary facilities including telecommunications, telephone, typewriters, etc. must be available prior to and during the Competitions / Championships.
- 3.10.3** Provisions for interviews, photography and other media requirements will be made by the Organizing Committee to ensure that media personnel have access to competitors and team leaders; provided that such arrangements do not inconvenience the individual(s) concerned. Media representatives may communicate with shooters through their respective team leaders.

Article 3.11.0 General

- 3.11.1** Alterations of the General Regulations may only be made by the General Assembly.
- 3.11.2** Upon approval, alterations become effective on January 1st, of the year following the current or the next Olympic Games.
- 3.12** **Annexes**
- 3.12.1** The General Regulations may be extended by annexes for the following:



- 3.12.2** The annexes to the General Regulations may not contravene the General Regulations and must be approved by the Executive Committee in accordance with Article 1.8.2.3 of the Constitution of the ISSF.
- 3.12.3** **List of Annexes**
Note: Separate Manuals, available at the ISSF Headquarters
- Guidelines for Organization of ISSF World Cups
 - Checklists for Technical Delegates
- 3.12.3.1** **Special Regulations for the Participation in the Shooting Sport Events of the Olympic Games: Annex "Q";**
- 3.12.3.2** **Shooter Declaration and ISSF ID Number Application Form: Annex "D";**
- 3.12.3.3** **General Procedures for Organizing Committees: Annex "G";**
- 3.12.3.4** **Application Procedures for World Championships: Annex "W";**
- 3.12.3.5** **Code of Ethics: Annex "CE";**
- 3.12.3.6** **Procedures for Recognition of World Records: Annex "R";**
- 3.12.3.7** **Rules for Filing and Deciding Protests: Annex "P";**
- 3.12.3.8** **Guidelines for Training Academy: Annex "TA";**
- 3.12.3.9** **Guidelines for Judges: Annex "J";**
- 3.12.3.9.1** **Guidelines for Shotgun Referees: Annex "S";**
- 3.12.3.10** **Guidelines for Public Affairs Activities: Annex "A";**
- 3.12.3.11** **Guidelines for TV Broadcasting and Advertising: Annex "B":**
- 3.12.3.11.1** all rights concerning contractual and proprietary matters with the production and use of television, radio, film and photographic coverage of the World Championships, World Cups and of Inter-Continental Competitions / Championships are the exclusive property of the International Shooting Sport Federation;
- 3.12.3.11.2** these rights may not be sold, transferred or negotiated without the written agreement of the President and Secretary General acting on the decision of the Executive Committee, which may delegate its authority to negotiate the sale or utilization of these rights, but which must retain the sole responsibility for the final decision and for the utilization of the income from the sale of the rights.
- 3.12.3.12** **Rules for the Athletes Committee: Annex "AC";**



Article 3.13.0 Approval

3.13.1 These General Regulations were approved by the Ordinary General Assembly of the ISSF on October 30th, 1982 in Caracas, Venezuela, and replace the "General Regulations, edition 1977" and became effective on November 15th, 1982 (revised, amended and corrected by the General Assembly of ISSF on July 29th, 1988 in Madrid, ESP). This edition includes amendments and corrections approved by the General Assemblies of the ISSF on August 14th, 1990 in Moscow, URS and on April 27th, 1992 in Barcelona, ESP and on July 22nd, 1994 in Milan, ITA, on April 20th, 1996 in Atlanta, USA and on July 15th, 1998 in Barcelona, ESP, on 21st March 2000 in Sydney, AUS, on April 18th, 2004 in Athens, GRE and on April 10th, 2008 in Beijing, CHN.

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Article 3.12.3.1, Annex "Q"

These Special Regulations are in the process of agreement with the IOC for the London Olympic Games and will be included as soon as possible.

Special Regulations for the Participation in the Shooting Sport Events of the Olympic Games





Article 3.12.3.2, Annex "D"

Shooter Declaration and ISSF ID Number Application Form

- D.1.0** To participate in ISSF supervised competitions and Championships it is mandatory for the shooters to have an ISSF Identification Number (ISSF ID Number).
- D.2.0** The national federation of the shooter must make application for the issuance of the ISSF ID Number on the following form.
- D.3.0** A fee of US\$ 10.00 is charged for the issuance of each ID Number.
- D.4.0** The Federations must send their new applications (only applications written with type-writers, or e-mail applications, will be accepted) to the ISSF. Each federation will receive a list of all ID Numbers which must be checked, approved and returned to the ISSF within fourteen days. No response will be taken as approval.
- D.5.0** An application received at a championships or world cup increases the fee to US\$ 25.00.
- D.6.0** If a shooter changes their name or nationality the ISSF must be notified without delay, so that necessary changes can be made by the ISSF.



ISSF

ISSF Shooter Declaration

1. I hereby confirm that I am aware of the regulations and penalties in force for the official competitions of ISSF relating to the fight against doping. I agree to submit to the doping control tests, to accept the results of such tests and to abide by the respective regulations in their prevailing form at any given time.
2. I agree that any dispute arising between myself and ISSF which cannot be settled amicably and which remains once the procedures provided for in the ISSF Regulations have been exhausted, shall be settled finally by a tribunal composed in accordance with the Statute and Regulations of the Court of Arbitration for Sport, Lausanne, to the exclusion of any recourse to ordinary courts. The parties undertake to comply with the said Statute and Regulations and to accept in good faith the award rendered and in no way hinder its execution.

Date:		Place:		Signature shooter:	
In case of minor age, name of legal representative:			Signature of legal representative:		

Application Form for the Issuance of an ISSF ID Number

The ISSF Member Federation of
herewith applies for the issuance of an ISSF ID Number which is necessary for the participation in ISSF supervised competitions and championships for the following shooter:

Family Name(s):						
Given Name(s):						
Maiden Name(s):						
Nationality:						
Gender:	Male			Female		
Date of Birth:	Day		Month		Year	
Event(s):	Rifle <input type="checkbox"/>	Pistol <input type="checkbox"/>	RT <input type="checkbox"/>	Trap <input type="checkbox"/>	DT <input type="checkbox"/>	Skeet <input type="checkbox"/>
Name who signs for federation:						
Signature of federation:						



Français:	
1.	Je reconnais avoir pris connaissance de la réglementation et des sanctions en vigueur dans les compétitions officielles de l'ISSF en ce qui concerne la lutte contre le dopage. Je donne mon accord pour me soumettre aux tests de contrôle de dopage, accepter les résultats de ces tests, me soumettre au règlement concerné sous la forme en vigueur à tout moment donné.
2.	J'accepte que tout litige survenant entre moi-même et l'ISSF, lequel ne pourrait être réglé à l'amiable et subsisterait après toutes les procédures prévues par les règlements de l'ISSF, soit tranché définitivement par un tribunal constitué conformément au Statut et au Règlement du Tribunal Arbitral du Sport, Lausanne, à l'exclusion de tout recours à des tribunaux ordinaires. Les parties s'engagent à se conformer aux dits Statut et Règlement et à se soumettre de bonne foi à la sentence qui sera rendue et à ne pas entraver son exécution.
German:	
1.	Ich erkläre hiermit, dass mir die Bestimmungen und Strafen bekannt sind, die für offizielle Wettkämpfe der ISSF zur Bekämpfung des Dopings in Kraft sind. Ich erkläre mein Einverständnis, mich den Dopingkontrolluntersuchungen zu unterziehen, die Ergebnisse solcher Untersuchungen anzunehmen und die entsprechenden Vorschriften in ihrer jeweils gültigen Form zu jeder Zeit einzuhalten.
2.	Ich erkläre mein Einverständnis, dass jeder Streit, der zwischen mir und der ISSF entsteht und nicht freundschaftlich erledigt werden kann, und der nach Ausschöpfung der Verfahrensvorschriften, die in den ISSF Regeln vorgesehen sind, offen bleibt, endgültig durch ein Schiedsgericht entschieden werden soll, welches in Übereinstimmung mit den Statuten und Regeln des Schiedsgerichts für Sport in Lausanne (CAS) zusammengestellt wird unter Ausschluss der Anrufung ordentlicher Gerichte. Die Parteien verpflichten sich, die erwähnten Statuten und Regeln zu beachten und die Entscheidung im guten Glauben anzunehmen und ihre Durchsetzung in keiner Weise zu behindern.
Espanol:	
1.	Confirmando haber tomado conocimiento de la reglamentación y de las sanciones en vigor en las competiciones oficiales de la ISSF respecto a la lucha contra el doping. Estoy de acuerdo en someterme a las pruebas de control de doping, aceptar sus resultados y respetar el Reglamento tal como esté en vigor en cualquier momento dado.
2.	Estoy de acuerdo en que todo litigio entre mí mismo(a) y la ISSF que no pueda resolverse de forma amistosa, aún después de los procedimientos previstos por la ISSF, se decida definitivamente por un tribunal constituido de acuerdo con los Estatutos y el Reglamento del Tribunal de Arbitraje del Deporte, Lausana sin posibilidad de recurso a los tribunales ordinarios. Las partes en litigio se comprometen a respetar tales Estatutos y Reglamento, aceptar de buena fe la sentencia pronunciada y no dificultar su ejecución.

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Article 3.12.3.3, Annex "G"

General Procedures for Organizing Committees

Preparation of Application	
G.1	Review ISSF General Regulations, Technical and Discipline Rules, and Championships application procedures, identify requirements.
G.2	Establish a general timetable. Ensure that dates are realistic and give sufficient time for completion of important items. Allow adequate time for responses from member federations.
G.3	Estimate accommodation and transportation requirements, and make provisional arrangements.
G.4	Prepare an outline of units within an organizing committee, including number of people required, e.g., facilities, competition, general administration, supplies, transportation, accommodation, catering, reception and accreditation, medical and anti-doping, emergency service support, results, protocol, public relations, media and communications.
G.5	Estimate the financial requirements of each unit, and prepare a preliminary budget.
G.6	Submit proposal and preliminary budget to appropriate government agency or National Olympic Committee and/or other appropriate body, and obtain written commitments of support, including finance, if required.
G.7	Submit application to ISSF complete with supporting documentation.
G.8	Prepare information packages for ISSF General Assembly.
Preparation and conduct of Major Championships (After the organizing member federation has been selected)	
G.9	Review and refine the items listed at G.1 – G.5 above.
G.10	Request the official appointment of ISSF Technical Delegate(s) and propose time of initial visit, taking into account the amount of construction work envisaged.
G.11	Submit plans for renovation or construction of ranges to ISSF for review and approval.
G.12	Verify acceptability of target brands and obtain quotations.
G.13	After approval, order equipment required.
G.14	Complete formation of Organizing Committee. Appoint a Competition Director.
G.15	Prepare terms of reference and position descriptions, identify and clarify areas of responsibility.



G.16	Identify potential individuals for staff and officials positions.
G.17	Prepare plan for engaging and training officials / staff.
G.18	Draft detailed preliminary program, design entry forms, and submit to ISSF for approval.
G.19	Prepare details of results procedures, arrange for result production equipment and operators, design public score boards.
G.20	Arrange medical services and facilities, including doping control testing (in consultation with Chairman of ISSF Medical Committee).
G.20.1	<p>Doctor(s) must be available at the competition venue from the arrival day and during the competition period. They are expected to treat any athlete with a medical problem or an injury.</p> <p>For the treatment of athletes and officials at the venue, there must be a first aid post which contains first aid equipment and appropriate supplies.</p>
G.21	Design award medals and certificates, submit to ISSF for approval.
G.22	Estimate requirements and prepare procedures for reception and storage of participants' firearms, ammunition and equipment. Liaise with the customs authorities to ensure ease of entry to the country.
G.23	Stands for Service Industry must be provided free of charge. However, stands for sales attract a charge.
G.24	Prepare detailed procedures for reception, transportation, accreditation and accommodation of teams, officials, Juries and press representatives.
G.24.1	All persons involved in ISSF supervised Competitions / Championships must have accreditation which must identify clearly the accreditation holder with photograph (passport size), family name and first name, nation and function during the competition. Categories and zone access codes must be implemented.
G.25	Draft programs for opening, closing and victory ceremonies, and submit them to ISSF for approval.
G.26	Send preliminary programs, preliminary entry forms, and accommodation request forms to ISSF member federations.
G.27	Prepare final program and submit to ISSF Secretary General.
G.28	Prepare facilities and information procedures for the work of the media.
G.29	Prepare plans and make arrangements for cultural activities.
G.30	Arrange final pre-competition inspection visit by ISSF Technical Delegate(s), ensure presence of the Organizing Committee and staff members.
G.31	Review recommendations of Technical Delegate(s); take required actions.
G.32	Send invitation and final program to ISSF member federations.
G.33	Submit plans for opening, closing and victory ceremonies to ISSF Executive Committee.
G.34	Make arrangements for reception, accommodation and transportation of ISSF President, Secretary General, Technical Delegates, Jury members and Guests of Honor.



G.35	If appropriate submit non-electronic target samples to ISSF for approval.
G.36	Conduct test events (not mandatory).
G.37	Receive final entries and accommodation request; confirm requirements with hotels, reception and transportation services.
G.38	Prepare training schedules for competitors.
G.39	Verify range allocations with entries.
G.40	Verify with Technical Delegate(s) the systems to be used in scoring and the arrangements for the drawing of lots.
G.41	Plan and prepare accommodation and information procedures for spectators, and the promotion of maximum spectator attendance.
G.42	Ensure that arrangements have been made to send the complete result lists for each day to the ISSF Headquarters immediately by electronic mail. Also to ensure that arrangements have been made to send three copies of the official result and competitor lists to the ISSF Secretariat within 3 days after the competition ends.

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Article 3.12.3.4, Annex "W"

Application Procedures For World Championships

Federation Name		
Submit proposal to the Secretary General of the ISSF		
Proposed Dates:		General Assembly Dates:
Date of last major competition in our Country		
Organized in (city or town)		
WCH to be organized in (city or town)		
Support from the Governmental Sport Agency	Annex	
Support from the National Olympic Committee	Annex	
Statement of Respect for the ISSF Statutes	Annex	
Statement of Invitation to all ISSF Member Federation	Annex	
Events Program with possible dates	Annex	
Information regarding the proposed organization	Annex	
Shooting range description	Annex	
Shooting range ready for competition		
Time for shooting range remodeling		
Time for shooting range construction		
Ranges	Number of positions / ranges	Space for Spectators / number
300 m Rifle		
50 m Rifle/Pistol		
25 m Pistol		
10 m Air Rifle/Pistol		
Trap / Double Trap		
Skeet		
50 m Running Target		
10 m Running Target		
Special Finals range		



Are all events organized at one venue?	yes <input type="checkbox"/> / no <input type="checkbox"/>
If not please copy the table below!	

Facilities for:	No.	m ²	Facilities for:	No.	m ²
ISSF President			ISSF Secretariat		
ISSF Secretary General			Jury of Appeal Room		
Tech. Delegates Rooms			Jury Rooms		
Team Rooms			Meeting Rooms		
Scoring Rooms			Medical Rooms		
Main Score and Bulletin Boards			Doping Control Rooms		
Equipment Control			Awarding		
Media– See Guidelines for Public Affairs Activities: Annex "A"			Gunsmith		
Storage Rooms			Restaurant		
Commercial Displays			Toilets		
Public Relations			Parking Facilities		
Postal, Telephone, Fax, e-mail					

Number of ISSF Licensed Judges in our Federation	Class A	Class B
Rifle		
Pistol		
Shotgun		
Running Target		
Paper Target Control		
Electronic Scoring Target Control		



Follow-up Check List for the Secretary General

Name of the Championship:

Memorandum of Agreement (Date):

Championship Withdrawal:

Reasons:

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Executive Committee Resolution:

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Shooting Range visits by the Technical Delegates

10 or 12 months before	Progress	%
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Reports to the Executive Committee:

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Reports to the Administrative Council:
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Term Extension to complete the Shooting Range

Shooting Range Visit	Progress	%
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Preliminary Program	Tech. Com.		Ex. Com.	
Final Program	Tech. Com.		Ex. Com.	
Invitation	Program			
Registration (6 months)	Number of Countries		Number of Competitors	
Registration (30 days)	Number of Countries		Number of Competitors	
Registration (Final)	Number of Countries		Number of Competitors	
Ceremonies	Approved			
Awards	Approved			
Targets	Approved			

Jury Appointments:	
Appeal	
Rifle	
Pistol	
Shotgun	
Running Targets	
Paper Target Control	
Electronic Scoring Target Control	
Equipment Control	

Delegates' Final Report:	
Federation's Final Report:	
Settlement of Entry Fees:	

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Article 3.12.3.5, Annex "CE"

ISSF Code of Ethics

General

In accordance with the ISSF Constitution, the objectives of the ISSF are to promote and encourage the development of the shooting sport throughout the world, to provide drug-free sport and to promote and encourage the development of international relations.

The purpose of this Code is to guarantee that the objectives of the ISSF will be executed in a fair manner without disturbance and to sanction incidents that damage the image of the ISSF activities or bring them into disrepute.

ISSF members, continental organizations, teams, officials and athletes shall participate in ISSF supervised championships and activities in accordance with the standards of ethics, fair play and sportsmanship established by the ISSF Statutes, Rules and Regulations and by this Code. This Code recognizes basic standards for fair play and moral behaviour and procedures for judging and sanctioning violations of those standards.

Article 1 Application of the Code

The following incidents or offences shall be subject to the application of this Code:

- 1.1 Acts of discrimination in violation of Article 1.1.1 of the Constitution of the ISSF.
- 1.2 Acts of misconduct, misbehaviour or harassment including, but not limited to abusive, violent conduct in a disturbing, disorderly or provocative manner, unjustified interference, deliberate obstruction of the orderly conduct of any sporting event, malicious alteration, damage or destruction of property or the infliction of physical or mental harm on others.
- 1.3 Cheating including, but not limited to doping, manipulation of equipment or scores to give an advantage to a shooter or to a team, falsification or alteration of documents indicating false age, nationality, sex or other information, with the purpose of obtaining unfair advantage for an official, an athlete or a team.
- 1.4 Conviction for a criminal offence.
- 1.5 Acts of indiscretion, insubordination or partiality.

Ethical offences may be considered independent of any action taken or not taken by ISSF competition juries.



Article 2 Ethics Committee

The ISSF Ethics Committee consists of the following persons:

The President

Two (2) Vice-Presidents designated by the President

The Secretary General

The Chairman of the Judges Committee

Article 3 Rules for Procedures

- 3.1 Any complaints or charges relating to a breach of ethical principles and rules should be addressed in writing to the Ethics Committee.
- 3.2 The Ethics Committee shall decide whether to conduct an inquiry or to dismiss the complaint.
- 3.3 When conducting an inquiry regarding a complaint or charges, the Ethics Committee may:
 - 3.3.1 Request written information or documents from the parties concerned;
 - 3.3.2 Hear the parties concerned, with or without the presence of legal counsel, as determined by the Ethics Committee;
 - 3.3.3 Decide to hear witnesses as determined by the committee or at the request of the parties concerned;
 - 3.3.4 Conduct investigations in the field by designating one or more of its members or another person to represent the Committee;
 - 3.3.5 Designate one or more experts to assist the Ethics Committee in its inquiry.
- 3.4 Any inquiry shall remain confidential until such time as the Ethics Committee makes its decisions and submits its recommendations to the ISSF Executive Committee.
- 3.5 At the end of an inquiry the conclusions and recommendations of the Ethics Committee are submitted by its Chairman to the ISSF Executive Committee.
- 3.6 In the absence of a consensus, decisions of the Ethics Committee shall in accordance with Article 1.15.1 of the Constitution of the ISSF, be taken by majority of members present.
- 3.7 Members of the Ethics Committee must disclose to the Chairman any situation or fact that may establish a conflict of interest between themselves and the case under investigation. Such disclosure must be made immediately after the inquiry is opened or immediately after the situation or fact in question arises.



Article 4 Sanctions

- 4.1 Any member of the ISSF, team or individual covered by this Code may be sanctioned by the ISSF Ethics Committee. Sanctions for partiality can only be imposed on ISSF officials.
- 4.2 A sanction shall be applied if the Ethics Committee decides that a violation of this Code has been committed.
- 4.3 In the imposition of any sanction, the nature of the offence, the circumstances under which it occurred, the gravity of the offence, the character of the action and other considerations that are in harmony with the objectives of the ISSF must be taken into consideration.

Article 5 Appeals

- 5.1 Decision by the Ethics Committee may be appealed first to the ISSF Executive Committee and consequently to a tribunal composed by the Court of Arbitration for Sport in Lausanne.
- 5.2 The decision of the Court of Arbitration is final in accordance with Article 1.3.16 of the Constitution of the ISSF.

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Article 3.12.3.6, Annex "R"

Procedures for Recognition of World Records

-	All World Records must be approved by the Technical Committee in accordance the Constitution of the ISSF and established in accordance with the ISSF General Regulations and Technical Rules.				
-	The following reporting form must be used to submit World Records for consideration by the Technical Committee.				
APPLICATION FOR RECOGNITION OF WORLD RECORDS					
Official recognition of the following World Record is requested. This certifies that the record was established at an ISSF Championship under conditions specified by the ISSF – International Shooting Sport Federation.					
Name of ISSF Championship					
Location of Championship					
Event					
	QUALIFICATION WORLD RECORD		<input type="checkbox"/>		
	FINALS WORLD RECORD		<input type="checkbox"/>		
	NEW RECORD:	<input type="checkbox"/>	EQUALS RECORD:	<input type="checkbox"/>	
	MEN:	<input type="checkbox"/>	WOMEN:	<input type="checkbox"/>	
	MEN JUNIOR:	<input type="checkbox"/>	WOMEN JUNIOR:	<input type="checkbox"/>	
Score:	Total:		Qualifi- cation:		Final:
	Family Name(s)	Given Name(s)	Date of Birth		
			Day	month	year
Individual Shooter or					
team member					
team member					
Nation:					
Record was established:	Day:		Month:		Year:



ISSF TECHNICAL DELEGATE(S)			
Name:		Signature:	
Name:		Signature:	
CHAIRMAN OF COMPETITION JURY			
Name:		Signature:	
CHAIRMAN OF CLASSIFICATION JURY			
Name:		Signature:	

1.	COMPETITIONS WHERE WORLD RECORDS CAN BE ESTABLISHED (ISSF General Regulation)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
2.	PARTICIPATION REQUIREMENTS:			
	Men, Women (ISSF General Regulations)	Individual (15 except WCF)	Actual nr	Team (5)
	Men Junior, Women Junior (ISSF General Regulations)	Individual (10)		Team (3)
3.	SUPERVISION BY THE ISSF: (ISSF General Regulations)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
4.	RANGE SPECIFICATIONS: (Technical Rules)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
5.	TARGET USED: (Technical Rules)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
6.	GAUGES USED: (Technical Rules)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
7.	EQUIPMENT CHECK: (appropriate Discipline Rules)			
	Inspected:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
8.	SCORING PROCEDURES: (Technical Rules)			
	Complied with:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		
9.	DOPING CONTROL:(ISSF General Regulations 3.7.12)			
	examination conducted:	YES <input type="checkbox"/> / NO <input type="checkbox"/>		

Any "No" Response must be fully explained in writing!

APPROVED BY THE TECHNICAL COMMITTEE	
YES <input type="checkbox"/>	NO <input type="checkbox"/>
Date	Signature

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Article 3.12.3.7, Annex "P"

Rules for Filing and Deciding Protests

- All protests and appeals are to be decided in accordance with the ISSF General Regulations.

- The Rules for filing protests or appeals are specified in the appropriate Discipline and Technical Rules and apply to all shooting events in all ISSF Championships. The Rules provide for verbal protests that can be submitted and decided on the ranges immediately, for written protests to be decided by the appropriate Jury and for appeals of Jury decisions to be decided by the Jury of Appeal. The Rules also provide for protests of scoring results to be decided by the Classification Jury with decisions on scoring protests not subject to appeal. These Rules also provide for time limits and fees for filing protests.

- In the case of protests involving conflicts between the Constitution of the ISSF, ISSF General Regulations or Technical Rules, the Constitution of the ISSF shall take precedence over the ISSF General Regulations or Technical Rules and the ISSF General Regulations shall take precedence over the Technical Rules. In conflicts involving the IOC Rules, the IOC Rules shall prevail.

- The Organizing Committee must assure that the locations and procedures for filing protests and appeals are announced before the competition begins.

- Protests and appeals must be submitted on forms approved by the ISSF. The proper forms for protests and appeals is given at the end of the Technical Rules – Section 6.

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Article 3.12.3.8, Annex "TA"

Guidelines for Training Academy

ISSF Training Academy Courses

TA.1.0 Background

TA.1.1 Special ISSF training courses for coaches were approved by the Executive Committee in 1992.

TA.1.2 These diploma courses are designed for national coaches from Member Federations to achieve an international coaching qualification.

TA.1.3 Coaching Diplomas are of three categories: "A", "B" and "C".

TA.1.4 It is necessary first to attend a "C" course. Thereafter, coaches having achieved a Diploma can apply to attend a "B" course, and finally an "A" Course.

TA.1.5 A course fee is payable by each student attending a Coaching Diploma course. This covers the cost of running the course and any associated accommodation, meals and local transportation.

TA.2.0 Coaching Diploma Courses

TA.2.1 Official recognition of Training Academy Courses will be decided by the Executive Committee of the ISSF.

TA.2.2 Instructors for these courses are chosen from those having specialist knowledge of the various topics in the course program.

TA.2.3 Assistant Instructors, with similar qualifications, also may be designated depending upon the number of students attending.

TA.2.4 The recommended course program lasts one week.

TA.2.5 The knowledge of the students is assessed by various tests at the different levels. The details are contained in the Training Academy Guidelines.

TA.2.6 The results are reported to the ISSF Executive Committee annually.

TA.3.0 Appeals

TA.3.1 Any student may appeal in writing against the decision that he has failed a course. The appeal will be considered by the ISSF Executive Committee.

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Article 3.12.3.9, Annex "J"

Guidelines for Judges

Chapter:

- J.1.0 GENERAL
- J.2.0 ACQUISITION OF A LICENSE
- J.3.0 VALIDITY AND EXTENSION OF THE LICENSE
- J.4.0 EXPIRATION OF A LICENSE
- J.5.0 JUDGES' LICENSE
- J.6.0 UPGRADING
- J.7.0 SPECIAL ARRANGEMENTS FOR THE ISSUANCE OF JUDGE'S LICENSES
- J.8.0 ASSIGNMENT OF JUDGES
- J.9.0 EST COURSES
- J.10.0 APPLICATION FORMS FOR LICENSES

SPECIAL NOTE: In the context of this Annex, the word "Judge" refers to an accredited ISSF Judges' license holder. The word "Jury" refers to those licensed judges who are appointed to Jury duties at specified Championships.



J.1.0 General

J.1.1 For the achievement of its purposes the International Shooting Sport Federation licenses judges to supervise shooting competitions and to ensure the fair and equal treatment of all competitors (see ISSF Constitution). Judges must be experienced and fully conversant with the current versions of the ISSF Rules (J.1.0 to J.6.0 plus the relevant Technical Rules for the Shooting discipline concerned) in order to advise, supervise, and assist if necessary.

J.1.2 The ISSF issues judges' licenses as confirmation of qualification.

J.1.3 Judges' licenses are divided into two (2) categories.

J.1.3.1 Category "A" authorizes the holder to act as an official jury member at all shooting competitions, for which the license is valid with respect to the disciplines included, including the Olympic Games and World Championships. Judges of this category are also permitted to conduct official ISSF Judges' Courses when duly authorized.

J.1.3.2 Category "B" authorizes the holder to act as an official jury member in all shooting competitions, for which the license is valid with respect to the disciplines included, except the Olympic Games and the World Championships.

J.1.4 The ISSF issues judges' licenses for the following disciplines:

J.1.4.1 Rifle shooting (1)

J.1.4.2 Pistol shooting (2)

J.1.4.3 Shotgun shooting (3)

J.1.4.4 Running Target shooting (4)

J.1.4.5 Target Control (5)

J.1.4.6 Electronic Scoring Target Control (6)

J.1.4.7 The ISSF can issue judges' licenses for one or more discipline(s), but only following successful completion of official ISSF courses in each of the disciplines. Normally, No. 5 (Target Control) is combined with the shooting disciplines No 1 (Rifle), No 2 (Pistol) and No 4 (Running Target). However, No 6 (Electronic Scoring Target Control) is only issued after successful completion of an official ISSF course on that specific subject. (See J. 9.0)

J.1.5 The ISSF Headquarters and the Chairman of the Judges' Committee maintain a list of all the license holders. Every year the names of the new license holders will be published in the ISSF News.



- J.1.6** License holders may only act as jury members for the Olympic Games and the World Championships if they have been designated by the Executive Committee of the ISSF. For World Cups jury members will be nominated by the Secretary General of the ISSF and the Chairman of the ISSF Judges' Committee, and designated by the Executive Committee. For Continental and Regional Games and Championships they must be designated by the Continental or Regional Confederations.
- J.2.0** **Acquisition of a License**
- J.2.1** The applicant must have the necessary experience and maturity as judge.
- J.2.2** ISSF judges' licenses are not granted to active shooters who still Participate in competitions where world records may be established. If the holder of a Judges' license wishes to Participate as a shooter, he must return the license to the ISSF Headquarters for cancellation. He may apply for a new license.
- J.2.3** For the acquisition of an ISSF judge's license, preparatory instruction and training is necessary. The applicants should possess a national judge's license of the highest level issued by their National Federation, or must have equivalent experience as a national judge and as a range official.
- J.2.4** Applicants must also have achieved the pass-standard in the General Aspects and the Shooting Discipline Parts of an official ISSF judges' course within the last four years.
- J.2.5** An applicant's National Federation must sign the completed official ISSF judges' application form (see form at end of Guidelines) to confirm the contents and support the application. The National Federation must then send it to the ISSF Headquarters.
- J.2.6** Applications should be submitted as soon as possible, but no later than 31 December each year for licenses to be issued in the following year.
- J.2.7** Each application must be accompanied by two (2) recent passport photographs 3 cm x 2 cm of the applicant or a digital photograph must be sent by the federation concerned.
- J.2.8** The ISSF Judges' Committee will evaluate and approve, where appropriate or postpone applications during its annual meeting which will usually be held towards the end of January each year (see ISSF Constitution).
- J.2.9** After approval, the ISSF Headquarters will issue the licenses. To be valid they must be signed by the ISSF Secretary General and the Chairman of the ISSF Judges Committee.
- J.2.10** These licenses are sent to the National Federations for delivery to the license holders.
- J.2.11** A fee of Swiss Francs (CHF) 30.00 must be paid for a new license.



- J.2.12** Approval of initial applications will result in the issue of a "B" category license. Category "A" licenses are only issued following further experience and upgrading.
- J.3.0** **Validity and Extension of the License**
- J.3.1** All ISSF judges' licenses are issued for a period of four (4) years.
- J.3.2** After expiration of this period, the license can be renewed.
- J.3.3** The National Federation must submit all requests for renewal to the ISSF Headquarters accompanied by a completed Renewal Form (see form at end of Guidelines).
- J.3.4** The application must be accompanied by two (2) recent passport photographs 3 cm x 2 cm of the applicant or a digital photograph must be sent by the federation concerned.
- J.3.5** Evidence of recent activity as a Jury Member is required, and the applicant must be conversant with the current edition of the ISSF Rules.
- J.3.6** The current license should not be returned when applying for a renewal, though it will cease to be valid after the expiry date. Applications for renewal should be submitted at least three months before expiry.
- J.3.7** The Chairman of the Judges' Committee in co-operation with the ISSF Headquarters will deal with all renewals. Renewed licenses will be returned to the National Federation.
- J.3.8** A fee of Swiss Francs (CHF) 20.00 will be charged for each renewal.
- J.4.0** **Expiration of a License**
- J.4.1** When an ISSF judge's license expires after four years, license holders will be taken off the ISSF list if not renewed by application within two years. In such a case any future license must be applied for in accordance with J.2.0 (Acquisition of a License), including attendance at course(s). Licenses renewed late within the two years will only be valid for four years from the previous expiry date.
- J.4.2** The license holder's National Federation, at any time, has the right to apply for cancellation of an ISSF judge's license. The license holder may be taken off the list, in such a case the license should be returned to the ISSF.
- J.4.3** A judge's license may be cancelled if a holder does not fulfil his duties as a judge or harms the interest or reputation of the ISSF. The holder will be taken off the ISSF list and the license must be returned to the ISSF. All ISSF judges' licenses remain the property of the International Shooting Sport Federation.



J.5.0 Judges' Courses

- J.5.1** Only courses that have been approved and recognized by the ISSF will be considered as official training courses for judges. Applications for recognition must be submitted to the ISSF Headquarters as soon as possible before the date of the intended course. The application must include:
- J.5.1.1** Where the course will be held;
 - J.5.1.2** The dates of the course;
 - J.5.1.3** The name(s) of the shooting disciplines that will be covered;
 - J.5.1.4** The name(s) of the ISSF "A" license holder(s) proposed to conduct the course (and they must possess a valid "A" license for the discipline(s) concerned). The name of the course coordinator and, if different, of the person who is to conduct the instruction on J.1.0 to J.5.0 of the Rules ;
 - J.5.1.5** Which expenses will be met by the National Organizer;
 - J.5.1.6** In which language(s) the course will be conducted;
 - J.5.1.7** From which National Federation(s) the Participants will come;
- J.5.2** The basis for ISSF judges' courses is the ISSF Training Guidelines. A copy of this document will be issued by the ISSF to the course coordinator of every approved course. The objective is to ensure that applicants for ISSF "B" licenses have a proper understanding of the Rules, and their application, in respect of the disciplines for which they seek to be licensed; also to ensure applicants have a proper understanding of the Constitution, General Regulations, Terms of Reference, Eligibility and Anti-Doping Regulations, etc applicable to all disciplines. Separately, applicants for licenses must possess practical experience gained from officials' duties within their National Federation. Normally, applicants for ISSF judges' courses should already possess the highest National license as a range official; where nations do not have a national license system the applicants must possess equivalent practical experience.
- J.5.2.1** Every PART of the course should be opened with the explanation of the purpose and the content of the course, followed by the duties of a judge.
 - J.5.2.2** During the course the ISSF General Regulations and Constitution of the ISSF, etc, (J.1.0 to J.5.0) must be covered and a test conducted.
 - J.5.2.3** The "Rifle" discipline must also include 50 m and 10 m Pistol shooting.
 - J.5.2.4** If a separate course is held for 25 m Pistol shooting, 10 m and 50 m Pistol shooting must also be included.
 - J.5.2.5** Shotgun, Running Target and Electronic Scoring Target (see J. 10.0) disciplines are treated separately.



- J.5.3** The name of the instructor(s) must be submitted to the ISSF and confirmed. The Organizer can propose instructors to the ISSF for approval, or can request that suitable instructors be provided. The instructors must be highly qualified, and be holders of a valid ISSF "A" license.
- J.5.3.1** When there is only one (1) instructor, the different disciplines must be dealt with in succession. This must be done according to a training schedule so that the Participants can become familiar with the content of a course and can make arrangements for Participating in the different sections.
- J.5.3.2** If there are instructors for the various disciplines the opening of the course, and lectures on the Constitution and the General Regulations, should be given to everyone together. The Participants can then separate for the individual disciplines.
- J.5.3.3** The Organizer must pay the costs for travelling, accommodation, meals and local transportation for the instructor(s).
- J.5.4** Courses should last a minimum of two days and this should be extended if several disciplines are to be treated in succession.
- J.5.5** The Organizer is responsible for providing a training room with adequate facilities for efficient instruction, and for the comfort of those attending.
- J.5.6** A maximum of 30 Participants should be admitted to each discipline per instructor. To make the course cost effective it is recommended that at least 12 Participants should attend.
- J.5.6.1** The Participants should possess a good background of practical experience as officials before attending a course. Participants with little experience must obtain practical experience under the guidance of an experienced judge in a series of national competitions before applying for an ISSF judge's license.
- J.5.6.2** The Organizer should publish details of the course as early as possible. The announcement should include all details about dates, times, accommodation, meals, local transportation, costs and any further important information.
- J.5.6.3** Every Participant must be given a registration form to be filled in with his name, address and date of birth. The Participant must further indicate his experience and any special knowledge he has acquired during competitions in which he acted as an official, and the qualifications obtained in his National Federation.
- J.5.6.4** In no case should an open invitation be sent out, nor should inexperienced people be allowed to Participate.



- J.5.7** Participants who complete the course satisfactorily, including knowledge of J.1 to J.5 will be issued with an ISSF Diploma. ISSF certificates of attendance will not be issued, but Organizers are encouraged to provide host Federation certificates of attendance for those not achieving the Diploma standard.
- J.5.8** The ISSF Diploma does not guarantee the issue of an ISSF license; it only certifies the satisfactory completion of the official course.
- J.5.9** At the end of the course the instructor must write and submit a short report with a list of those attending. It should also indicate the names of those completing the course to the standard required for an ISSF license (i.e. those having received a Diploma), stating for which disciplines the Diploma is valid. Where possible the report should indicate whether the individuals already possess sufficient practical experience, or whether further practical experience appears appropriate before an ISSF license is granted. The report must be sent as soon as possible to the ISSF Headquarters for the attention of the ISSF Secretary General and the Chairman of the ISSF Judges' Committee.
- J.5.10** Official recognition of judges' courses will be decided by the Secretary General of the ISSF and the Chairman of the ISSF Judges' Committee.
- J.5.11** National Shooting Federations are encouraged to run courses for National judges' licenses, but these cannot be recognized as official ISSF courses. Courses run by National Shooting Federations for already qualified national judges can be approved, but applications must be made under the terms and conditions of J.5.1 above.
- J.5.12** National Federations not having available suitably qualified ISSF "A" license holders to conduct official ISSF Courses under the terms of J.5.1 above are encouraged to request assistance from the Secretary General of the ISSF or the Chairman of the ISSF Judges' Committee.
- J.5.13** National Federations not having suitably qualified ISSF license holders to conduct courses for National judges' licenses are also encouraged to request assistance from the Secretary General of the ISSF or the Chairman of the ISSF Judges' Committee.



J.6.0 Upgrading

J.6.1 The basis for upgrading of a "B" judge's license to an "A" judge's license is the experience acquired as judge over a number of years:

J.6.1.1 A minimum period of four (4) years recent experience is required as an active "B" license holder;

And

J.6.1.2 The applicant must have officiated in at least five (5) international competitions which have a minimum of five (5) Participating nations. On at least two occasions the applicant must have been a Jury Member, and exceptionally, on special request, the other three occasions must have been as a Chief Range Officer, Chief Referee, Chief of Classification or Chief of Equipment Control. An upgrading based only on the required period of time, but on inadequate further experience at championships, will not be granted.

J.6.2 National Federations must submit the application on the official form (see forms at the end of the Guidelines). Each application must be accompanied by two (2) recent passport photographs 3 cm x 2 cm of the applicant or a digital photograph must be sent by the federation concerned.

J.6.3 The Judges' Committee of the ISSF will decide on the upgrading applications at its annual meeting. Accordingly, applications for upgrading should be made to the ISSF Headquarters no later than 31 December annually.

J.6.4 When an upgrading is approved, the ISSF Headquarters will issue a new ISSF license and this will be sent to the National Federation in the same way as for other license issues.

J.6.5 A fee of Swiss Francs (CHF) 20.00 is charged for an upgrading.

J.6.6 Additional disciplines will only be added to an existing license ("A" or "B") after the recent satisfactory completion of an official ISSF course for that discipline. Applications will be dealt with in the same way as applications for new licenses (as opposed to renewals) by the ISSF Judges' Committee at its annual meeting. Those approved will receive new licenses. Where an "A" license is already held, the additional discipline will be added at that level.

J.7.0 Special Arrangements for the Issuance of Judge's Licenses

J.7.1 In exceptional cases an ISSF judges' license can be issued or upgraded when it is necessary to ensure there are sufficient qualified personnel at events where world records may be established. For example when a change of venue is necessary, or when any change of a previously assigned judge is necessary.

J.7.2 The National Federation must submit an application in accordance with paragraphs J.2.5. and J.6.2.



- J.7.3** The applications will be considered and decided by the Secretary General of the ISSF together with the Chairman of the ISSF Judges' Committee. The issuance procedure is as described in rule J.2.9. and J.2.10.
- J.7.4** Licenses issued in this way will be included in the list of license holders. At the next meeting of the ISSF Judges' Committee the Chairman must inform the Committee of any licenses granted in this way.
- J.7.5** Licenses issued in this way must only be given to well qualified individuals. The usual standards must be met; only the administrative process is changed.
- J.8.0** **Assignment of Judges**
- J.8.1** The nomination and designation of the Jury Members is made according to the Constitution of the ISSF.
- J.8.1.1** The Secretary General and the Chairman of the Judges Committee of the ISSF will nominate to the Executive Committee the required number of Jury Members and substitutes for World Championships, Olympic Games and for World Cups in accordance with the Guidelines for World Cups. The Executive Committee will designate the Juries.
- J.8.1.2** The Continental and Regional Confederations recognized by the ISSF should nominate and designate the Jury Members for their Championships and Games.
- J.8.1.3** The Organizing Committee, or the Organizing Federation, is responsible for the designation of Jury Members for other international championships and national championships held under the ISSF Rules.
- J.8.2** All Jury Members must hold the applicable current ISSF judges' license for all competitions where world records may be established. At all other championships held under the ISSF Rules, the Jury Members should hold valid ISSF judges' licenses.
- J.8.3** In championships where world records may be established, Team Leaders, Officials and shooters must not be members of a Jury. If possible one Member, but not usually the Chairman, must be from the National Federation organizing the championships. These host nation judges must be approved by the ISSF.
- J.8.4** In all other championships, team officials should not be members of a Jury.
- J.8.5** It is desirable that senior officials Participating in the organizing of major competitions should possess an appropriate ISSF license. Particular tasks and duties for which ISSF Licenses should be held are: Chief Range Officer, Chief of Classification, Chief Referee, Chief of Equipment Control.



- J.8.6** Range Officers, Classification Officers, Referees and Equipment Control Officers should also be encouraged to undertake official training with a view to obtaining ISSF licenses.
- J.8.7** Officials undertaking the tasks listed in J.8.5 and J.8.6 must not be members of any Juries at the same championships.
- J.9.0** **Electronic Scoring Target Courses**
- J.9.1** **Background**
- J.9.1.1** Special courses for Electronic Scoring Target (EST) Control licenses were approved by the Executive Committee in 1998. These courses provide education about the underlying principles involved, and the procedure for dealing with score-protests and with scoring problems that may be encountered.
- J.9.1.2** These courses are designed for holders of ISSF judges' licenses in the shooting disciplines of Rifle, Pistol and Running Target as the scoring and ranking rules for these disciplines must be known already as well as the ISSF Statutes, Rules and Regulations (J.1 to J.5) plus the relevant Technical Rules for the shooting disciplines concerned.
- J.9.1.3** Judges' EST Control licenses are of one category – depending upon the category (“A” or “B”) of the shooting discipline license held.
- J.9.1.4** A course fee fixed by the Executive Committee is payable by each student registering for an Official ISSF course for the first time. This covers the preparation of detailed notes issued to students, and the cost of issuing a handbook, plus future updating as EST equipment is improved, and the license when issued.
- J.9.1.5** Students may attend courses on more than one occasion; to update their knowledge and to improve their result to gain an EST license, if they do not already have one; no further fee is payable.
- J.9.2** As for all official ISSF Courses [J.5.10], official recognition of judges' courses for Electronic Scoring Target Control will be decided by the Secretary General of the ISSF and the Chairman of the ISSF Judges' Committee.
- J.9.2.1** Instructors for these courses are chosen from those having achieved a high standard on a previous course and having considerable practical experience.
- J.9.2.2** Assistant Instructors, with similar qualifications, also may be designated depending upon the number of students attending.
- J.9.2.3** An ISSF Test Paper is provided, together with all supporting test material to conduct a Final Test.
- J.9.2.4** The completed Test Papers are returned to the ISSF for formal marking to ensure a uniform standard is set world-wide as the basis for the recommendations for EST Licenses.



J.9.2.5 Students are given an indication of their result after the official marking. On the recommended course program, the answers are discussed with the class, so that students gain a good idea of where they may have been wrong.

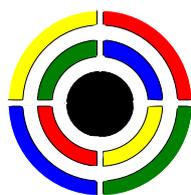
J.9.3 **Electronic Scoring Target Control Licenses** (Category 6)

J.9.3.1 The results are provided to the ISSF Judges' Committee annually and the issue of licenses is made after a decision by that committee. No specific application is required, and no separate fee is payable.

J.10.0 **Application Forms for Licenses**

J.10.1 To simplify the administration of license issue, the following forms should now be used when applying for a new "B" license, upgrading, or renewal.

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ISSF

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

ISSF • Bavariaring 21 • D-80336 München • Germany
Phone: +49-89-5443550 • e-mail: munich@issf-sports.org
Fax: +49-89-54435544 • internet: <http://www.issf-sports.org>

Application for Judge's "B" License

The Federation of	Name of national federation	Endorses the application of:
-------------------	-----------------------------	------------------------------

Family Name(s)	Given Name(s)
----------------	---------------

Date of Birth:	Day	Month	Year
----------------	-----	-------	------

To be licensed as an ISSF "B" Judge in the following disciplines:			
Please specify if you already hold an ISSF License in any discipline.			The number is:
Rifle	Pistol	Shotgun	Running Target
YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>
Paper Target Control		Electronic Target Control	
YES <input type="checkbox"/> / NO <input type="checkbox"/>		Only if passed official course YES <input type="checkbox"/> / NO <input type="checkbox"/>	

The Applicant has attended official ISSF Judges' Course(s) as follows:			
Discipline	Course Dates	Location	Instructor

This is to certify that the information given is correct, that the applicant has experience as a national judge, and that the photographs are of the applicant.

Signed for the Federation:	Name typed or printed:	Please enclose two recent photos by 3 x 2 cm or send a digital photo to the ISSF Headquarters



(Page two of the application for a Judges "B" License)

Disability

Do you have any physical impairment that would not permit you to perform all the duties required as a judge for the disciplines for which you are requesting a license?	Yes No
---	-------------------------

If Yes, please provide a separate letter describing your disability.

Language Capability

Provide an assessment of your language capability in the ISSF languages:

Language	Speak		Understand	
	Well	Basic	Well	Basic
English				
French				
German				
Spanish				
Russian				

Applicant's Declaration

**I affirm that all information contained in my application
Is true and correct.**

Date:		Signature of Applicant:	
-------	--	-------------------------	--

Fee enclosed: Swiss Francs (CHF) 30.00

Two Photographs enclosed Digital Photo sent to ISSF Headquarters

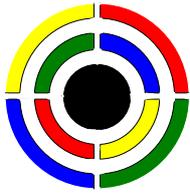
International Shooting Sport Federation Official Use:

Date Acknowledged and Checked			
Recommended		Not recommended	
Class license		Postponed until	
By	For the Judges Committee		Date

Rifle	Pistol	Shotgun	Running Target
YES <input type="checkbox"/> / NO <input type="checkbox"/>			

Paper Target Control	Electronic Target Control
YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>

Date of issue		Invoice Number		Dispatched (mailed, given by hand)	
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ISSF

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

ISSF • Bavariaring 21 • D-80336 München • Germany
Phone: +49-89-5443550 • e-mail: munich@issf-sports.org
Fax: +49-89-54435544 • internet: <http://www.issf-sports.org>

Application for Judge's "A" License

The Federation of		endorses the application of:
	Name of national federation	

Family Name(s)	Given Name(s)
----------------	---------------

Date of Birth:	Day	Month	Year
Current "B" License Number:			

to be licensed as an ISSF "A" Judge in the following disciplines:			
Rifle	Pistol	Shotgun	Running Target
YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>
Paper Target Control		Electronic Target Control	
YES <input type="checkbox"/> / NO <input type="checkbox"/>		YES <input type="checkbox"/> / NO <input type="checkbox"/>	

The Applicant has been an official ISSF Judge on the following FIVE occasions:					
	Jury Duties (Rifle etc.)	Event (Competition)	Dates	Location (City/Country)	No of nations Participating
1					
2					
3					
4					
5					

This is to certify that the information given is correct, that the applicant is conversant with the current ISSF Rules, and the two photographs are of the applicant.

Signed for the Federation:		Please enclose two recent photos by 3 x 2 cm or send a digital photo to the ISSF Headquarters
Name typed or printed:		



(Page two of the application for a Judges "A" License)

Disability

Do you have any physical impairment that would not permit you to perform all the duties required as a judge for the disciplines for which you are requesting a license?	Yes No
If Yes, please provide a separate letter describing your disability.	

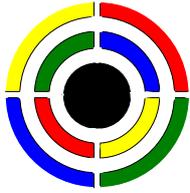
Language Capability				
Provide an assessment of your language capability in the ISSF languages:				
Language	Speak		Understand	
	Well	Basic	Well	Basic
English				
French				
German				
Spanish				
Russian				

Applicant's Declaration			
I affirm that all information contained in my application is true and correct.			
Date:		Signature of Applicant:	
Fee enclosed: Swiss Francs (CHF) 20.00 <input type="checkbox"/>			
Two Photographs enclosed <input type="checkbox"/>		Digital Photo sent to ISSF Headquarters <input type="checkbox"/>	



International Shooting Sport Federation Official Use:

Date Acknowledged and Checked					
Recommended				Not recommended	
Class license				Postponed until	
By	For the Judges Committee			Date	
Rifle	Pistol	Shotgun	Running Target		
YES <input type="checkbox"/> / NO <input type="checkbox"/>					
Paper Target Control			Electronic Target Control		
YES <input type="checkbox"/> / NO <input type="checkbox"/>			YES <input type="checkbox"/> / NO <input type="checkbox"/>		
Date of issue	Invoice Number		Dispatched (mailed, given by hand)		



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Fax: +49-89-54435544 • internet: <http://www.issf-sports.org>

Application for Judge's License Renewal

The Federation of		endorses the application of:
	Name of national federation	

Family Name(s)	Given Name(s)
----------------	---------------

Date of Birth:	Day	Month	Year
----------------	-----	-------	------

to have the license renewed:			
License Number:		Class:	A B
Disciplines:			
Rifle	Pistol	Shotgun	Running Target
YES <input type="checkbox"/> / NO <input type="checkbox"/>			
Paper Target Control		Electronic Target Control	
YES <input type="checkbox"/> / NO <input type="checkbox"/>		YES <input type="checkbox"/> / NO <input type="checkbox"/>	

The ISSF Member Federation confirms that the applicant has obtained experiences as a shotgun referee in international, regional or national level competitions during the last four year period.

The applicant has good knowledge of the corrent ISSF Rules and Regulations.

This is to certify that the information given is correct and the photograph(s) are of the applicant.

Signed for the Federation:		Please enclose two recent photos by 3 x 2 cm or send a digital photo to the ISSF Headquarters
Name typed or printed:		
Fee enclosed: Swiss Francs (CHF) 20.00 <input type="checkbox"/>		
Two Photographs enclosed <input type="checkbox"/>		Digital Photo sent to ISSF Headquarters <input type="checkbox"/>



Article 3.12.3.9.1, Annex "S"

Guidelines for Shotgun Referees Licenses

Chapter:

- S.1.0 General**
- S.2.0 Acquisition of a Shotgun Referees' License**
- S.3.0 Validity and Extension of the License**
- S.4.0 Expiration of a License**
- S.4.0 Expiration of a License**
- S.5.0 Shotgun Referees' Courses**
- S.6.0 Eye Sight Certificates for Shotgun Referees**
- S.7.0 Special Arrangements for the Issue of Shotgun Referees' Licenses**
- S.8.0 Application Forms for Licenses**

SPECIAL NOTE: In the context of this Annex, the word "Referee" refers to an accredited ISSF Shotgun Referee license holder.



S.1.0 General

S.1.1 For the achievement of its purposes the International Shooting Sport Federation licenses shotgun referees to act at ISSF supervised shooting competitions and to ensure the fair and equal treatment of all competitors (ISSF General Regulations). Referees must be experienced and fully conversant with the current versions of the ISSF Shotgun Rules for the respective events.

S.1.2 The ISSF issues shotgun referees' licenses as confirmation of qualification.

S.1.3 Shotgun referees' licenses are all of one category.

S.1.4 The ISSF issues shotgun referees' licenses for the following events:

S.1.4.1 Trap (T)

S.1.4.2 Double Trap (DT)

S.1.4.3 Skeet (S)

S.1.4.4 The ISSF can issue shotgun referees' licenses for one or more event(s), but only following successful completion of official ISSF shotgun referees' courses for each of the events.

S.1.5 The ISSF Headquarters and the Chairman of the Judges' Committee maintain a list of all the shotgun referees' license holders, in consultation with the Chairman of the Shotgun Committee. Every year the names of the new license holders will be published in the ISSF News.

S.2.0 Acquisition of a Shotgun Referees' License

S.2.1 The applicant must have the necessary experience and maturity as a Referee.

S.2.2 ISSF shotgun referees' licenses are not granted to active shooters who still participate in competitions where world records may be established. If the holder of a Shotgun referees' license wishes to Participate as a shooter, he must return the license to the ISSF Headquarters for cancellation. He may apply for a new license in accordance with S.2.0.

S.2.3 For the acquisition of an ISSF shotgun referees' license, preparatory instruction and training is necessary. The applicants should possess a national shotgun referees' license of the highest level issued by their National Federation, or have equivalent experience as a national shotgun referee.

S.2.4 For the acquisition or renewal of an ISSF shotgun referees' license, the applicant must have passed an eyesight test and eye examination as stated in S.6.0 and the Eye Sight Form appended to these Guidelines.



- S.2.5** An applicant's National Federation must sign the completed official ISSF shotgun referees' application form (see form at end of Guidelines) to confirm the contents and support the application. The National Federation must then send it to the ISSF Headquarters with the original eyesight test form (see form at end).
- S.2.6** Applications should be submitted as soon as possible, but no later than 31 December each year for licenses to be issued in the following year.
- S.2.7** Each application must be accompanied by two (2) recent passport photographs 3cm x 2cm of the applicant or a digital photograph must be sent by the federation concerned.
- S.2.8** The ISSF Judges' Committee will evaluate and approve appropriate applications, if necessary with help from the ISSF Medical Committee during its annual meeting which will usually be held towards the end of January each year (see ISSF Constitution). Any queries will be referred to the Shotgun Committee.
- S.2.9** After approval, the ISSF Headquarters will issue the shotgun referees' licenses. To be valid they must be signed by the ISSF Secretary General and the Chairman of the ISSF Judges Committee.
- S.2.10** These licenses are sent to the National Federations for delivery to the license holders.
- S.2.11** A fee of Swiss Francs (CHF) 30.00 must be paid for a new license.
- S.3.0** **Validity and Extension of the License**
- S.3.1** All ISSF shotgun referees' licenses are issued for a period of four (4) years.
- S.3.2** After expiration of this period, the license may be renewed.
- S.3.3** The National Federation must submit all requests for renewal to the ISSF Headquarters accompanied by a completed Renewal Form (see form at end of Guidelines).
- S.3.4** The application must be accompanied by two (2) recent passport photographs 3cm x 2cm of the applicant or a digital photograph must be sent by the federation concerned.
- S.3.5** The current license should not be returned when applying for a renewal, though it will cease to be valid after the expiry date. Applications for renewal should be submitted at least three months before expiry.
- S.3.6** The Chairman of the Judges' Committee in co-operation with the ISSF Headquarters and the Chairman of the Shotgun Committee and in some cases also with a member of the Medical Committee will deal with all renewals. Renewed licenses will be returned to the National Federation.
- S.3.7** A fee of Swiss Francs (CHF) 20.00 will be charged for each renewal.



S.4.0 Expiration of a License

S.4.1 When an ISSF shotgun referees' license expires after four years, license holders will be taken off the ISSF list if not renewed by application within two years. In such a case any future license must be applied for in accordance with S.2.0 (Acquisition of a License), including attendance at course(s).

S.4.2 The license holder's National Federation, at any time, has the right to apply for cancellation of an ISSF shotgun referees' license. The license holder may be taken off the list, in such a case the license must be returned to the ISSF.

S.4.3 A shotgun referee's license may be cancelled if the eye sight does not meet the standard any longer or if a holder does not fulfil his duties as a referee or harms the interest or reputation of the ISSF. The holder will be taken off the ISSF list and the license must be returned to the ISSF. All ISSF shotgun referees' licenses remain the property of the International Shooting Sport Federation.

S.5.0 Shotgun Referees' Courses

S.5.1 Only courses that have been approved and recognized by the ISSF will be considered as official training courses for shotgun referees. Applications for recognition must be submitted to the ISSF Headquarters as soon as possible, but at least three months before the date of the intended course. The application must include:

S.5.1.1 Where the course will be held;

S.5.1.2 The dates of the course;

S.5.1.3 The shooting events that will be covered;

S.5.1.4 The name(s) of the ISSF "A" Judges' license holder(s) proposed to conduct the course (and they must possess a valid "A" license for the event(s) concerned) ;

S.5.1.5 The expenses that will be met by the National Organizer;

S.5.1.6 In which language(s) the course will be conducted;

S.5.1.7 From which National Federation(s) the participants will come;

S.5.2 The basis for ISSF shotgun referees' courses is the **ISSF Shotgun Referees' Training Guidelines** (as prepared and maintained by the Shotgun Committee). The objective is to ensure that applicants for ISSF shotgun referees' licenses have a proper understanding of the Rules, and their application, in respect of the events for which they seek to be licensed as shotgun referees. Normally, applicants for ISSF shotgun referees' courses should already possess the highest National license as a shotgun official; where nations do not have a national license system the applicants should possess equivalent practical experience.



- S.5.2.1** Every part of the course should commence with an explanation of the purpose and the content of the course, followed by the duties of a shotgun referee.
- S.5.3** The name of the instructor must be submitted to the ISSF and confirmed. The Organizer can propose instructors to the ISSF for approval, or can request that suitable instructors be provided. The instructors must be highly qualified, and be holders of a valid ISSF "A" Judges' license.
- S.5.3.1** When there is only one (1) instructor, the different events must be dealt with in succession. This must be done according to a training schedule so that the participants can become familiar with the content of a course and can make arrangements for participating in the different sections.
- S.5.3.2** If there are instructors for the various events, the opening of the course, should be given to everyone together. The participants can then separate for the individual events.
- S.5.3.3** The Organizer must pay the costs for travelling, accommodation, meals and local transportation for the instructor(s).
- S.5.4** Courses should last a minimum of one day and this should be extended if several events are to be treated in succession.
- S.5.5** The Organizer is responsible for providing a training room with adequate facilities for efficient instruction, and for the comfort of those attending.
- S.5.6** A maximum of 15 participants should be admitted to each event per instructor. To make the course cost effective it is recommended that at least 8 participants should attend.
- S.5.6.1** The participants should possess a good background of practical experience as a shotgun official before attending a course. Participants with little experience must obtain practical experience under the guidance of an experienced referee in a series of national competitions before applying for an ISSF shotgun referees' license.
- S.5.6.2** The Organizer should publish details of the course as early as possible. The announcement should include all details about dates, times, accommodation, meals, local transportation, costs and any other important information.
- S.5.6.3** Every participant must be given a registration form to be filled in with his name, address and date of birth. The Participant must indicate his experience and any special knowledge he has acquired during competitions in which he acted as an official, and the qualifications obtained in his National Federation.
- S.5.6.4** In no case should an open invitation be sent out, nor should inexperienced people be allowed to participate.



- S.5.7** Participants who complete the course satisfactorily will be issued with an ISSF Diploma. ISSF certificates of attendance will not be issued, but Organizers are encouraged to provide host Federation certificates of attendance for those not achieving the Diploma standard.
- S.5.8** The ISSF Diploma does not guarantee the issue of an ISSF shotgun referees' license; it only certifies the satisfactory completion of the official course.
- S.5.9** At the end of the course the instructor must write and submit a short report with a list of those attending. It should also indicate the names of those completing the course to the standard required for an ISSF shotgun referees' license (i.e. those having received a Diploma), stating for which events the Diploma is valid. Where possible the report should indicate whether the individuals already possess sufficient practical experience, or whether further practical experience appears appropriate before an ISSF shotgun referees' license is granted. The report must be sent as soon as possible to the ISSF Headquarters for the attention of the ISSF Secretary General and the Chairman of the ISSF Judges' Committee.
- S.5.10** Official recognition of shotgun referees' courses will be decided by the Secretary General of the ISSF and the Chairman of the ISSF Judges' Committee.
- S.5.11** National Shooting Federations are encouraged to run courses for National shotgun referees' licenses, but these cannot be recognized as official ISSF courses. Courses run by National Shooting Federations for already qualified national judges can be approved, but applications must be made under the terms and conditions of S.5.1 above.
- S.5.12** National Federations not having available suitably qualified ISSF "A" license holders to conduct official ISSF Courses under the terms of S.5.1 above are encouraged to request assistance from the Secretary General of the ISSF or the Chairman of the ISSF Judges' Committee.
- S.5.13** National Federations not having suitably qualified ISSF license holders to conduct courses for National judges' licenses are also encouraged to request assistance from the Secretary General of the ISSF or the Chairman of the ISSF Judges' Committee.
- S.5.14** Adding additional events to an existing license. Additional events will only be added to an existing license after the recent satisfactory completion of an official ISSF shotgun referees' course for that event(s). Applications will be dealt with in the same way as applications for new shotgun referees' licenses (as opposed to renewals) by the ISSF Judges' Committee at its annual meeting. Those approved will receive new licenses.



S.6.0 Eye Sight Certificates for Shotgun Referees

S.6.1 To ensure that shotgun referees are able to carry out their duties in a fair and impartial manner, they must have good eyesight. Accordingly, all shotgun referees must have passed an eye and vision examination made by an ophthalmologist or other appropriate medical practitioner.

S.6.2 The form shown at the end of these Guidelines must be submitted with the application for a license. The certificate must not be older than three (3) months when the license application or license renewal application is made.

S.6.3 All shotgun referees must be in possession of an eyesight certificate, which is not more than two (2) years old, when undertaking the duties of a shotgun referee at any ISSF competition. Such certificates must be checked by the Chief of Referees before any competition commences.

S.6.4 Eye Sight Standards

S.6.4.1 Visual acuity must be 0.7 (equal to 6/9 and 20/30) or better in each eye with or without correction.

S.6.4.2 The night vision must not be impaired.

S.6.4.3 The color vision must be normal.

S.6.4.4 There must be no diplopia (double vision).

S.6.4.5 The binocular visual field must be normal.

S.6.4.6 Diabetes or any pathological eye conditions that may cause a substantial deterioration in visual acuity or visual field within four (4) years must be notified to the ISSF in order to give the ISSF the possibility to require further investigations or to decide a shorter period of license validity.

S.6.5 In case of any impairment to the vision of any shotgun referee, the referee must not be allowed to undertake duties until his eyesight is again certified to be at least the minimum standard.

S.7.0 Special Arrangements for the Issue of Shotgun Referees' Licenses

S.7.1 In exceptional cases an ISSF shotgun referees' license can be issued when it is necessary to ensure there are sufficient qualified personnel at events where world records may be established. For example when a change of venue is necessary, or when any change of a previously assigned referee is necessary.

S.7.2 The National Federation must submit an application in accordance with paragraphs S.2.5. and S.6.2.

S.7.3 The applications will be considered and decided by the Secretary General of the ISSF together with the Chairman of the ISSF Judges' Committee. The issue procedure is as described in rule S.2.9. and S.2.10.



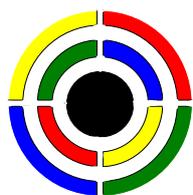
S.7.4 Licenses issued in this way will be included in the list of license holders. At the next meeting of the ISSF Judges' Committee the Chairman must inform the Committee of any licenses granted in this way.

S.7.5 Licenses issued in this way must only be given to well qualified individuals. The usual standards must be met; only the administrative process is changed.

S.8.0 Application Forms for Licenses

S.8.1 To simplify the administration of license issue, the attached forms must be used when applying for a shotgun referees' license.

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Fax: +49-89-54435544 • internet: <http://www.issf-sports.org>

Application for Shotgun Referees' License

The Federation of	Name of national federation	endorses the application of:
-------------------	-----------------------------	------------------------------

Family Name(s)	Given Name(s)
----------------	---------------

Date Of Birth:	Day	Month	Year
----------------	-----	-------	------

Please specify if you already hold an ISSF Judges or Referee License in any discipline.	The number is:
---	----------------

to be licensed as an ISSF shotgun referee in the following events:		
Trap	Double Trap	Skeet
YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>

The Applicant has attended official ISSF Shotgun Referees' Course(s) as follows:			
Events	Course Dates	Location	Instructor

This is to certify that the information given is correct, that the applicant has experience as a national referee, and that the photographs are of the applicant.

Signed for the Federation:	Please enclose two recent photos by 3 x 2 cm or send a digital photo to the ISSF Headquarters
Name typed or printed:	



(Page two of the application for a Shotgun Referees' License)

Disability

Do you have any physical impairment that would not permit you to perform all the duties required as a shotgun referee for the events for which you are requesting a license?	Yes No
If Yes, please provide a separate letter describing your disability.	

Language Capability						
Provide an assessment of your language capability in the ISSF languages:						
Language	Speak			Understand		
	Fluent	Well	Basic	Fluent	Well	Basic
English						
French						
German						
Spanish						
Russian						

Applicant's Declaration

**I affirm that all information contained in my application
Is true and correct.**

Date:	Signature of Applicant:
-------	-------------------------

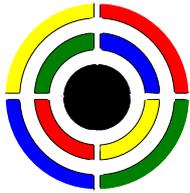
Fee enclosed: Swiss Francs (CHF) 30.00 <input type="checkbox"/>	
Two Photographs enclosed <input type="checkbox"/>	Digital Photo sent to ISSF Headquarters <input type="checkbox"/>

International Shooting Sport Federation Official Use:

Date Acknowledged and Checked			
Recommended		Not recommended	
Class license		Postponed until	
By	For the Judges Committee		Date

Trap	Skeet	Double Trap	
YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	YES <input type="checkbox"/> / NO <input type="checkbox"/>	<input type="checkbox"/>

Date of issue	Invoice Number	Dispatched (mailed, given by hand)
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Fax: +49-89-54435544 • internet: <http://www.issf-shooting.org>

Application for Shotgun Referees' License Renewal

The Federation of		endorses the application of:
	Name of national federation	

Family Name(s)	Given Name(s)
----------------	---------------

Date of Birth:	Day	Month	Year
----------------	-----	-------	------

to have the license renewed:

License Number:

The ISSF Member Federation confirms that the applicant has obtained experiences as a shotgun referee in international, regional or national level competitions during the last four year period.

The applicant has good knowledge of the corrent ISSF Rules and Regulations.

This is to certify that the information given is correct and the photograph(s) are of the applicant.

Signed for the Federation:		Please enclose two recent photos by 3 x 2 cm or send a digital photo to the ISSF Headquarters
Name typed or printed:		

Fee enclosed: Swiss Francs (CHF) 20.00 <input type="checkbox"/>	
Two Photographs enclosed <input type="checkbox"/>	Digital Photo sent to ISSF Headquarters <input type="checkbox"/>



International Shooting Sport Federation

Eye Sight Test Form and Certificate

Applicant:

Family Name(s)	Given Name(s)
----------------	---------------

Date of Birth:		Day	Month	Year			
-------------------	--	-----	-------	------	--	--	--

Certifying medical practitioner / ophthalmologist:

Name, qualifications and medical specialty (for example: Dr. AB Cook, MD, General Practitioner:)

Name		Address		Email	
Phone		Fax		Mobile phone	

1.	Is the visual acuity 0.7 (6/9 or 20/30) or better on each eye? Yes, without correction <input type="checkbox"/> Yes, but only with correction <input type="checkbox"/> Corrections: Left: Right:	No <input type="checkbox"/>
2.	Is there any evidence or history of impaired night vision?	Yes <input type="checkbox"/> No <input type="checkbox"/>
3.	Is there any defect in colour vision? If yes, what kind of defect:	Yes <input type="checkbox"/> No <input type="checkbox"/>
4.	Is there any sign of diplopia?	Yes <input type="checkbox"/> No <input type="checkbox"/>
5.	Are there any defects in the binocular visual field? If yes, attach vision field maps!	Yes <input type="checkbox"/> No <input type="checkbox"/>
6.	Is there any evidence of other ophthalmic pathological conditions or diabetes? If yes, what condition(s):	Yes <input type="checkbox"/> No <input type="checkbox"/>

Medical practitioner's / ophthalmologist's declaration:

I, certify that I have examined the above named person, confirmed his/her identity and that I have correctly answered the questions above.

Date of examination:		Name:		Signature and Stamp:	
----------------------	--	-------	--	----------------------	--

National Federation's declaration:

We confirm that the applicant is fully supported by our federation to act as an international shotgun referee.

Name:		Date:		Signature and Stamp	
-------	--	-------	--	---------------------	--

For ISSF official use only:

Investigation Rejected Approved



Article 3.12.3.10, Annex "A"

Guidelines for Public Affairs Activities

A.1.0 Public Relations with Shooting Sport Equipment Suppliers

A.1.1 Public Relations with the firms that produce and distribute equipment for the shooting sport.

A.1.2 The ISSF relies on the cooperation, collaboration and support from all firms involved in the production and distribution of items of equipments used in the shooting sport. Free facilities for firearms and equipment manufactures to service their products must be made available.

A.1.3 Firms may rent space for displays at venues where ISSF supervised events and meetings are held.

A.1.4 Proposals for promotional and advertisement programs that involve ISSF participation or endorsement can be submitted by firms. Each program requires a specific agreement.

A.1.5 The ISSF may grant a license to use the official emblem of the ISSF. This will permit greater promotion of the shooting sport.

A.1.6 Advertisers' requests, specifying detailed proposals and terms, must be submitted to the Secretary General of the ISSF, who will present them for consideration by the Executive Committee.

A.1.7 All income must be deposited in the ISSF accounts.

A.2.0 Public Relations with Media

A.2.1 It is necessary and the ISSF intends to have the best possible public relations with the press, radio and TV services.

A.2.2 All ISSF supervised events organized by Member Federations should achieve wide coverage by the media.

A.2.3 The ISSF Secretary General should ensure that all meetings and events that should receive media coverage are attended by the media.

A.2.4 Organizing Committees must obtain the best media coverage available in the area where events will be held. The following will be necessary:

A.2.4.1 a press room at the shooting ranges with all the necessary facilities: modern telecommunication systems (modem, e-mail etc.), free internet facilities for media, telephones, faxes, typewriters, duplication facilities and similar resources;



- A.2.4.2** a responsible person to be in charge of the media, in order to ensure the proper news coverage, as well as to facilitate the work and deal with requests from the media;
- A.2.4.3** an area where interviews and press conferences can be held with officials, competitors and trainers;
- A.2.4.4** procedures to permit media access to the shooting ranges during the competition for filming and reporting must be established;
- A.2.4.5** the Organizing Committee should ensure that the program highlights items of special interest with a view to maximizing spectator participation.
- A.2.5** Communication in all its forms must not be subject to censorship.
- A.2.6** ISSF officials, judges, and the staff of the Organizing Committee must protect and project the best shooting sport image.
- A.3.0** **Public Relations with the Community**
- A.3.1** The ISSF desires to maintain good public relations with all communities in the general interest of the shooting sport.
- A.3.2** In all ISSF Championships, events and meetings, the laws, rules and ecological regulations of the community must be respected.
- A.3.3** The shooting sport, in the tradition of the Olympic Spirit, must work to create goodwill among all persons.

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Article 3.12.3.11, Annex "B"

Guidelines for Media Coverage, Broadcasting and Advertising

- B.1.0** The Media Coverage, Broadcasting and Advertising Rights of all ISSF World Championships, World Cups and other ISSF official events (General Assemblies, Congresses etc) are the property of the International Shooting Sport Federation.
- B.2.0** In order to assist the organizing country's Member Federation some parts of these rights may be granted to the organizing country's Member Federation on the basis of these guidelines agreed by the ISSF Executive Committee.
- B.3.0** Media Coverage and Broadcasting Rights:
- B.3.1** As a prerequisite for a Member Federation to apply for the World Championships or World Cups, the Federation and a local or national TV station should agree that the local or national TV station will supply international signals consisting of pictures and sounds free of charge to the ISSF contracted TV stations;
- B.3.2** Except for the ISSF contracted TV stations, the organizing country is free to make contracts with other TV stations for TV broadcasting rights for the territory or country not included in the contract. In this case, the organizing country divides the income from selling TV rights with the ISSF on an equal basis.
- B.4.0** Advertising rights:
The ISSF reserves the right to control sponsor signs at the main entrance of ISSF Championship ranges, official scoreboards, and official score monitors, target frames and Start (Bib) Numbers. (See ISSF Eligibility and Sponsorship Rules).
- B.5.0** The site planning and the sizes of the above advertising materials require prior approval of the ISSF.
- B.6.0** All or part of the available spaces may be contracted to one advertising agency as a package. If an agency is decided upon, the Secretary General must transmit the name of the agency and details of the contract to the organizing country's Member Federation three (3) months before the Championship or official event.
- B.7.0** All other advertising spaces etc. are the property of the organizer.

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Article 3.12.3.12, Annex "AC"

Athletes' Committee

- AC.1.0 AIMS AND OBJECTIVES OF THE ATHLETES' COMMITTEE**
- AC.1.1** To gather information and opinions from athletes on their needs and problems with regard to the Olympic Games and ISSF supervised championships.
- AC.1.2** To voice opinions and make recommendations on these topics and forward them to the relevant bodies of the ISSF.
- AC.1.3** To establish contact and coordinate activities with the Athletes Committees of other international federations.
- AC.1.4** To participate in working groups, to ensure the best possible conditions for the training, accommodation and living conditions for the athletes as well as for the conduct of the competitions at the major international championships.
- AC.1.5** To support the fight against drugs and doping.
- AC.1.6** To establish a direct link with the athletes within the ISSF.
- AC.2.0 STRUCTURE**
- AC.2.1** The ISSF Athletes' Committee must be composed of seven members, four of them elected by the athletes participating in the ISSF World Championships which are held every four years and three members appointed by the ISSF Executive Committee.
- AC.2.1.1** In addition to the four elected athletes, three additional athletes will be appointed by the ISSF Executive Committee as equal members of the committee in order to guarantee a balance between continents, genders and disciplines.
- AC.2.2** The following elections will be held during the World Championships.
- AC.2.2.1** The appointment of three additional members by the ISSF Executive Committee will follow in a meeting after the athletes have elected the four committee members.
- AC.2.3** To qualify as a candidate, an athlete must never have been found guilty of a doping offence and must have participated in either the last Olympic Games or in the previous or present World Championships.



AC.2.4 The chairman of the ISSF Athletes Committee will be elected by the ISSF Executive Committee in its meeting following the election of the committee members.

AC.2.5 The term of office is four years, and all members may be re-elected, subject to AC.2.3. A member can serve on the committee for no longer than four years after his/her retirement from international competition.

AC.2.6 The elected chairman will become a member of the Executive Committee and will participate in all meetings of the Executive Committee as a representative of the athletes with full voice and vote.

AC.2.7 The ISSF Athletes' Committee may hold one or two meetings per year.

AC.3.0 ELECTION PROCEDURE

AC.3.1 The ISSF Member Federations may present a candidate for the ISSF Athletes' Committee according to the Guidelines to the Constitution, but not earlier than two months before and not later than 15 days before the day of the opening ceremony.

AC.3.2 The ISSF Headquarters will establish a list of all nominated candidates including a brief biography. This list will be published on the ISSF website.

AC.3.3 With the accreditation of all participating athletes in the World Championships, each athlete will be issued a voting paper showing all candidates and the information on the voting procedure.

AC.3.4 Each athlete may only vote for a maximum of four candidates from the voting ballot.

AC.3.5 The four athletes, who have received the highest number of votes, will be considered elected as members of the ISSF Athletes' Committee.

AC.4.0 APPOINTMENT OF THREE ADDITIONAL MEMBERS

AC.4.1 The ISSF Executive Committee will appoint three additional members to the Athletes' Committee at its next meeting following the election of athletes.

AC.4.2 The appointment will be conducted by a selection using the list of all candidates for the election.

AC.4.3 In the same meeting, the Executive Committee shall elect the chairman of the Athletes Committee.

AC.5.0 FINANCIAL SITUATION OF THE COMMITTEE

AC.5.1 In general, the ISSF Member Federation that nominated the elected member has the responsibility of supporting the athlete's participation in committee meetings according to the Guidelines to the Constitution.



AC.5.2 The ISSF Executive Committee will decide on any financial support for the purpose of the meeting and will fix the amount of the daily allowance for each athlete participating in the meeting.

AC.6.0 METHOD OF COMMUNICATION

AC.6.1 There will be an official website for the ISSF Athletes' Committee within the framework of the ISSF website. The internet can be one of the communication tools.

AC.6.2 Announcements will be made in the ISSF NEWS magazine.

AC.7.0 REMARKS

AC.7.1 Athletes elected or appointed to the Athletes' Committee must be aware of their responsibilities as representatives of the athletes.

AC.7.2 They must make every effort to attend all meetings.

AC.7.3 They should be motivated to contribute to the shooting sport and the Olympic movement.

AC.7.4 They should also be responsible for the education of young athletes.

AC.7.5 They should be educated in respect of positions as representatives, or officials, in both international and national federations during the duration of their appointment as members of the Athletes Committee.

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Section 4 - ISSF Eligibility and Sponsorship Rules

VERY IMPORTANT NOTE:

Please be aware that for the Olympic Games the IOC Rule 51 applies!

4.1.0 Eligibility of Shooters

4.1.1 The ISSF Eligibility Rules specify the conditions under which shooters are eligible to participate in ISSF supervised Competitions / Championships (see ISSF General Regulations). These Eligibility Rules must be applied strictly in all ISSF supervised Competitions / Championships.

4.1.2 The ISSF recognizes Rule 41, Rule 42 and Rule 51 of the Olympic Charter and the Bye-Law to these Rules as basic documents for the ISSF Eligibility Rules.

4.1.3 To be eligible to participate in ISSF supervised Championships, a shooter must be entered in the Championship in accordance with Article 3.6 of the ISSF General Regulations by his/her National Federation. Shooters entered by a National Federation must:

4.1.3.1 be selected to participate in accordance with procedures established by the shooter's National Federation, except that shooters entered in the Olympic Games also must comply with the "Special Regulations for the Participation in the Shooting Sport Events of the Olympic Games" (Article 3.12.3.1, Annex "Q", ISSF General Regulations);

4.1.3.2 Be a national of the country they represent in accordance with Rule 42 of the Olympic Charter, the Bye-Law to this Rule, and the ISSF General Regulations;

4.1.3.3 not have been guilty of improper or unsportsmanlike conduct, particularly through the use of doping or violence;

4.1.3.4 not have violated ISSF rules for sponsorship or advertising as specified in Article 4.2.0 of these Rules.

4.1.4 Shooters who compete in ISSF supervised Competitions / Championships may accept, directly or indirectly, money payments or other prizes as awards or as an inducement to take part in a competition, except that no shooter's participation in the Olympic Games may be conditional on any financial consideration (Bye-Law to Rule 41 of the Olympic Charter).

4.1.5 A shooter who knowingly takes part in a competition vetoed by the ISSF may be excluded from ISSF supervised Competitions / Championships for a prescribed period by the Executive Committee.

4.1.6 A National Federation that enters a shooter in an ISSF supervised Competitions / Championships who is excluded from competition in accordance with ISSF Anti-Doping Regulations or other ISSF Rules shall lose all its privileges except the right to be represented at the next General Assembly.



4.2.0 Sponsorships and Advertising

4.2.1 A sponsorship is any contract-based support of a shooter or organization provided to the shooter in the form of money, goods or services.

4.2.2 These rules apply to all official parts of ISSF supervised Championships events (training and competition, opening, closing and award ceremonies).

4.2.3 A National Federation may enter into a contract with a commercial firm or organization for sponsorships, the provision of equipment or advertising.

4.2.4 An individual shooter may enter into a contract for an individual sponsorship with a commercial firm or an organization.

4.2.4.1 These contracts must respect the rules of the National Federations and the ISSF.

4.2.5 Sponsorship contracts may authorize the pictures, names or athletic performances of shooters to appear in the advertisements of contracting commercial firms.

4.2.6 Payments to individual shooters under such contracts may be made either to the shooter or the National Federation.

4.2.7 Sponsor markings on signs, banners, posters or other material may be displayed on shooter's clothing and equipment on the ranges and on other facilities at ISSF supervised Competitions / Championships, if such sponsor markings are in accordance with these Regulations.

4.2.7.1 During the Olympic Games, no advertising with signs, banners, posters or other means is permitted unless such advertising is authorized by the IOC Rules, in particular by IOC Charter Rule 51 and its Bye-Law. For the Olympic Games, sponsor markings are not permitted and must be removed or covered if possible with the same material and color providing it continues to meet the ISSF Rules for thickness and stiffness.

4.2.7.2 Advertising on the ranges may not be placed in the target areas in such a way that it interferes with the sight pictures of the shooters.

4.3.0 Commercial Markings on Shooters' Equipment, Clothing, Accessories and Footwear.

4.3.1 A trademark is a distinctive name, symbol, motto, or design that legally identifies a company or its products and services, in order to distinguish them from those offered by others.

4.3.2 A commercial marking is any visible occurrence of a trademark or an advertising sign on an item of equipment, accessories, clothing and footwear used during the competition. There are two types of commercial marking:



4.3.2.1 Manufacturer Identification

A manufacturer identification is a display of the manufacturer name or of a trademark on a product made by the manufacturer (trademark owner) with the aim to identify the product and/or its origin.

4.3.2.2 Sponsor Marking

A sponsor marking is any advertising sign on a product different from manufacturer identification.

4.4.0 Rules for Manufacturer Identification

4.4.1 The IOC enforces special rules for the Olympic Games. Details are stated in the Rule 51 of the Olympic Charter and the Bye-Law.

Note: This Rule may be updated by the IOC at any time.

4.4.2 Additional restrictions for ISSF supervised Competitions / Championships

4.4.2.1 One (1) manufacturer identification per equipment item / clothing / accessories is allowed. Gun parts are considered to be items of equipment.

4.4.2.2 On the front blinders no manufacturer or sponsor identification is permitted.

4.4.3 Measuring Manufacturer Identification

4.4.3.1 Manufacturer identification may be divided into the following categories:

4.4.3.1.1 the manufacturer name; or

4.4.3.1.2 the manufacturer logo; or

4.4.3.1.3 a combination of the manufacturer name and the manufacturer logo.

4.3.3.2 Manufacturer identification will be measured as follows:

4.4.3.2.1 Regular Shapes. Where the manufacturer identification appears as a rectangle or a square, the mathematical rules used to calculate the surface area of the shape will be applied.

4.4.3.2.2 Irregular Shapes. Where the manufacturer identification is an irregular shape, a rectangle will be traced around the entire area of the identification and the mathematical rules used to calculate the surface area of the rectangle shall be applied.

4.4.3.2.3 Combined Shapes. Where the manufacturer identification combines the manufacturer name with the manufacturer logo, a rectangle will be traced around the entire area of the identification and the mathematical rules used to calculate the surface area of the rectangle shall be applied.

4.5.0 Rules for Sponsor Markings

4.5.1 General Rules for Sponsor Markings

4.5.1.1 Equipment or goods supplied to a national team must, with reference to manufacturer identification, conform to the specifications in Article 4.4.2 of these Rules.



- 4.5.1.2** Sponsor markings on bare skin are not allowed.
- 4.5.2** During training and competition, all items which have the sole purpose of displaying a sponsor marking and/or which are not used in connection with the competition are not allowed.
- 4.5.3** No pictures or portraits of shooters wearing clothing with commercial markings in contravention those specified in these rules may be used in advertising on the venues during training and competition.
- 4.5.4** **Special Rules for Sponsor Markings**
- 4.5.4.1** The size and appearance of sponsor markings on items used by the shooter is defined in **Table 1**.
- 4.6.0** **Sponsor Markings - ISSF and Organizing Committee Sponsors**
- 4.6.1** In accordance with Article 3.12.3.11, Annex "B" of the ISSF General Regulations, the ISSF reserves the right to control sponsor signs at the main entrance of ISSF supervised Competitions / Championships ranges, official scoreboards, and official score monitors, target frames and Bib (Start) Numbers for sponsors contracted by the ISSF.
- 4.6.2** **Bib (Start) Numbers**
- Bib (Start) Numbers may include the commercial marking of ISSF supervised Competitions / Championships sponsors, provided all competitors use numbers marked similarly. Not more than 150cm² or a maximum of 25% of the Bib (Start) Numbers area may be dedicated to the general sponsor marking. However, Bib (Start) Numbers must be worn by all shooters, on their backs and above the waist, at all times while participating in all training and competition. If the Bib (Start) Number is not displayed the shooter may not compete/continue. The Bib (Start) Numbers must display the name, initials and the nation of the shooter. The IOC abbreviation of the nation must be used. The minimum height of the letters should be as big as possible but should not be less than 20 mm.
- 4.6.2.1** For Shotgun the IOC abbreviation of the nation of the shooter and his name and first initial in Latin letters must be displayed (IOC abbreviation at the top) at the back of the shoulder area of his outer shooter garment.
- 4.6.3** **Signs and Banners**
- ISSF supervised Competitions / Championships organizing committees may recognize general and other sponsors with appropriate signs and banners displayed at the range and other areas controlled by the organizing committee during an ISSF supervised Competitions / Championships or with advertising in the official program and other publications associated with the ISSF supervised Competitions / Championships.
- 4.7.0** **Controls and Sanctions**
- 4.7.1** The National Federations, together with the ISSF, are responsible for enforcing the ISSF Eligibility and Sponsorship Rules.



- 4.7.2** The Competition Juries are responsible for enforcing, within the competition and training areas, ISSF rules concerning advertising on equipment and clothing.
- 4.7.3** In case of violation, the Jury must issue an oral warning or a written warning. A shooter not complying with the rules must not be permitted to start or to continue in the competition.
- 4.7.4** Decisions by the Competition Juries concerning infringement of these rules may be appealed to the Jury of Appeal whose decision is **FINAL**.
- 4.7.5** If an advertiser exploits the use of the name, title, or individual picture of a shooter in connection with any advertisement, endorsement or sale of goods without the approval or the knowledge of the shooter, the shooter may give "power of attorney" to his/her National Federation or to the ISSF to enable them, if necessary, to take legal action against the advertiser in question. If the shooter concerned fails to do so, the ISSF shall judge the situation as if the shooter had given full permission to the advertiser.
- 4.8.0 Approval**
- These Eligibility Rules were amended and approved by the Executive Committee of the ISSF on 7th April 2008 in Beijing, CHN. They replace previous editions of the ISSF Eligibility Rules and become effective 1st January 2009.
- Annex Olympic Charter Rule 41 - Eligibility Code – Bye-Law to Rule 41
- Annex Olympic Charter Rule 42 – Nationality of Competitors - Bye-Law to Rule 42
- Annex Olympic Charter Rule 51 – Advertising, Demonstrations, Propaganda – Bye-Law to Rule 51



TABLE 1: Special Rules for Sponsor Markings

Category/Item	Applicable Rule	
Equipment		
Guns	Guns may have up to two (2) commercial sponsor markings. Same kind and same size of markings may appear on both sides of the gun.	
Other Equipment	No restrictions apply for Rifle Slings, Kneeling Rolls, Rifle Statives, Telescope Stands, Spotting Telescopes, Gun Cases, Shooting Bags, Suitcases and Cloth Bags etc.	
Clothing	Applicable Rule	Other restrictions
Competition Clothing		
For any of: Outer Shooting Garment (Jacket, Vest, Shirt or Sweat Top etc.)	Front: Shoulder area (upper third of torso) max 3 markings (2 sponsors, 1 ISSF emblem)	1 marking is reserved for ISSF emblem (left shoulder for right handed shooter and vice versa)
	Back: Shoulder area (upper third of torso) NO markings	RESERVED for the name and IOC abbreviation of the nation of the shooter or the BIB (Start) number
	Front: Middle area (middle third of torso) max 1 marking	ONE HALF RESERVED for the national federation emblem
	Back: Middle area (middle third of torso) NO markings	RESERVED for BIB (Start) number only
	Front: Hip area (lower third of torso) max 2 markings	none
	Back: Hip area (lower third of torso) max 3 markings	none
	Sleeves: max 1 marking	The same identical marking may appear on both sleeves
For any of : Trousers, shorts, sweat pants etc.	Trouser legs only: 1 marking	The same identical marking may appear on both legs
Skirt	1 marking	none



Formal Uniforms	Applicable Rule	
Dress Uniforms	Official dress uniforms-may carry the name or trademark of up to five (5) sponsors regulated by the National Federation.	A dress uniform includes all clothing worn by the shooter and the members of the team during all official parts of the Championships, where protocol requires a display of the emblem, name or abbreviation of the national federation on the clothing. The single occurrence of a manufacturer identification on a dress uniform item does not count as sponsor marking.
Casual Clothing	Applicable Rule	
Casual Clothing	No restrictions apply.	Includes all clothing worn by the shooter on the competition venues under other circumstances than competing or following the protocol in a dress uniform.
Accessories	Applicable Rule	Other restrictions
Belt Towel Socks Water Bottle Gloves Eyewear Shooting Glasses Side Blinders Ear Protection Footwear	No restrictions apply.	None
Headgear	Front and/or back only for country, national federation emblem, ISSF emblem or emblem of an ISSF competition organizer	None
Front Blinders	No sponsor marking	

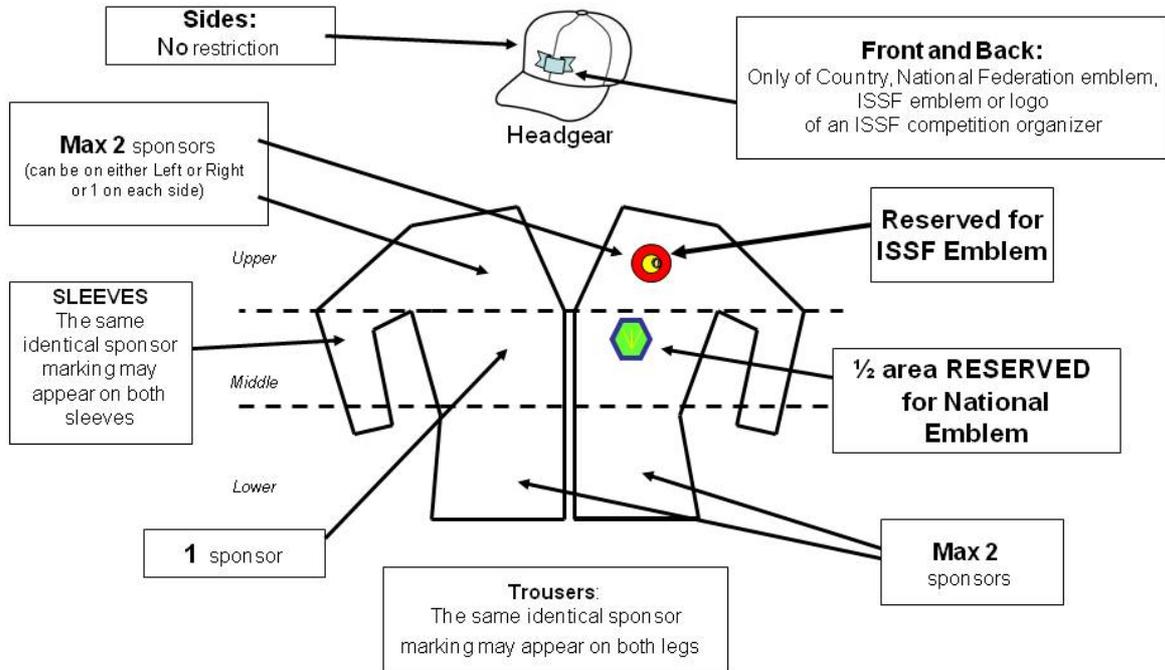


①

SPONSOR MARKINGS (ALL)

Front of Outer Garment (*shown for Right handed shooter*)

NO SIZE RESTRICTIONS



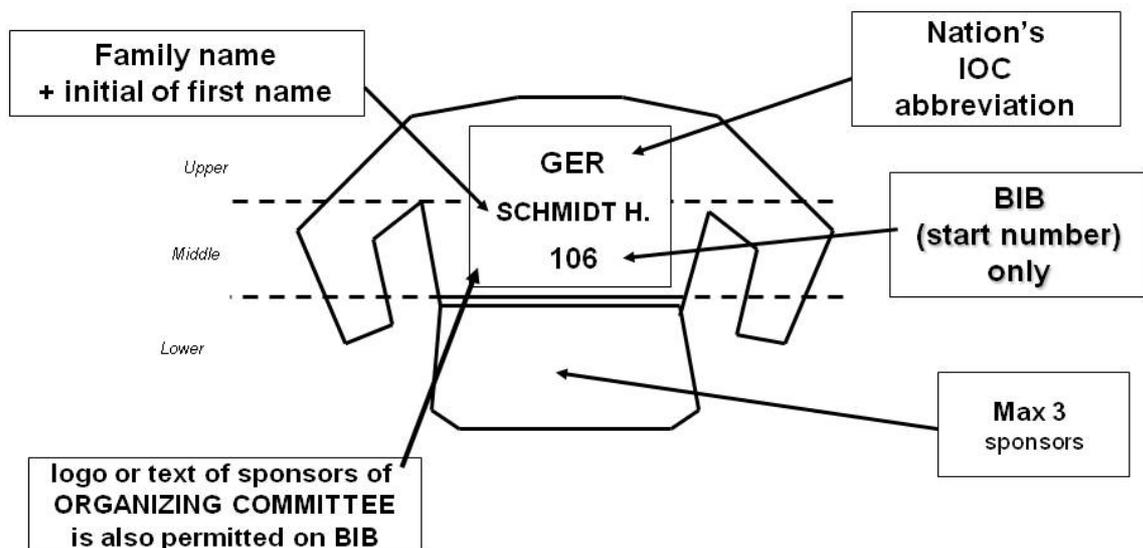
②

SPONSOR MARKINGS

ALL EXCEPT SHOTGUN

BACK of Outer Garment (*shown for Right handed shooter*)

NO SIZE RESTRICTIONS



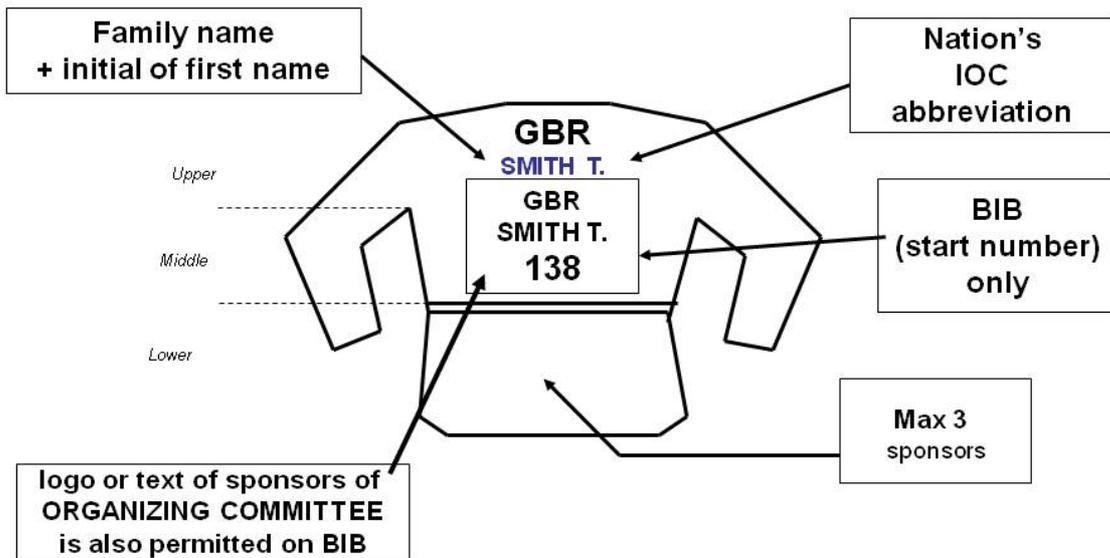


SPONSOR MARKINGS

③

SHOTGUN ONLY

BACK of Outer Garment
NO SIZE RESTRICTIONS





Annex

Olympic Charter Rule 41 Eligibility Code and Bye-Law

Note: This annex is subject to changes by the IOC without notice.

RULE 41 - ELIGIBILITY CODE

To be eligible for participation in the Olympic Games, a competitor, coach, trainer or other team official must comply with the Olympic Charter as well as with the rules of the IF concerned as approved by the IOC, and the competitor, coach, trainer or other team official must be entered by his NOC. The above-noted persons must notably:

- respect the spirit of fair play and non violence, and behave accordingly; and
- respect and comply in all aspects with the World Anti-Doping Code.

BYE-LAW TO RULE 41

1. Each IF establishes its sport's own eligibility criteria in accordance with the Olympic Charter. Such criteria must be submitted to the IOC Executive Board for approval.
2. The application for the eligibility criteria lies with the IFs, their affiliated national federations and the NOCs in the fields of their respective responsibilities.
3. Except as permitted by the IOC Executive Board, no competitor, coach, trainer or official who participates in the Olympic Games may allow his person, name, picture or sports performances to be used for advertising purposes during the Olympic Games.
4. The entry or participation of a competitor in the Olympic Games shall not be conditional on any financial consideration.



Annex

Olympic Charter Rule 42 Nationality of Competitors Bye-Law to Rule 42

Note: This annex is subject to changes by the IOC without notice.

Rule 42 Nationality of Competitors

- 1 Any competitor in the Olympic Games must be a national of the country of the NOC which is entering such competitor.
- 2 All disputes relating to the determination of the country which a competitor may represent in the Olympic Games shall be resolved by the IOC Executive Board.

BYE-LAW TO RULE 42

- 1 A competitor who is a national of two or more countries at the same time may represent either one of them, as he may elect. However, after having represented one country in the Olympic Games, in continental or regional games or in world or regional Championships recognized by the relevant IF, he may not represent another country unless he meets the conditions set forth in paragraph 2 below that apply to persons who have changed their nationality or acquired a new nationality.
- 2 A competitor who has represented one country in the Olympic Games, in continental or regional games or in world or regional Championships recognized by the relevant IF, and who has changed his nationality or acquired a new nationality, may participate in the Olympic Games to represent his new country provided that at least three years have passed since the competitor last represented his former country. This period may be reduced or even cancelled, with the agreement of the NOCs and IF concerned, by the IOC Executive Board, which takes into account the circumstances of each case.
- 3 If an associated State, province or overseas department, a country or colony acquires independence, if a country becomes incorporated within another country by reason of a change of border, if a country merges with another country, or if a new NOC is recognized by the IOC, a competitor may continue to represent the country to which he belongs or belonged. However, he may, if he prefers, elect to represent his country or be entered in the Olympic Games by his new NOC if one exists. This particular choice may be made only once.
- 4 Furthermore, in all cases in which a competitor would be eligible to participate in the Olympic Games, either by representing another country than his or by having the choice as to the country which such competitor intends to represent, the IOC Executive Board may take all decisions of a general or individual nature with regard to issues resulting from nationality, citizenship, domicile or residence of any competitor, including the duration of any waiting period.



Annex

Olympic Charter Rule 51 Advertising, Demonstrations and Propaganda

Note: This annex is subject to changes by the IOC without notice.

Rule 51 Advertising, Demonstrations, Propaganda

- 1 The IOC Executive Board determines the principles and conditions under which any form of advertising or other publicity may be authorized.
- 2 No form of advertising or other publicity shall be allowed in and above the stadia, venues and other competition areas which are considered as part of the Olympic sites. Commercial installations and advertising signs shall not be allowed in the stadia, venues or other sports grounds.
- 3 No kind of demonstration or political, religious or racial propaganda is permitted in any Olympic sites, venues or other areas.

BYE-LAW TO RULE 51

- 1 No form of publicity or propaganda, commercial or otherwise, may appear on persons, on sportswear, accessories or, more generally, on any article of clothing or equipment whatsoever worn or used by the athletes or other participants in the Olympic Games, except for the identification - as defined in paragraph 8 below - of the manufacturer of the article or equipment concerned, provided that such identification shall not be marked conspicuously for advertising purposes.
 - 1.1 The identification of the manufacturer shall not appear more than once per item of clothing and equipment.
 - 1.2 Equipment: any manufacturer's identification that is greater than 10% of the surface area of the equipment that is exposed during competition shall be deemed to be marked conspicuously. However, there shall be no manufacturer's identification greater than 60cm².
 - 1.3 Headgear (e.g. hats, helmets, sunglasses, goggles) and gloves: any manufacturer's identification over 6 cm² shall be deemed to be marked conspicuously.
 - 1.4 Clothing (e.g. T-shirts, shorts, sweat tops and sweat pants): any manufacturer's identification which is greater than 20 cm² shall be deemed to be marked conspicuously.
 - 1.5 Shoes: it is acceptable that there appear the normal distinctive design pattern of the manufacturer. The manufacturer's name and/or logo may also appear, up to a maximum of 6 cm², either as part of the normal distinctive design pattern or independent of the normal distinctive design pattern.



- 1.6 In case of special rules adopted by an International Sports Federation, exceptions to the rules mentioned above may be approved by the IOC Executive Board.

Any violation of the provisions of the present clause shall result in disqualification or withdrawal of the accreditation of the person concerned. The decisions of the IOC Executive Board regarding this matter shall be final.

The numbers worn by competitors may not display publicity of any kind and must bear the Olympic emblem of the OCOG.

2. To be valid, all contracts of the OCOG containing any element whatsoever of advertising, including the right or licence to use the emblem or the mascot of the Olympic Games, must be in conformity with the Olympic Charter and must comply with the instructions given by the IOC Executive Board. The same shall apply to contracts relating to the timing equipment, the scoreboards, and to the injection of any identification signal in television programmes. Breaches of these regulations come under the authority of the IOC Executive Board.
3. Any mascot created for the Olympic Games shall be considered to be an Olympic emblem, the design of which must be submitted by the OCOG to the IOC Executive Board for its approval. Such mascot may not be used for commercial purposes in the country of an NOC without the latter's prior written approval.
4. The OCOG shall ensure the protection of the property of the emblem and the mascot of the Olympic Games for the benefit of the IOC, both nationally and internationally. However, the OCOG alone and, after the OCOG has been wound up, the NOC of the host country, may exploit such emblem and mascot, as well as other marks, designs, badges, posters, objects and documents connected with the Olympic Games during their preparation, during their holding and during a period terminating not later than the end of the calendar year during which such Olympic Games are held. Upon the expiry of this period, all rights in or relating to such emblem, mascot and other marks, designs, badges, posters, objects and documents shall thereafter belong entirely to the IOC. The OCOG and/or the NOC, as the case may be and to the extent necessary, shall act as trustees (in a fiduciary capacity) for the sole benefit of the IOC in this respect.
5. The provisions of this bye-law also apply, *mutatis mutandis*, to all contracts signed by the organizing committee of a Session or an Olympic Congress.
6. The uniforms of the competitors and of all persons holding an official position may include the flag or Olympic emblem of their NOC or, with the consent of the OCOG, the OCOG Olympic emblem. The IF officials may wear the uniform and the emblem of their federations.
7. The identification on all technical gear, installations and other apparatus, which are neither worn nor used by athletes or other participants at the Olympic Games, including timing equipment and scoreboards, may on no account be larger than 1/10th of the height of the equipment, installation or apparatus in question, and shall not be greater than 10 centimetres high.



8. The word "identification" means the normal display of the name, designation, trademark, logo or any other distinctive sign of the manufacturer of the item, appearing not more than once per item.
9. The OCOG, all participants and all other persons accredited at the Olympic Games and all other persons or parties concerned shall comply with the manuals, guides, or guidelines, and all other instructions of the IOC Executive Board, in respect of all matters subject to Rule 51 and this Bye-law.

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5.0 ISSF ANTI - DOPING RULES

These rules are under correction to make them Code compliant according to the new CODE 2009! As soon as they are ready the Council will receive the new draft for approval!

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

TECHNICAL RULES

FOR

ALL SHOOTING DISCIPLINES

Edition 2009 (First Printing, 06/2008)

Effective 1 January 2009



CHAPTERS

- 6.1.0** GENERAL
- 6.2.0** SAFETY
- 6.3.0** RANGE AND TARGET STANDARDS
- 6.4.0** EQUIPMENT GENERAL
- 6.5.0** PRE-MATCH ADMINISTRATION
- 6.6.0** COMPETITION JURIES
- 6.7.0** COMPETITION OFFICIALS
- 6.8.0** SCORING PROCEDURES
- 6.9.0.** SCORING PROCEDURES 25 m EVENTS - PAPERTARGETS
- 6.10.0** RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS
- 6.11.0** COMPETITON RULES
- 6.12.0.** MALFUNCTIONS
- 6.13.0** FAILURE OF ELECTRONIC SCORING TARGETS SYSTEMS
- 6.14.0.** TIE-BREAKING
- 6.15.0** PROTESTS AND APPEALS
- 6.16.0** FINALS IN THE OLYMPIC EVENTS
- 6.17.0** PROTOCOL - AWARDS AND RECORDS
- 6.18.0** MEDIA RELATIONS
- 6.19.0** FORMS
- 6.20.0** INDEX

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



6.1.0 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 (see ISSF General Regulations). The objective of the ISSF is to achieve uniformity in the conduct of the shooting sport throughout the world to promote the development of the sport. ISSF Technical Rules are provided to help achieve this objective.

6.1.1.1 ISSF Technical Rules include rules for range construction, targets, scoring etc. for all shooting disciplines. Discipline Rules apply specifically to the four shooting disciplines: Rifle, Pistol, Shotgun and Running Target.

6.1.1.2 ISSF Technical and Discipline Rules are approved by the ISSF Administrative Council in accordance with the Constitution of the ISSF.

6.1.1.3 ISSF Technical and Discipline Rules are subordinate to the Constitution of the ISSF and the ISSF General Regulations.

6.1.1.4 ISSF Technical and Discipline Rules are approved to be effective for a minimum of four years beginning on 1 January of the year following the Olympic Games. Except in special situations, ISSF Rules are not changed during this four year period.

6.1.2 Application of ISSF Technical and Discipline Rules

6.1.2.1 Throughout these Rules, competitions where World Records may be established and which are approved by the ISSF in accordance with ISSF General Regulations are referred to as "ISSF supervised Competitions / Championships".

6.1.2.2 ISSF Rules must be applied at all ISSF supervised Competitions / Championships.

6.1.2.3 The ISSF recommends that ISSF Rules be applied at competitions where ISSF events are in the program, even if **World Records** cannot be established. Such events are referred to as "ISSF Supervised Events".

6.1.3 Scope of Technical Rules

Technical Rules include:

6.1.3.1 rules for the preparation and organization of ISSF supervised Competitions / Championships;

6.1.3.2 rules for planning the construction and installation of shooting ranges;

6.1.3.3 rules which apply to all shooting disciplines or more than one shooting discipline.



6.1.4 When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.

6.1.4.1 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.

6.1.5 Organization and Conduct of ISSF supervised Competitions / Championships

6.1.5.1 An Organizing Committee must be formed in accordance with ISSF General Regulations and is responsible for the preparation, administration and conduct of the shooting competitions. Representative(s) of the ISSF may be invited as technical advisors without voting rights.

6.1.5.2 Chief Range Officer(s) and appropriate Range Officers; Chief of Referees and Referees appointed by the Organizing Committee must be responsible for the technical aspects and conduct of the individual shooting events.

6.1.5.3 The Organizing Committee must establish an office for testing, stamping, numbering and preparing targets before the competitions, for scoring and controlling targets during competitions and for recording and producing results lists after competitions. The office must be under the supervision of the Chief Classification Officer, with the necessary Assistants.

6.1.5.4 A Chief of Equipment Control and appropriate Equipment Control Officers appointed by the Organizing Committee must be responsible for the Equipment Control.

6.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE.

6.2.1 ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised Competitions / Championships. Necessary and special safety regulations for ranges differ from country to country. For this reason no details are stated within these Rules. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee bears the responsibility for safety. Team officials and shooters must be advised of any special regulations.

6.2.2 The safety of shooters, range officials and spectators requires continued and careful attention to gun handling and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.



- 6.2.2.1** In the interest of safety, a Jury Member or a Range Officer may stop the shooting at any time. Shooters and team officials must notify immediately Range Officers or Jury Members of any situation that may be dangerous or which may cause an accident.
- 6.2.2.2** An Equipment Inspector, Range Officer, or Jury Member may pick up a shooter'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.
- 6.2.2.3** To ensure safety, all guns must be handled with maximum care at all times. The gun must not be removed from the firing line during the course of fire except with the permission of a range official.
- 6.2.2.4** While the shooter is on the firing point, the gun must always be pointed in a safe direction. When not actually firing, all guns must be unloaded and the bolt or action must be open. The action, breech or loading device must not be closed until the gun is pointing down range in a safe direction toward the target / butt stop area.
- 6.2.2.4.1** Even if a Rifle has a magazine, only one cartridge may be loaded.
- 6.2.2.4.2** In the range, when the gun is not on the firing point, it must always be in its case, unless otherwise authorized by a Range Officer.
- 6.2.2.5** Before the shooter leaves the firing point, the shooter must ascertain and the Range Officer **must verify** that the action is open and there is no cartridge or pellet in the chamber or magazine. If the shooter boxes his gun or removes it from the firing point without having it checked by the Range Officer, he may be disqualified.
- 6.2.2.6** Dry firing and aiming exercises are permitted, but only with the permission of the Range Officer and only on the firing line or in a designated area. Handling of guns is not permitted when operating personnel are forward of the firing line.
- 6.2.2.6.1** **Dry Firing** means the release of the 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).
- 6.2.2.7** Guns may be loaded only on the firing point and only after the command or signal "**START**" or "**LOAD**" is given. At all other times, the guns must be kept unloaded.
- 6.2.2.7.1** If a shooter fires a shot before the command "**START**", or after the command "**STOP**" or "**UNLOAD**" has been given he may be disqualified if safety is involved.
- 6.2.2.7.2.** During the competition the gun may be laid down only after the cartridge(s) and/or magazine are removed and the action is open. Air and gas guns must be made safe by opening and keeping open the cocking handle and/or loading port.



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

6.2.2.7.4 The Chief Range Officer, or other appropriate range official, is responsible for giving the commands “**LOAD**”, “**START**”, “**STOP**”, “**UNLOAD**” and other necessary commands. The Range Officers must ensure that the commands are obeyed and that guns are handled safely.

6.2.2.7.5 Any shooter who touches a gun, except to unload, after the command “**STOP**” has been given during an elimination or qualification relay stage or series, without the permission of the Range Officer, may be disqualified.

6.2.2.8 It is the shooter’s responsibility that any air or Co2 cylinder has been certified as safe and is still within the validity date.

6.2.3 Ear Protection

Notices must be prominently displayed and hearing protection must be available for **all** persons in the range area. All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar ear protection. Hearing protection in the form of ear plugs or muffs (not plain cotton) must be provided for all range officials whose duties require them to be near the firing line during shooting (i.e. Register Keepers, Range Officers, Jury Members etc.). Ear protectors incorporating any type of receiving devices are not permitted for shooters.

6.2.4 Eye Protection

All shooters are urged to wear shatterproof shooting glasses or similar eye protection while shooting.

6.2.5 Sound Producing Equipment

Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited during competitions and any training.

6.3.0 RANGE AND TARGET STANDARDS

6.3.1 General Target Requirements

6.3.1.1 Samples of all paper targets (five (5) of each type) and clay targets (twenty (20) qualification targets and twenty (20) powder filled Finals targets) which are to be used in Competitions / Championships where World Records may be established must be submitted to the Secretary General for testing, verification of specifications and approval at least six (6) months prior to the start of such Competitions / Championships.



- 6.3.1.2** The **quality and dimensions** of all targets will be examined again by the Technical Delegate(s) prior to the beginning of ISSF supervised Competitions / Championships. Only targets which are the same as the approved samples may be used.
- 6.3.1.3** **Target paper** must be of a non-reflecting color and material so that the black aiming area (center) is clearly visible under normal light conditions at the appropriate distances. 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.
- 6.3.1.4** **Inner Tens** must be marked.
- 6.3.1.5** The dimensions of all scoring rings are measured from the outside edges (outside diameter) of the scoring rings.
- 6.3.1.6** In ISSF supervised Competitions / Championships only targets with one (1) black aiming area are permitted, except in the case of the Running Target.
- 6.3.1.7** Targets are divided into scoring zones by scoring rings. Shots striking in a scoring zone receive the number of points designated for that scoring zone.
- 6.3.1.8** **Electronic Scoring Targets (EST)**
- 6.3.1.8.1** Only Electronic Scoring Targets approved by the ISSF may be used.



6.3.2 Paper Competition Targets

6.3.2.1 300 Meter 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).

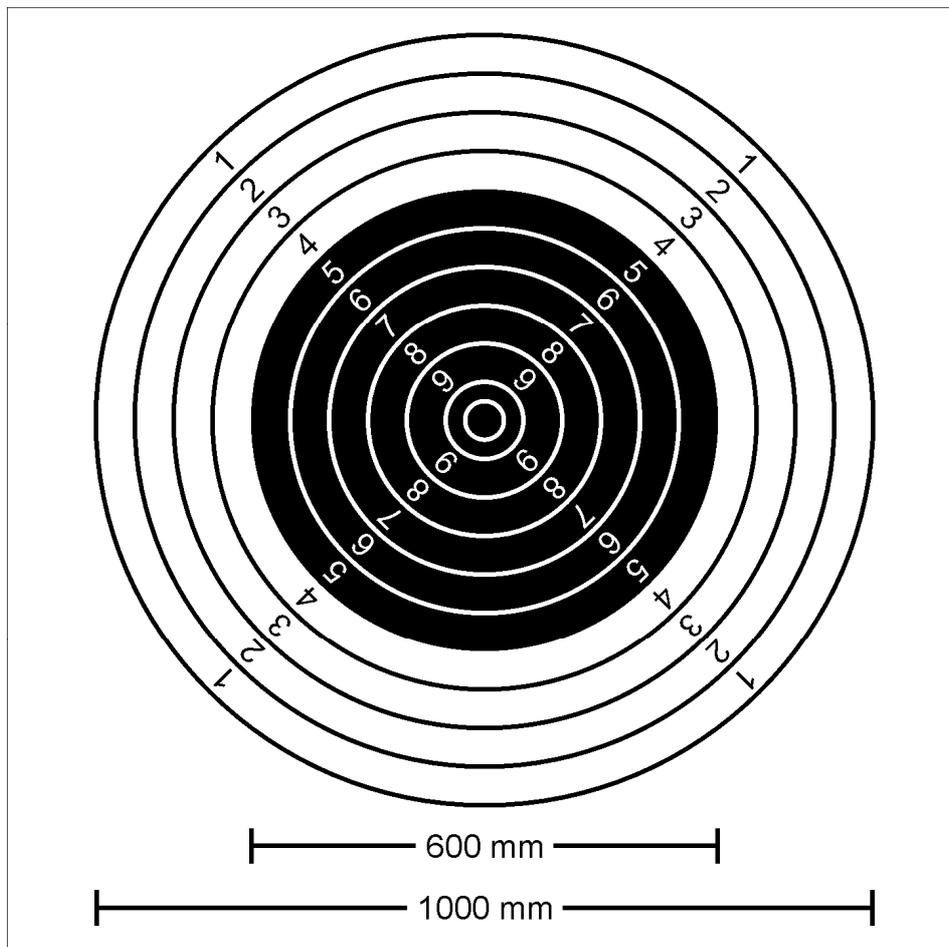
Black from 5 to 10 Rings = 600 mm (± 3.0 mm).

Ring Thickness: 0.5 mm – 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.



300 Meter Rifle Target



6.3.2.2 50 Meter 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).

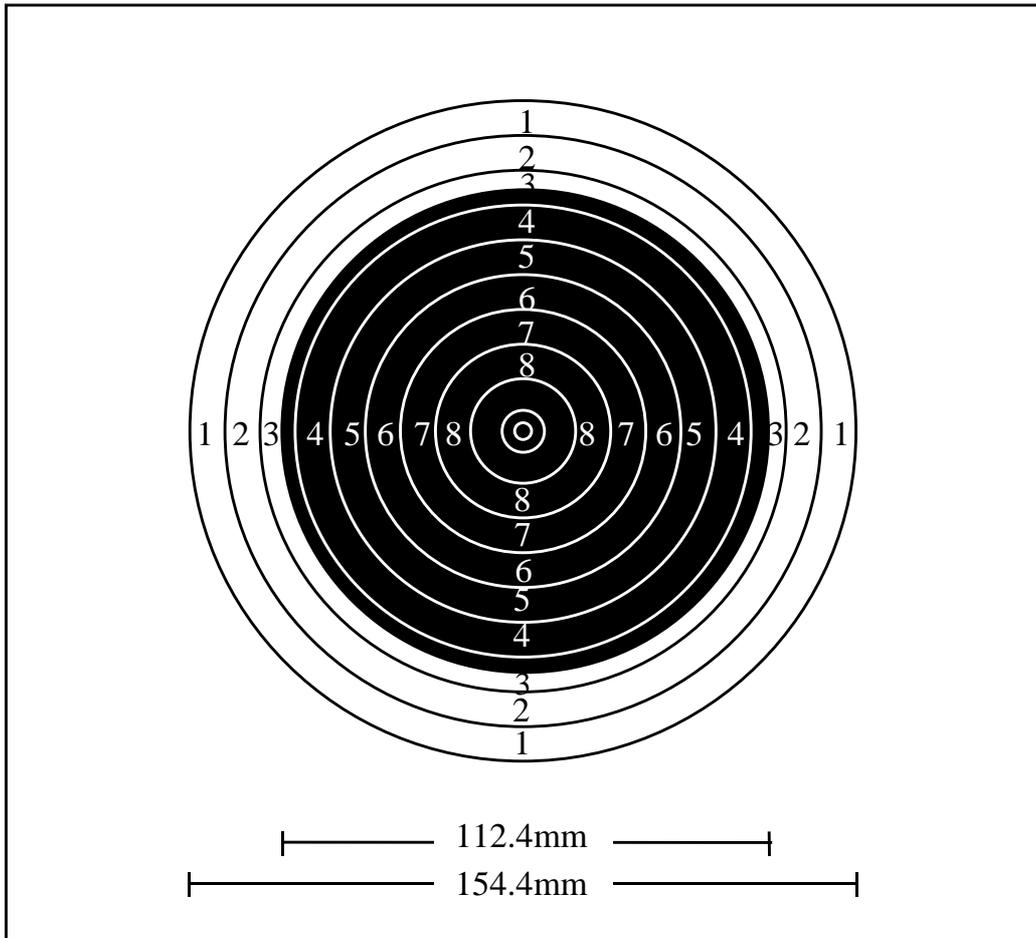
Ring Thickness: 0.2 mm to 0.3 mm.

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.



50 Meter Rifle Target



6.3.2.3 10 Meter 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).

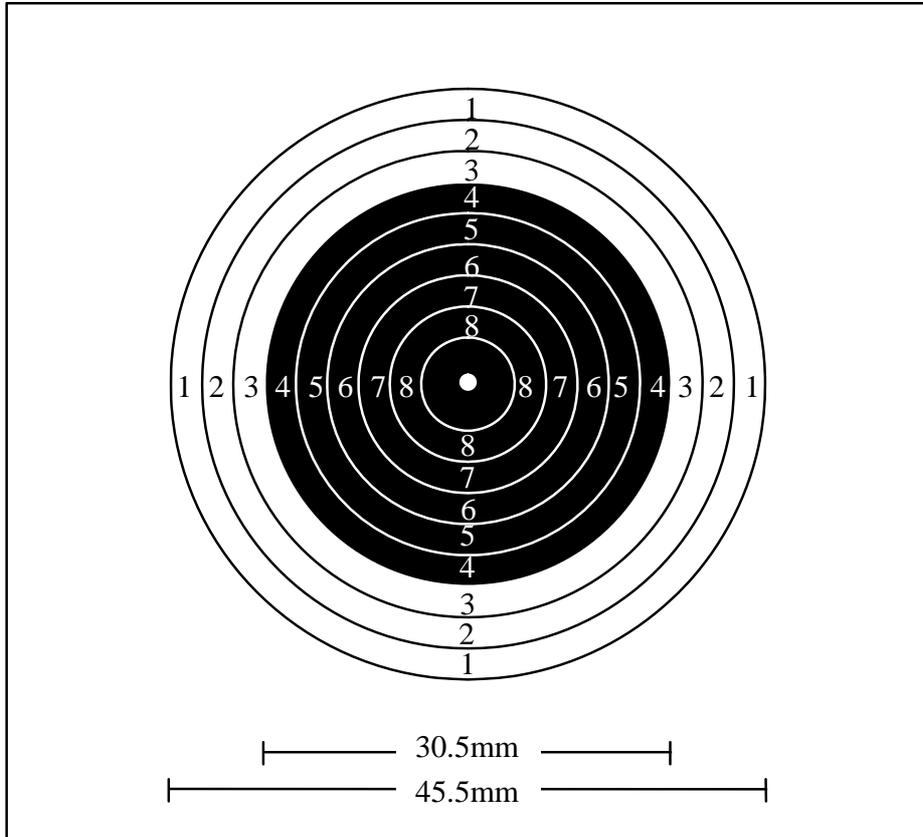
The ten ring is a white dot = 0.5 mm (±0.1 mm).

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.



10 Meter Air Rifle Target



6.3.2.4 25 Meter Rapid Fire Pistol Target

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

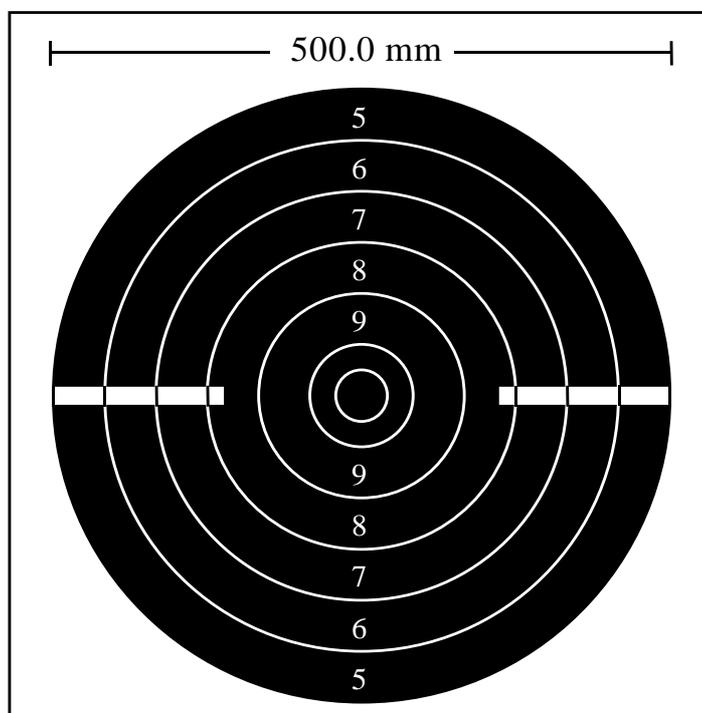
Black from 5 to 10 rings = 500 mm (±2.0 mm).

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 shall 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.



25 Meter Rapid Fire Pistol Target



6.3.2.5 25 Meter and 50 Meter Precision Pistol Target

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

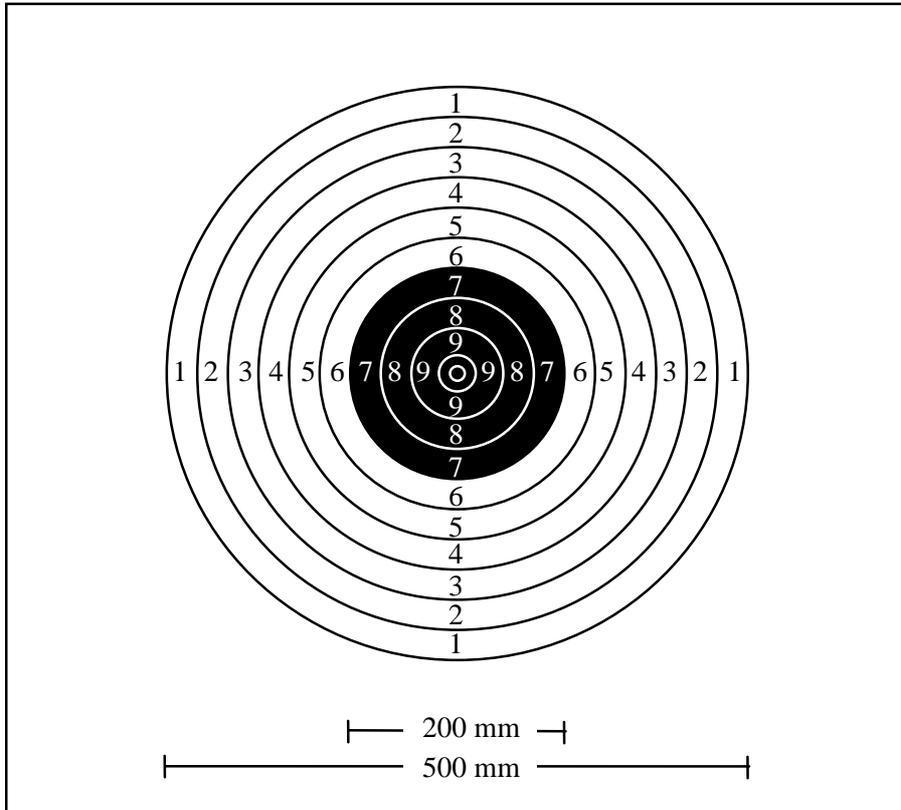
Black from 7 to 10 rings = 200 mm (±1.0 mm).

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. The zone numbers shall be approximately 10 mm high, 1 mm thick and shall be read easily with normal spotting telescopes at the appropriate distance.



25 Meter and 50 Meter Precision Pistol Target



6.3.2.6 10 Meter 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)

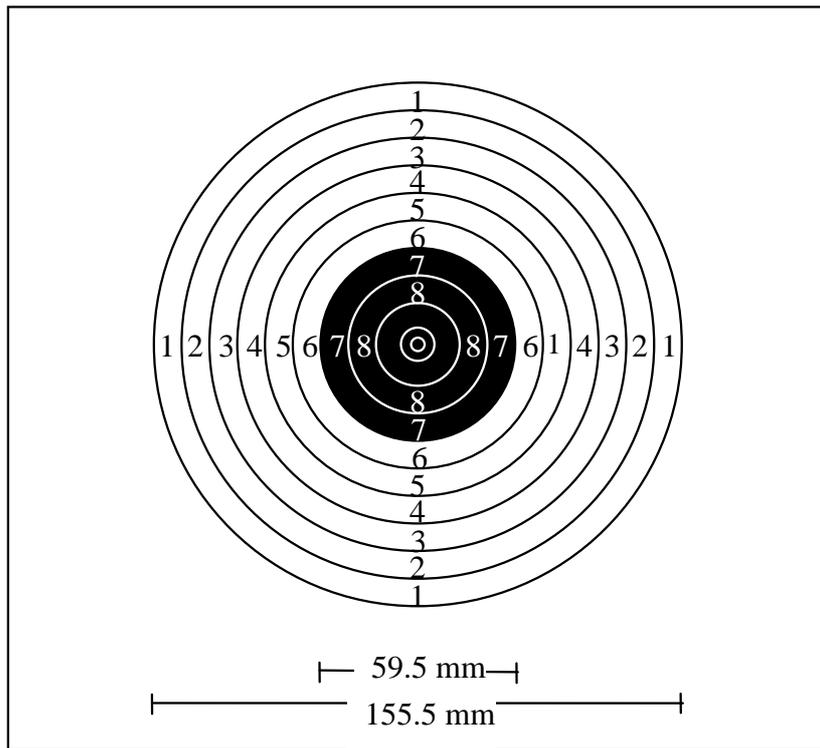
Inner ten: 5.0 mm (±0.1 mm).

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 shall be not more than 2 mm high.



10 Meter Air Pistol Target



6.3.2.7 Running Target

6.3.2.7.1 50 Meter Running Target

The 50 m 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).

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 © or half targets (B) may be used. The repair centers or half targets must be correctly placed on the full target.



50 Meter Running Target



6.3.2.7.2 10 Meter Running Target

The 10 m 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.

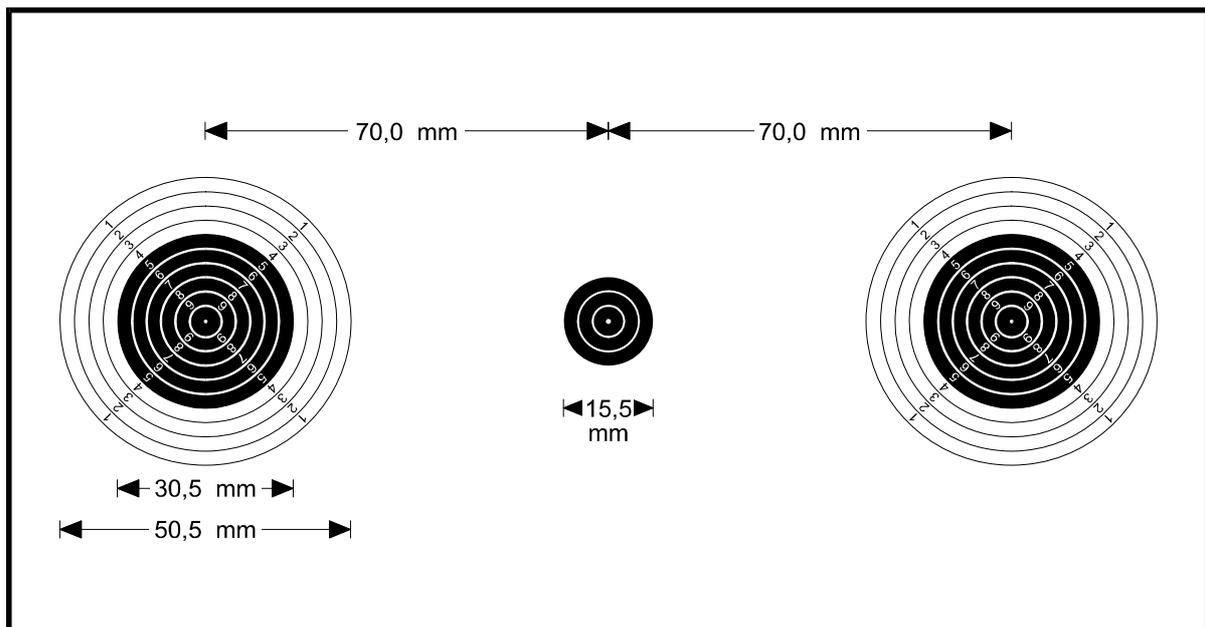
Recommended size of target card: 260 mm x 150 mm (minimum 260 mm x 140 mm).

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.

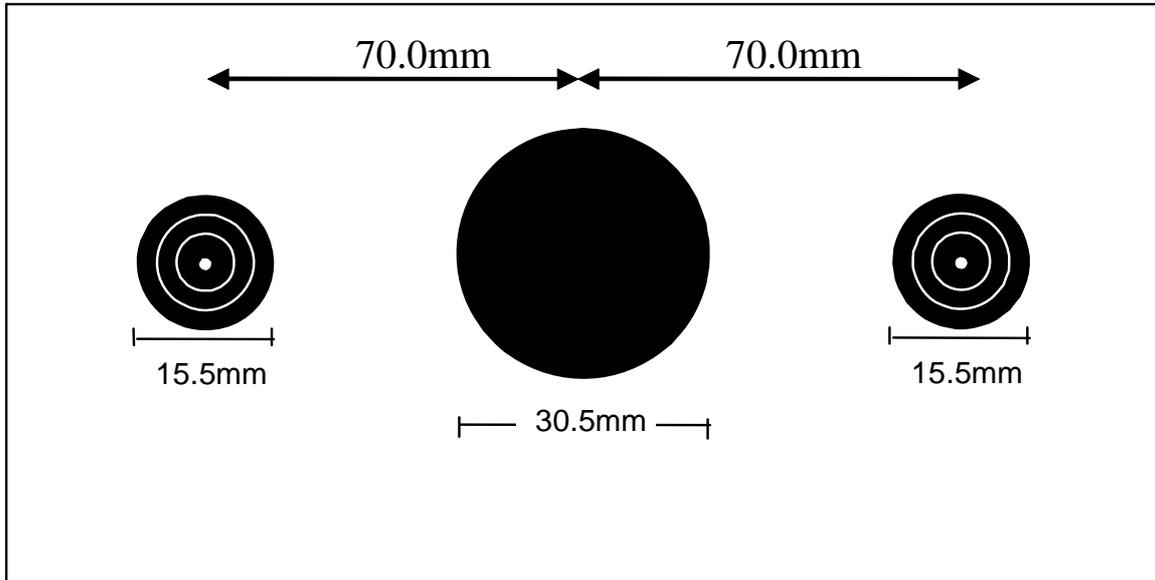
The aiming mark is black with an outside diameter of 15.5 mm and must include white rings of the size of the 10 (5.5 mm) and 9 (10.5 mm) rings and a white central dot (0.5 mm).

6.3.2.7.2.1 10 Meter Running Target Paper Target





6.3.2.7.2.2 10 Meter Running Target Electronic Target



The 30.5 mm diameter is a hole.

6.3.2.8 Gauges for paper targets

For scoring doubtful shot holes, plug gauges of the following dimensions must be used:

6.3.2.8.1 25 m Center Fire Pistol

Measuring edge diameter:	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

6.3.2.8.2 300 m Rifle

Measuring edge diameter:	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:	300 m Rifle events



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

Measuring edge diameter:	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

6.3.2.8.4 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 10 m Running Targets. Measuring the 1 Ring of Air Pistol Targets.

6.3.2.8.4.1 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 go outside the 7 ring of an air rifle target then the shot value is an inner ten.</p>
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6.3.2.8.4.2 Use of the Air Pistol INNER TEN OUTWARD scoring gauge for scoring Air Pistol Inner tens

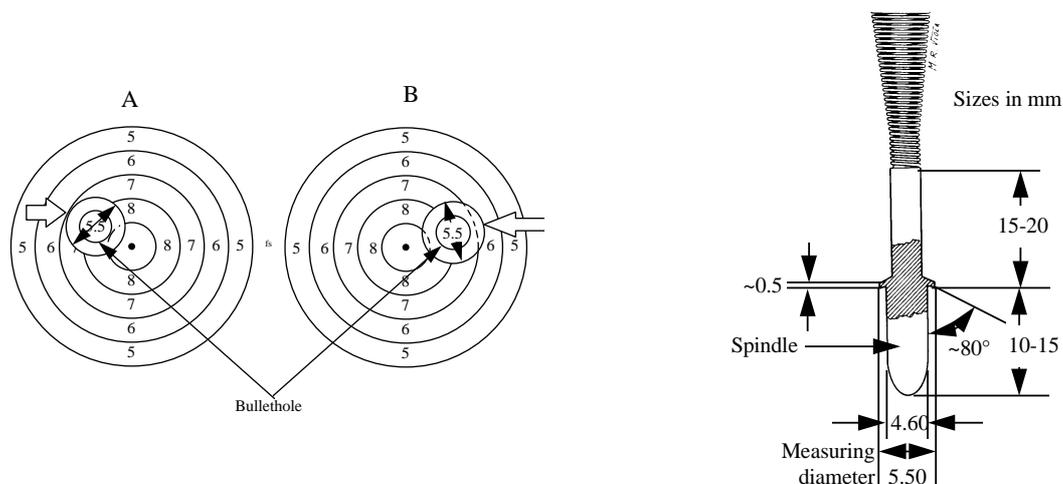
Measuring edge diameter:	18.0 mm (+ 0.05/-0.00 mm)
Edge thickness:	0.50 mm approximately
Spindle diameter:	4.60 mm (+ 0.05 mm)
Spindle length:	10 mm to 15 mm
To be used for:	Measuring the inner tens of Air Pistol
<p>measuring edge pellet inner ten ring</p> <p>If the measuring edge of an Air Pistol Inner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

6.3.2.8.5 4.5 mm OUTWARD Gauge for 10 m Air Rifle and 10 m 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:	10 m Air Rifle and 10 m Running Target, rings 3 to 10. Also the Running Target Inner Ten.



6.3.2.8.5.1 Use of the Air Rifle OUTWARD scoring gauge



The “A” illustration 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.

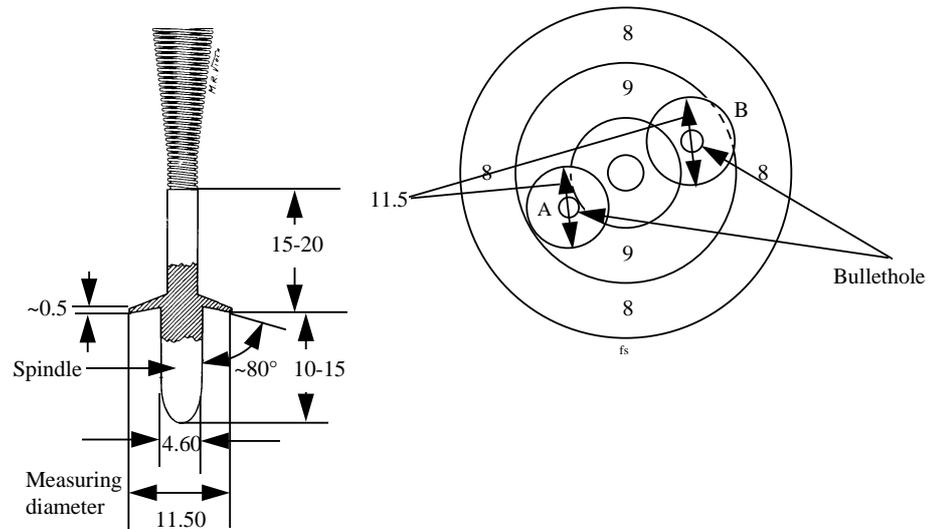
6.3.2.8.6 4.5 mm OUTWARD Gauge for 10 m Air Pistol

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:	10 m Air Pistol, rings 2 to 10.

The “B” illustration 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.



6.3.2.8.6.1 Air Pistol OUTWARD scoring gauge



The “A” illustration 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.

The “B” illustration 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.

6.3.2.8.7 Skid Gauge

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

6.3.2.8.7.1 For 25 m Center Fire Pistol (9.65 mm) the lines are 11.00 mm (+0.05 mm-0.00 mm) apart measured between the inside edges.

6.3.2.8.7.2 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 25 m 5.6 mm pistol events).

6.3.2.8.8 All gauges and instruments that are used at ISSF supervised Competitions / Championships must be examined and approved by the ISSF Technical Delegate prior to the competition.



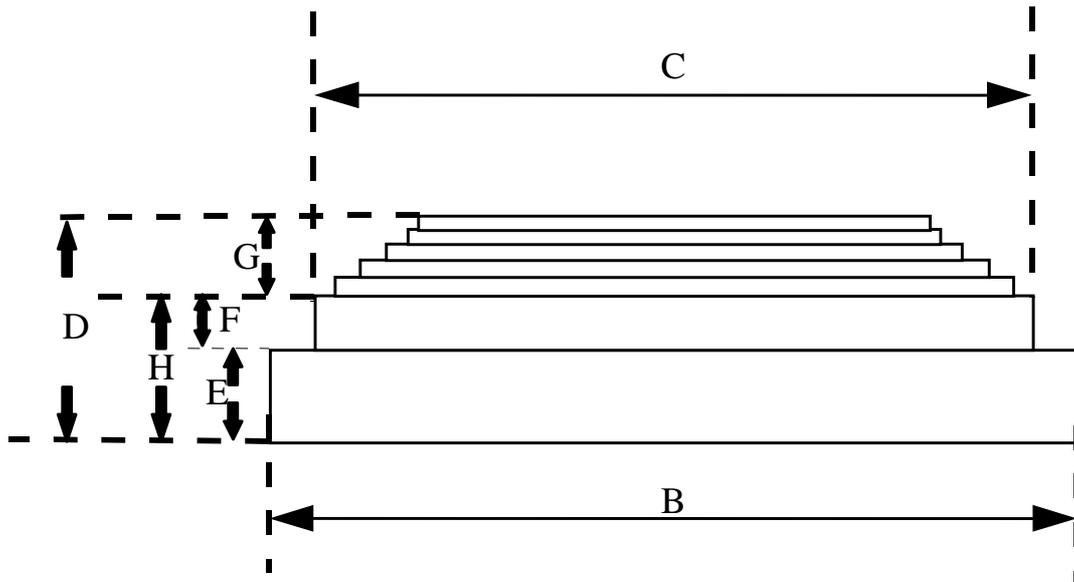
6.3.2.9 Clay Targets (for shotgun events)

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 color of the clay target must be specified in all programs for ISSF supervised Competitions / Championships. The color of a target must be clearly visible against the background of the range under all normal light conditions. The same color targets must be used for training. Clay Targets filled with colored powder must be used in the Finals and must meet the same specification. Shoot-offs before Finals must be conducted on the same type of targets used in qualification except in Olympic Games and World Cup Finals.

6.3.2.9.1 General Specifications for Clay Targets



A-Weight	105 g ± 5 g	E-Base Height	11 mm ± 1 mm
B-Base \emptyset	110 mm ± 1 mm	F-Rotating Ring Height	7 mm ± 1 mm
C-Rotating Ring \emptyset	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

* “G” The actual shape of the target dome is to be engineered to provide the best aerodynamics 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 breakable easily with normal ISSF Skeet and Trap load cartridges within legal shooting distances.



6.3.3 Paper Sighting Targets

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 25 m Rapid Fire Pistol Target).

6.3.4 Backing Targets, Backing Cards, Control Sheets

6.3.4.1 Backing Targets for 50 m ranges

For locating cross shots Backing Targets if possible 0.5 m – 1 m behind the targets must be used. The exact distance between the target and the backing target should be measured and recorded. As far as possible, this distance should be the same on all targets.

6.3.4.2 Backing Targets for 25 m Ranges

6.3.4.2.1 At ISSF supervised Competitions / Championships Backing Targets must be used for all 25 m Pistol events to assist in the identification of shots which may have missed the targets.

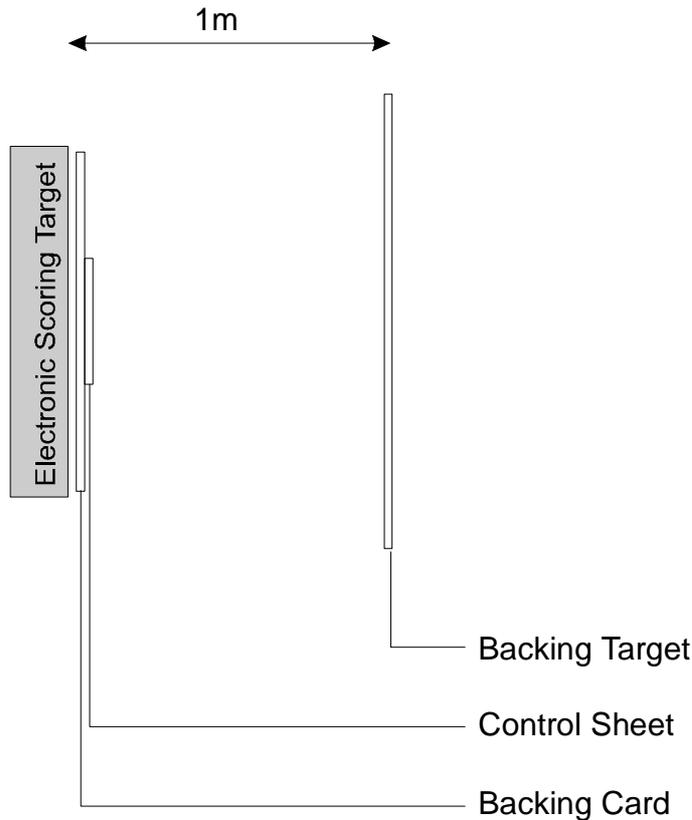
6.3.4.2.2 Backing Targets must, as a minimum, cover the entire width and height of the 25 m frames (5 targets). They should be located a uniform distance of one (1) meter behind the competition targets. They must be continuous, or on adjoining frames, without any spaces between them, to register any shots between competition targets.

6.3.4.2.3 Backing Targets must be made of non-reflecting paper of a neutral color similar to the color of the target.

6.3.4.2.4 For 25 m events new Backing Targets must be provided for each shooter. In the Rapid Fire Stage 25 m Pistol, 25 m Center Fire Pistol and in the 25 m Standard Pistol Event they must be patched or changed after every five (5) shot series.



6.3.4.3 Control Sheets – Electronic Scoring Targets 25 m



6.3.4.3.1 The areas behind the aiming marks must be covered by Control Sheets which can be changed after every series of five shots in the Rapid Fire stages and after the sighting series and after each five shot series in the Precision stages. In the 25 m Rapid Fire Pistol Event, the control sheets must be patched or changed after each relay.

Event	Patched or changed after sighting series	patched or changed after every five (5) shot series	provided for each shooter for every stage
25 m Rapid Fire Pistol			X
25 m Pistol	X	X	X
25 m Center Fire Pistol	X	X	X
25 m Standard Pistol	X	X	X

6.3.4.3.2 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.



6.3.4.4 Backing Cards – Electronic Scoring Targets 10 m / 50 m / 300 m

A Backing Card must be affixed to the **rear of the target** which must be renewed for each relay and in 50 m Rifle 3 Positions Men for each position unless a Control Sheet is used. (except at 10 m when a black paper strip is used).

6.3.5 Range Standards

6.3.5.1 General for all Disciplines

6.3.5.1.1 The ISSF Technical Delegate(s), in accordance with ISSF General Regulations, and in co-operation with the Match Director and range officials appointed by the Organizing Committee for the different disciplines, must inspect the shooting ranges and equipment for all ISSF supervised Competitions / Championships. They may approve small deviations from specifications in ISSF Rules which do not conflict with the intent and spirit of ISSF Regulations and Rules, except that no deviations in shooting distances and target specifications are allowed. Participating countries or federations must be notified of all approved deviations prior to the closing date for entries in the competition.

6.3.5.1.2 New **outdoor ranges** should be constructed in such a way that the sun is behind the shooter as much as possible during the competition day. Care must be exercised that there are no shadows on the targets.

6.3.6 Common Standards for 300 m, 50 m, 25 m and 10 m Rifle and Pistol Ranges

6.3.6.1 Ranges must have a line of targets and a **Firing Line**. The firing line must be parallel to the line of targets.

6.3.6.2 The range may be surrounded by walls, if necessary, for safety reasons. Protection against the accidental exit of unaimed shots may also be provided by transverse baffle systems between the firing line and the line of targets.

6.3.6.3 Protection against rain, sun and wind must be provided in accordance with ISSF General Regulations. This protection shall be such that no obvious advantage is given to any firing point or part of the range.

6.3.6.3.1 300 m ranges should have at least 290 m open to the sky.

6.3.6.3.2 50 m ranges should have at least 45 m open to the sky.

6.3.6.3.3 25 m ranges should have at least 12.5 m open to the sky.

6.3.6.3.3.1 50 m and 25 m ranges should, whenever possible, be outdoor ranges but may be exceptionally indoor or closed ranges if required by legal or climatic conditions.

6.3.6.3.4 10 m ranges must be installed indoors.



- 6.3.6.3.5** It is prohibited to put any substance on the Firing Point. It is prohibited to wipe the firing point without permission.
- 6.3.6.4** **Competition area**
- 6.3.6.4.1** **Smoking** on the range and in the spectator area is prohibited.
- 6.3.6.5** There must be sufficient space behind the firing points for the range officials and the Jury to perform their duties.
- 6.3.6.5.1** Space must be provided for **spectators**. This area must be separated from the area for shooters and officials by a suitable barrier located at least 5 m behind the firing line.
- 6.3.6.6** The use of mobile telephones, walkie-talkies, pagers or similar devices by competitors, coaches and team officials while within the competition area is prohibited. All mobile telephones etc. must be switched **OFF**.
- 6.3.6.6.1** Notices must be displayed to indicate to spectators that mobile phones must be switched **OFF** and **flash** photography is prohibited until all competition is completed.
- 6.3.6.7** Each range must be equipped with a large clock at each end of the hall that can be seen clearly by shooters and officials.
- 6.3.6.8** 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 be seen easily under normal shooting conditions with normal vision at the appropriate distance. The numbers should be of alternating and contrasting colors (300 m must) and be clearly visible throughout the competition, whether the targets are exposed or concealed.
- 6.3.6.9** Targets must be fixed in such a manner that they have no significant movement even in high winds.
- 6.3.6.10** Any target system may be used, provided it guarantees the necessary degree of safety, accurate control of timing, and efficient, accurate and rapid scoring, and changing of the targets.
- 6.3.6.11** If Register Keepers are used, a desk and chair must be located behind each firing point in such a way that shooters are not disturbed.
- 6.3.6.12** A communications system must be provided between the Range Officers at the firing line and any personnel behind the targets who are operating the target mechanisms or working in the pits.
- 6.3.6.13** If pits with individual markers for each target are used, there must be a signal system between the Register Keeper and the Marker.
- 6.3.7** **Wind Flags for 300 m and 50 m Rifle and 50 m Pistol Ranges**
- 6.3.7.1** Private wind indicators are prohibited.
- 6.3.7.1.1** Wind flags are not permitted for 50 m Running Target.



6.3.7.2 Rectangular wind flags, which indicate air movements on the range, should be made of cotton type or polyester material weighing approximately 150 g/m². They must be placed as close to the bullets' flight path as possible without interfering with the bullets' flight or the shooter's view of the target. The color of the wind flags must be in contrast to the background. Dual color or striped wind flags are permitted and recommended.

6.3.7.2.1

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

6.3.7.3 On 50 m ranges (rifle and pistol), wind flags are to be placed at distances from the firing line, on the imaginary lines separating each firing point and its corresponding target from the adjacent points and targets. Flags must be placed on the shooter's side of any safety baffles.

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

6.3.7.4 On 300 m ranges, wind flags are to be placed at distances from the firing line on the imaginary lines separating every fourth (4th) firing point and its corresponding target from the next point and target. Flags must be placed on the shooter's side of any safety baffles.

6.3.7.5 Shooters must check that the wind flags are not and will not be obscuring their targets. This check must be done before the preparation time starts.

6.3.8 Shooting Distances

6.3.8.1 Shooting distances must be measured from the firing line to the target face. If pit operated targets are used the distance must be measured to the face of the front target, which must always be the competition target.

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

300 m range	+/- 1.00 m
50 m range	+/- 0.20 m
25 m range	+/- 0.10 m
10 m range	+/- 0.05 m
50 m running target range	+/- 0.20 m
10 m running target range	+/- 0.05 m



6.3.8.3 In combined 50 m 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.

6.3.8.4 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 shooter. The use of a board as a firing line is not permitted.

6.3.9 Height of Target Center (Center of the Ten Ring)

The center of the targets must be within the following heights when measured from the level of the floor of the firing point:

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

6.3.10 Horizontal Variations for Target Centers on 300 m, 50 m and 10 m Rifle and Pistol Range

6.3.10.1 Target centers at 300 m, 50 m, and 10 m 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:

	Maximum variation from center in either direction
300 m rifle	6.00 m
50 m rifle/pistol	0.75 m
10 m rifle/pistol	0.25 m

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

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

6.3.11.1 for Rapid Fire ranges, according to the center of the group of five;

6.3.11.2 for Running Target ranges, according to the center of the opening;



- 6.3.11.3** 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:

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

6.3.12 General Firing Point Standards for 300 m, 50 m, 10 m Ranges

The firing point must be constructed so that it does not vibrate or move. From the firing line to approximately 1.2 m rearward, the firing point must be level in all directions. The remainder of the firing point should be level.

- 6.3.12.1** If shooting is done from tables, the tables must be approximately 2.2 m long and 0.8 m to 1 m wide, firm, stable and removable. **Shooting tables** may slope to the rear a maximum of 10 cm.

- 6.3.12.2** The firing point must be equipped with:

- 6.3.12.2.1** a bench or stand, 0.7 m – 0.8 m high;

- 6.3.12.2.2** a mat for shooting in the prone and kneeling positions. 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;

- 6.3.12.2.3** a chair or stool for the shooter;

- 6.3.12.2.4** if paper targets are used, a desk and chair for the Register Keeper and a spotting telescope must be provided;

- 6.3.12.2.5** a scoreboard, approximately 50 cm x 50 cm, on which the Register Keeper can post unofficial scores for the spectators. The scoreboard should be located so that it can easily be seen by spectators but does not obscure their view of the shooters.

- 6.3.12.2.6** when it is necessary to install dividing screens on the firing line (except for 10m Ranges). They must be made of transparent material on a light frame. Screens should extend at least 50 cm forward of the firing line, and be no less than 1.5 m long x 2.0 m high. They are to be located between every two firing points, at the minimum;

- 6.3.12.2.7** if the firing point is exposed to excessive wind, additional protection for the shooters must be provided by screens or other means.



6.3.12.2.8 On new ranges wind breaks forward of the firing line are not recommended, but steps should be taken to ensure that weather conditions are as equal as possible throughout the range.

6.3.13 Firing Point Standards for 300 m Ranges

The size of the firing point must not be less than 1.6 m wide x 2.5 m long. The width of the firing point may be reduced only if any dividing screens are constructed so that a shooter in the prone position can put his left leg in an adjacent firing point without disturbing that shooter.

6.3.14 Firing Point Standards for 50 m Ranges

6.3.14.1 The size of the firing point must not be less than 1.6 m wide x 2.5 m long if the firing point is also used for 300 m shooting.

6.3.14.2 To allow more shooters to participate in 50 m events, the width of the firing point may be reduced to 1.25 m. Target systems used on such ranges must be capable of changing targets without disturbing neighboring shooters.

6.3.15 Range and Firing Point Standards for 10 m Ranges

6.3.15.1 The firing point must be a minimum of 1 m wide.

6.3.15.2 The range must be equipped according to Rule 6.3.12 with a bench or stand, a chair or stool and, if paper targets are used, with the equipment for the Register Keeper.

6.3.15.2.1 The nearest edge of the bench or stand must be placed 10 cm forward of the 10 m Firing line. The use of a board as a firing line is not permitted.

6.3.15.3 10 m ranges must be equipped with electric-mechanical target carriers or changers, or Electronic Scoring Targets.

6.3.16 Range and Firing Point Standards for 25 m Pistol Ranges

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

6.3.16.2 The floor of the firing point must be level in all directions. It must be of firm construction and not permit any vibration.

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

6.3.16.4 In 25 m events, the targets must be placed in:

6.3.16.4.1 Groups of five (5), for the Rapid Fire Pistol event;

6.3.16.4.2 groups of three (3) or four (4) or five (5) may be used for the 25 m Pistol, 25 m Center Fire Pistol and 25 m Standard Pistol events.

6.3.16.5 25 m ranges must be divided into sections which are composed of two (2) groups of five (5) targets (each being one bay).



6.3.16.5.1 The sections should be separated from each other by suitable protective walls. Protected walkways should allow range staff in safety to get to the target line.

6.3.16.5.2 Each Range Section should be capable of being operated centrally but also may be operated independently.

6.3.16.6 Firing point or shooting station dimensions must be:

	Width	Depth
25 m Rapid Fire Pistol	1.50 m	1.50 m
25 m Pistol 25 m, Center Fire Pistol and 25 m Standard Pistol	1.00 m	1.50 m

6.3.16.7 Firing points must be separated by **transparent screens** which protect shooters from ejected cartridge cases and permit visibility of the shooters by the officials. The screens must:

6.3.16.7.1 extend at least 0.75 m forward of the front edge of the firing line and approximately 0.25 m to the rear;

6.3.16.7.2 be a minimum of 1.7 m high, with the top edge at least 2.0 m above the floor of the firing point;

6.3.16.7.3 if the screen does not reach the floor of the firing point, the bottom edge should not be more than 0.7 m above the floor of the firing line.

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

6.3.16.8.1 a removable or adjustable bench or table, approximately 0.5 m x 0.6 m in size and 0.7 m to 0.8 m high;

6.3.16.8.2 a chair or stool for the shooter;

6.3.16.8.3 a desk and chair for the Register Keeper;

6.3.16.8.4 a scoreboard, approximately 0.5 m x 0.5 m on which the first Register Keeper can post unofficial scores for the spectators. The scoreboard should be located so that it can be seen easily by spectators but does not obscure their view of the shooters.

6.3.16.9 Standards for 25 m Turning Target Installations

Target frames for the 25 m Rapid Fire Pistol event must be placed in groups of five (5), all at the same height ± 1 cm, 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 must be 75 cm (± 1 cm).

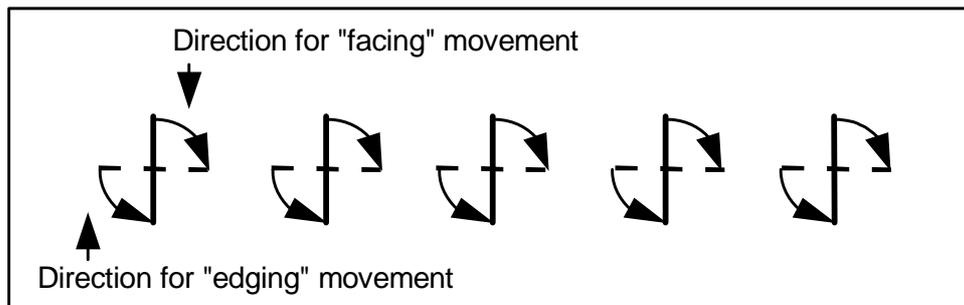
The targets must be equipped with a target rotating or turning mechanism which permits 90 degree (± 10 degrees) turning of the targets on their vertical axis. In precision stages of 25 m pistol events, stationary target frames may be used.

6.3.16.9.1 The time for turning to face the shooter must not exceed 0.3 seconds.



- 6.3.16.9.2 When the targets have turned, there must be no visible vibration to distract the shooter.
- 6.3.16.9.3 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 (see Figure).

Rotation of Turning Targets



- 6.3.16.9.4 The targets in a section must all turn simultaneously which must be achieved by use of a mechanism which provides efficient operation and accurate timing.
- 6.3.16.9.5 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). This must be checked before and during the competition.
- 6.3.16.9.6 Timing must start the moment the targets begin to face and stop the moment they begin to turn away.
- 6.3.16.9.7 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.
- 6.3.16.10 **Facing times** for 25 m pistol events are:
 - 6.3.16.10.1 25 m Rapid Fire Pistol 8, 6 and 4 seconds;
 - 6.3.16.10.2 25 m Standard Pistol: 150, 20 and 10 seconds;
 - 6.3.16.10.3 25 m Pistol and 25 m 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 (+/- 1 second);
 - 6.3.16.10.4 for all facing times a tolerance of + 0.2 seconds – 0.0 seconds is allowed.
- 6.3.16.11 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.
- 6.3.16.12 **Standards for 25 m Electronic Scoring Target Systems**



6.3.16.12.1 When electronic scoring targets are used the timing equipment will be set to give the nominal exposure times plus 0.1 seconds.

6.3.16.12.2 An “after-time” (the period which is to ensure that shots which would have been valid “skid-shots” on conventional targets, are also scored on the electronic targets) will be added at + 0.2 seconds. (Total = 0.3 seconds).

6.3.17 Indoor Range Light Measurements (Lux)

Indoor Range for	General		Targets		Firing line
	Minimum	Recommended Minimum	Minimum	Recommended Minimum	Minimum
10m	300	500	1500		
10 m RT	300	500	1000		
25m	300	500	500	2500	
50m	300	500	1500	3000	

Final Ranges should have a minimum general lighting of 500 lux and minimum 1000 lux on the firing line. The lighting on the targets must be appropriately increased. For new ranges 1200 lux on the firing line is recommended.

If due to the request from the media, the lighting on the firing points has to be increased, then the lighting on the targets must be appropriately increased.

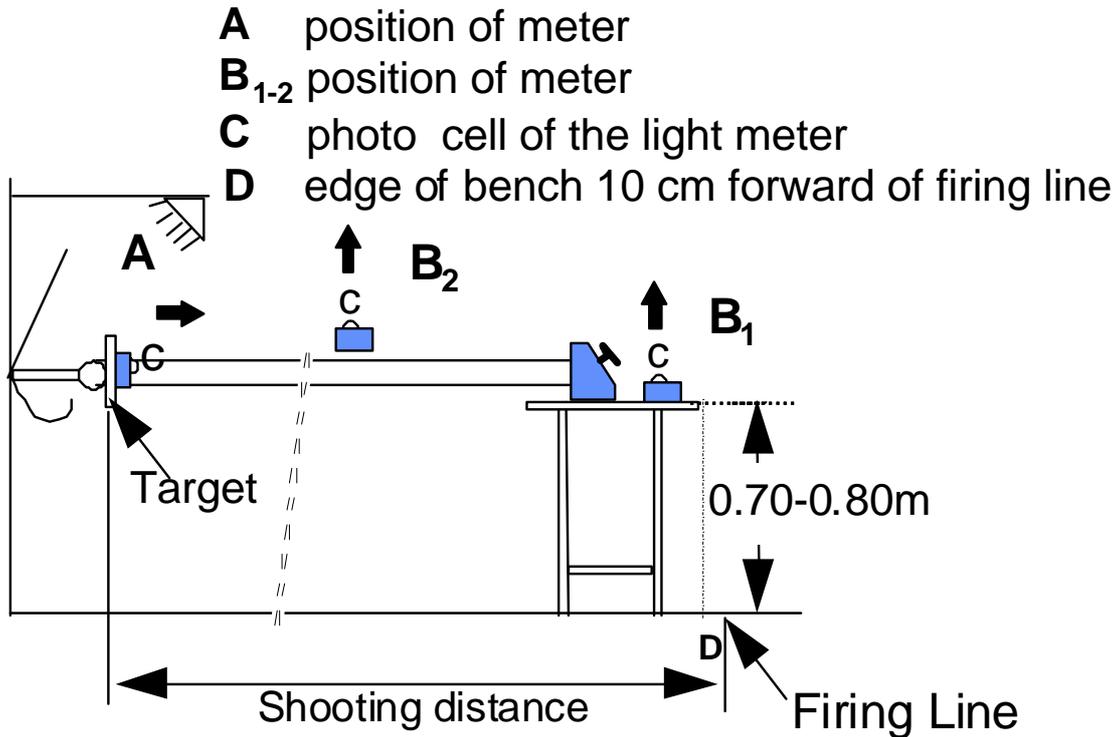
6.3.17.1 10 m ranges must have artificial illumination providing the necessary amount of light without glare or distracting shadows on the targets or firing points. The background area behind the targets must be a non-reflecting, light even neutral color.

6.3.17.2 Measuring of the target illumination must be done with the measuring device held at the level of the target and pointed toward the firing point (A) (see Figure).

6.3.17.3 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 (see Figure).



6.3.17.4 Indoor Range Light Measuring



6.3.18 General Standards for Running Target Ranges

- 6.3.18.1** The range must be so arranged that the target runs horizontally in both directions across an open area with a constant speed. This area, where the target may be fired upon, is called the "opening." The movement of the target across the opening is called a "run."
- 6.3.18.2** The protective walls on both sides of the opening must be of such a height that no part of the target is visible until it reaches the opening. The edges must be marked with a color differing from that of the target.
- 6.3.18.3** Targets for 50 m are placed on a trolley or target carrier constructed so that the two targets (one running to the left and one to the right) can be alternately shown. The trolley may run on rails, cable, or a similar system and must be moved by a driving unit which can be regulated accurately for speed. Targets for 10 m are not changed for left and right runs.
- 6.3.18.4** Ranges must be constructed to prevent any person from being exposed to danger during shooting.
- 6.3.18.5** The shooting station must be arranged so that the shooter is visible to spectators. The shooting station must be protected from rain. The shooter should also be protected from sun and wind if this does not prevent spectators from seeing him.



6.3.18.5.1 The shooting station must be at least 1 m wide and aligned with the center line of fire. The Dry Firing position must be located to the left of the shooting station. The shooting station must be screened on both sides with separating partitions so that the shooter is not disturbed by dry firing or other extraneous influences. The separating partition between the firing point and the dry firing point must not be longer than to allow the dry firing shooter to watch the ready position of the competition shooter by observing the muzzle movement of his rifle.

6.3.18.6 In front of the shooter there must be a bench or a table 0.7 m – 0.8 m high.

6.3.18.7 Behind the shooter 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.

6.3.18.8 Run times for the targets are:

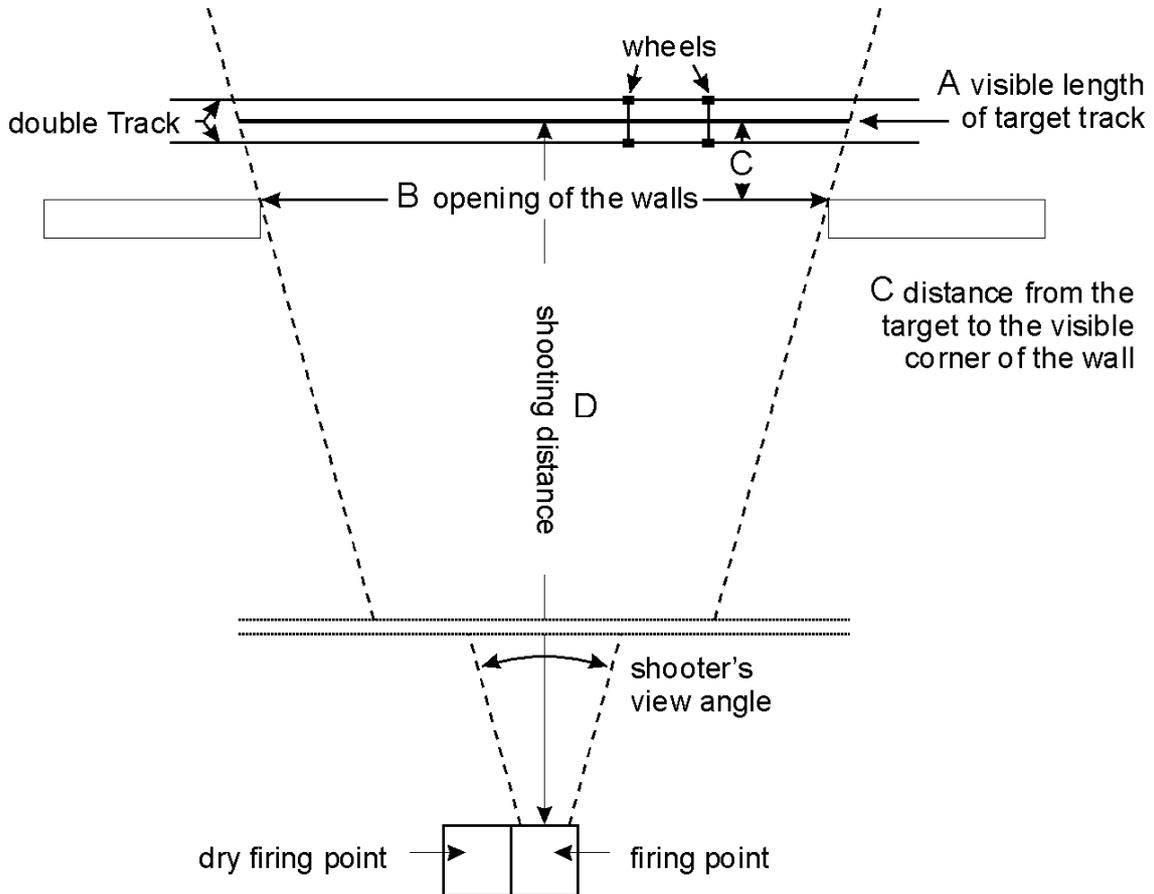
Slow runs:	5.0 seconds, + 0.2 seconds – 0.0 seconds
Fast runs:	2.5 seconds, + 0.1 seconds – 0.0 seconds

6.3.18.9 Timing should preferably be done by using an electronic timer which 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.

6.3.18.10 For ISSF approved and supervised Competitions / Championships the timing must be electronically controlled and continually displayed for inspection by shooters and officials. Any deviation must be corrected immediately.



6.3.18.11 Running Target Ranges



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 (50 m): C= 0,20 m	$B = 10.00 \text{ m} \times (50.00 \text{ m} - 0.20 \text{ m}) / 50.00 \text{ m}$ $B = 10.00 \text{ m} \times 49.80 / 50.00 = 10.00 \text{ m} \times 0.996$ B = 9.96 m
Example (10 m): C= 0,15 m	$B = 2.00 \text{ m} \times (10.00 \text{ m} - 0.15 \text{ m}) / 10.00 \text{ m}$ $B = 2.00 \text{ m} \times 9.85 / 10.00 = 2.00 \text{ m} \times 0.985$ B = 1.97 m

6.3.18.11.1 Special Standards for 50 m Running Target Ranges

6.3.18.11.1.1 There must be a vertical wall on both sides of the opening for the protection of operating personnel and scorers.



6.3.18.11.1.2 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.

6.3.18.11.1.3 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.

6.3.18.11.2 Special Standards for 10 m Running Target Ranges

6.3.18.11.2.1 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.

6.3.18.11.2.2 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.

6.3.18.11.2.3 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.

6.3.18.11.2.4 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.

6.3.18.11.2.5 When electronic scoring targets are used the timing equipment will be set to give the nominal exposure times plus 0.1 seconds. This should ensure that the earlier appearance of the aiming mark of the electronic scoring target is allowed for.

6.3.18.11.2.6 Target illumination minimum 1000 lux ; General range illumination minimum 300 lux.

6.3.19 General Standards for Shotgun Ranges

Ranges, which are constructed in the Northern Hemisphere, should be laid out so shooting is toward a North to North-Easterly direction. Ranges, which are constructed 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 shooter as much as possible during the shooting day.

New shotgun ranges must be constructed, where it is deemed necessary, with a shot fall zone reasonably level and free of obstacles to permit mechanical salvage and recovery of the lead pellets.



6.3.19.1 Standards for Trap Ranges

6.3.19.1.1 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 m from front to rear, and 2 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).

6.3.19.1.2 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 shooters.

6.3.19.2 The traps (clay 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.

6.3.19.2.1 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 6.3.21.1).



- 6.3.19.3** 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.
- 6.3.19.4** 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 shooter. The release devices must guarantee equal distribution of targets to each shooter in a series of 25 targets. This distribution must be: 10 targets to the right, 10 targets to the left and 5 targets to the center. With the correct distribution, in a series of 25 targets, each group of traps must throw two targets from the left trap, two from the right trap and one from the center trap as the shooters progress from station 1 to 5. After every five (5) targets the selector index must be advanced one stop.
- 6.3.19.5** The five 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 m x 1 m which is centered on a line perpendicular to the line of shooting stations and extending to the painted mark which indicates the zero degree exit point above the middle machine in each group of three. A sixth station must be marked about 2 m to the rear and slightly to the left of Station 1 where shooter number 6 may take his position. All six (6) shooting stations must have a table or bench where the shooters 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 shooter may rest his gun.



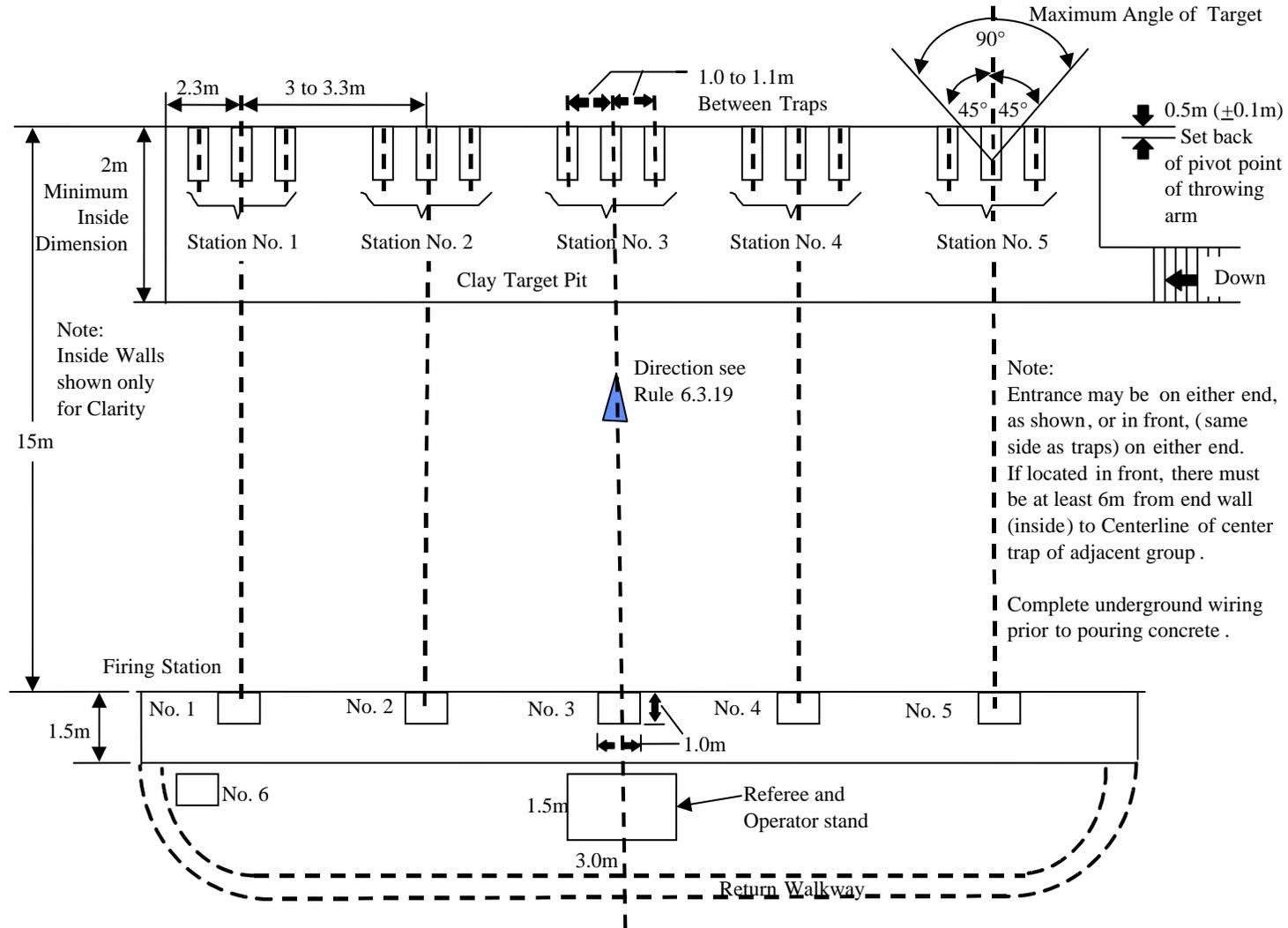
6.3.19.5.1 For Trap Finals a medium intensity colored lamp must be positioned on the Station 1 microphone stand or on a separate stand placed on the left hand side behind Station 1 at a distance of 1.0 m to 1.5 m at a height of 40 cm to 50 cm. The lamp must be controlled by a system which must be so constructed as to indicate that for a period of 10 to 12 seconds immediately after the shooter on Station 5 has shot at a regular target that the microphone on Station 1 is inoperable.

6.3.19.5.2 3 m to 4 m behind the line of shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 6. Shooters must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7 m to 10 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's stand and operator's stand should have adequate protection from sun and rain.



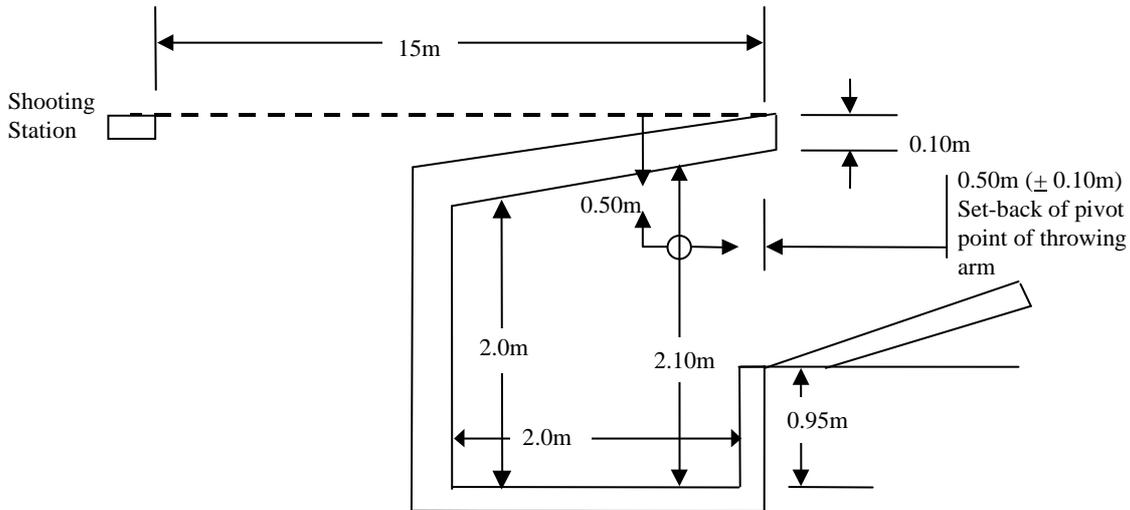
6.3.19.5.3

Trap Range





6.3.20 Trap and Double Trap pit section



6.3.21 Standards for Double Trap Ranges

6.3.21.1 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 Rules 6.3.19.1.1 and 6.3.19.1.2 and Figures.

6.3.21.2 Distances between Trap Pits

6.3.21.2.1 See Rule 6.3.19.1.2 when Trap pits are used.

6.3.21.2.2 When separate Double Trap pits are constructed, see Figures 6.3.21.2.9, the distance from the center machine on one field to the center machine on the adjoining field should not be less than 35 m. (The angles of targets in Double Trap (see Figure) are not so severe as Trap therefore do not need reductions.)

6.3.21.2.3 The Traps (target throwing machine)

Each Double Trap pit must have three (3) Traps attached to the front wall of the pit. The zero 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 6.3.19.2). Traps number 1 and number 3 should be a minimum of 1.50 m from the end walls.



- 6.3.21.2.4** 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 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.
- 6.3.21.2.5** The traps must be released by an electric-manual or electric-microphone system fitted with a timer device. The control system must be placed in such a position that the puller can clearly see and hear the call of the shooter. For all ISSF championships an automatic timer must be used. The timer device must be set to release the targets within the period varying randomly from zero (0) to one (1) second after the shooter's call. The system must guarantee the simultaneous release of the two (2) targets from the predetermined traps. 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.
- 6.3.21.2.6** 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 m x 1 m. Station 3 must be centered on a line extending through the painted mark above the middle trap in the group. Station 2 is 3 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 m – 3.30 m to the right of Station 3 and Station 5 equally 3 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 shooter number 6 may take his position at the start of the competition. All six of the shooting stations must be furnished with a table or bench where the shooters 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 a shooter may rest his gun.

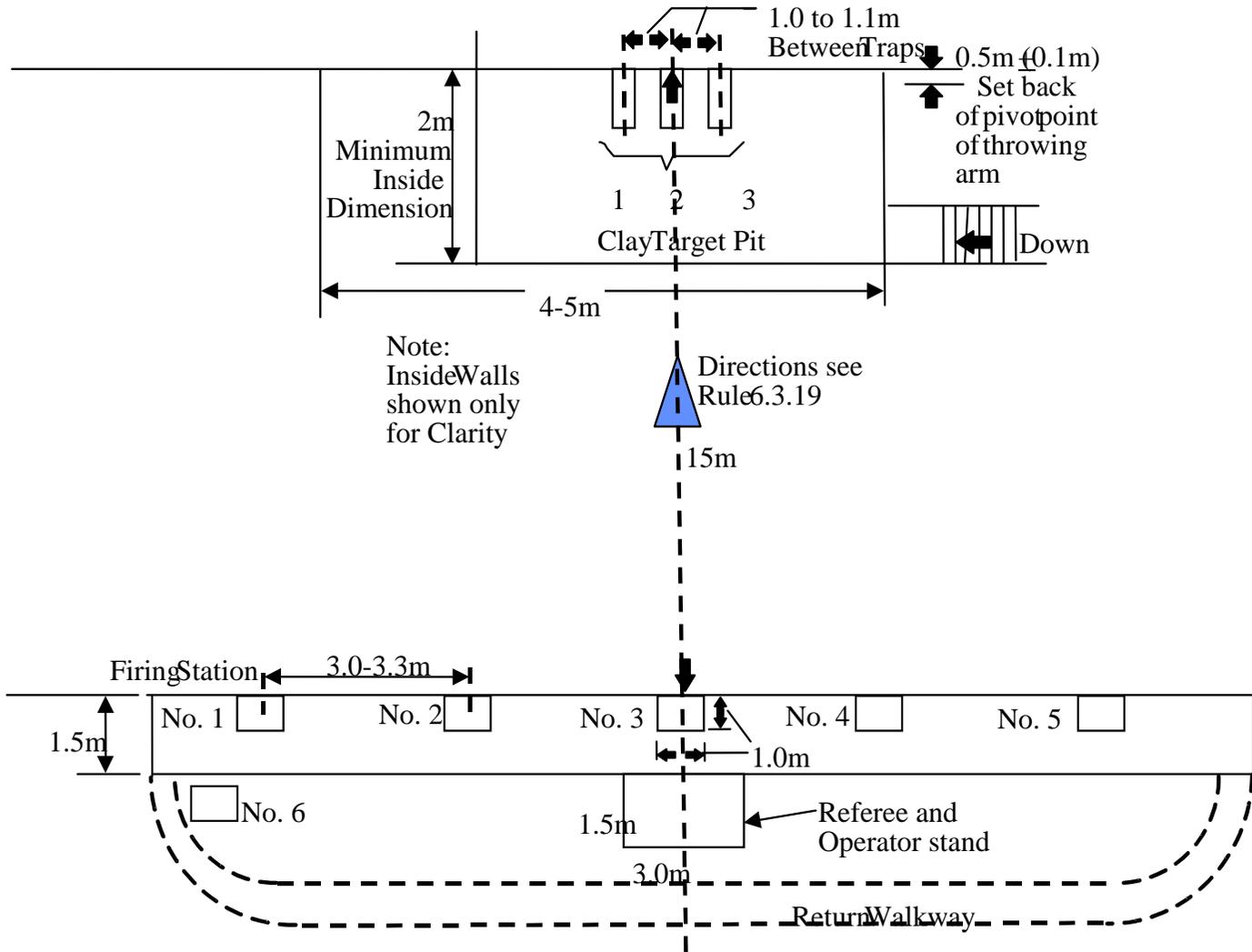


6.3.21.2.7 For Double Trap Finals a medium intensity colored lamp must be positioned on the Station 1 microphone stand or on a separate stand placed on the left hand side behind Station 1 at a distance of 1.0 m to 1.5 m at a height of 40 cm to 50 cm. The lamp must be controlled by a system which must be so constructed as to indicate that for a period of 10 to 12 seconds immediately after the shooter on Station 5 has shot at a regular target(s) that the microphone on Station 1 is inoperable.

6.3.21.2.8 3 m to 4 m behind the line of shooting stations a path must be provided for mandatory use by the shooters moving from station 5 to station 6. Shooters must not pass between the path and the shooting stations. A wire, rope or other suitable barrier is to be erected 7 m to 10 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's stand and operator's stand should have adequate protection from sun and rain.



6.3.21.2.9 Separate Double Trap Range – 3 Machines





6.3.22 Standards for Skeet Ranges

- 6.3.22.1** A skeet field consists of two houses (high house and low house) and eight shooting stations. Stations 1 through 7 are arranged on a segment of a circle with a 19.2 m radius and a base chord of 36.8 m (with a tolerance of +/- 0.1 m) which is 5.5 m from the center point of the circle which is marked by a stake.
- 6.3.22.1.1** The center of the circle is marked by a stake which also marks the base of the target crossing point.
- 6.3.22.1.2** 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 exact distance between the center of the front of the stations 1 and 2, 2 and 3, etc., is 8.13 m on chord). Station 8 is located at the center of the base chord (see Figure).
- 6.3.22.2** Shooting stations 1 through 7 are 0.9 m +/-0.05 m x 0.9 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 8 shooting stations must be on the same level, within +/-0.05 m difference in elevation.
- 6.3.22.3 Target Distances, Angles and Elevations**
- 6.3.22.3.1** Each trap house must contain a trap (clay target throwing machine) in a fixed position.
- 6.3.22.3.2** Targets thrown from the high house must emerge at a point 0.9 m +/-0.05 m behind the station marker 1 (measured along the extended base chord) and 3.05 m +/-0.05 m above the level of station 1. The target 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.
- 6.3.22.3.3** Targets properly released must pass through a circle 0.9 m – 0.95 m in diameter, located 4.60 m +/-0.05 m above the target crossing point.
- 6.3.22.3.4** In calm weather conditions targets must carry a minimum of 65 m and a maximum of 67 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.

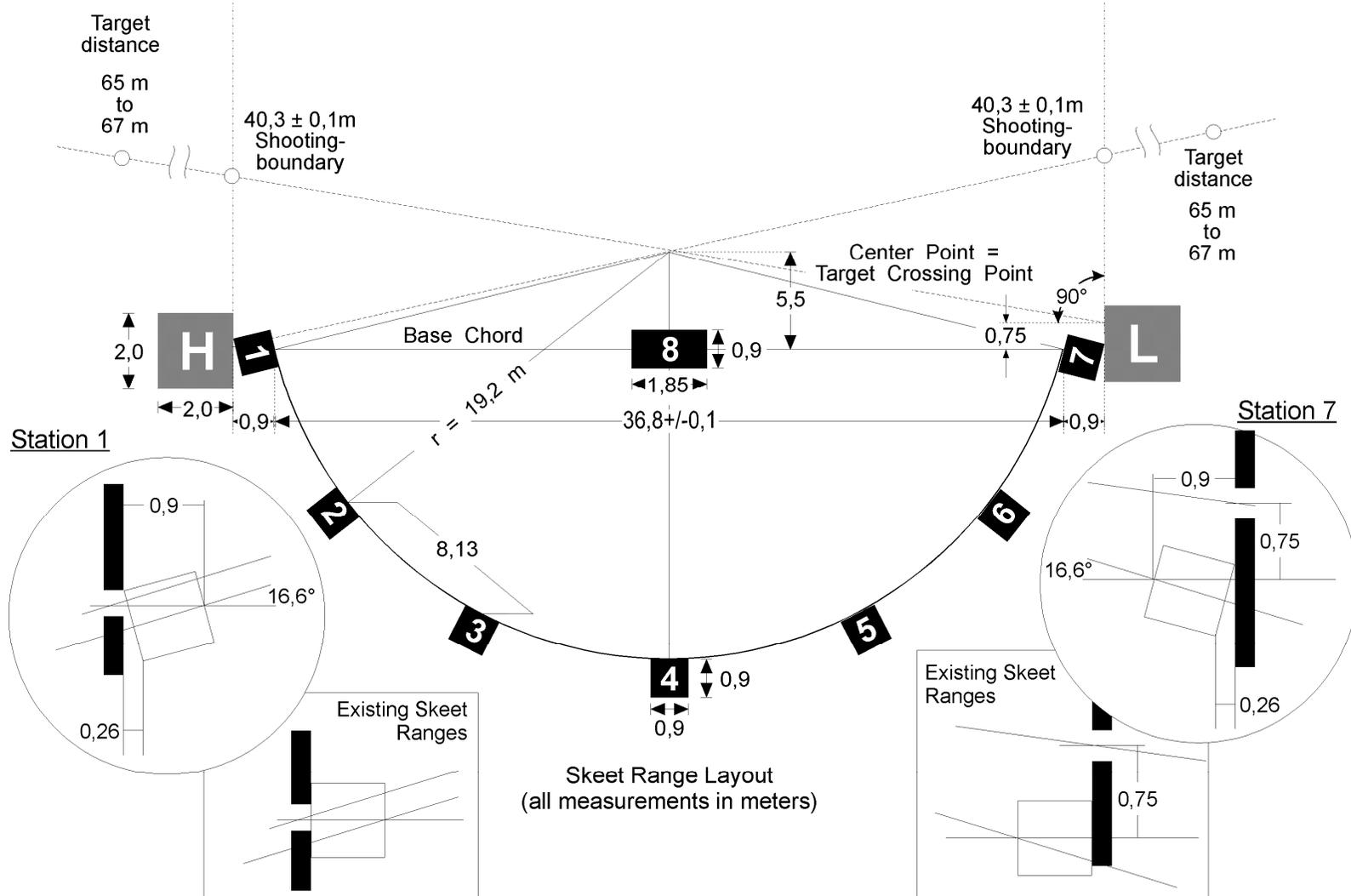


- 6.3.22.4** The shooting boundaries of stations 1 to 7 are 40.3 m +/-0.1 m from the face of each house. For station 8 the shooting boundary is determined by the crossing point between a straight line running from station 4 to station 8 and the target crossing point. Suitable markers must be placed on the target flight path, at points 40.3 m +/- 0.1 m from both the high house and the low house, to indicate the shooting boundaries. Similar markers must be placed at 65 m and 67 m to indicate the distance of a regular target.
- 6.3.22.5** A safety shield must be installed at the opening of each trap house so that the trap operator is not visible to a shooter 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 shooters from broken targets emerging from the opening of the trap-house. A wire, rope or other suitable barrier is to be erected 7 m to 10 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.
- 6.3.22.6** 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 competitors. For all ISSF supervised Competitions / 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 shooter 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.
- 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.
- 6.3.22.7** A colored lamp must be fitted to the outside of both high and low houses. The lamps must light immediately when the Puller presses the release 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 2.2 m – 2.8 m on the high house and 1.6 m – 2.0 m on the low house.



6.3.22.8

Skeet Range Layout



Skeet Range Layout
(all measurements in meters)

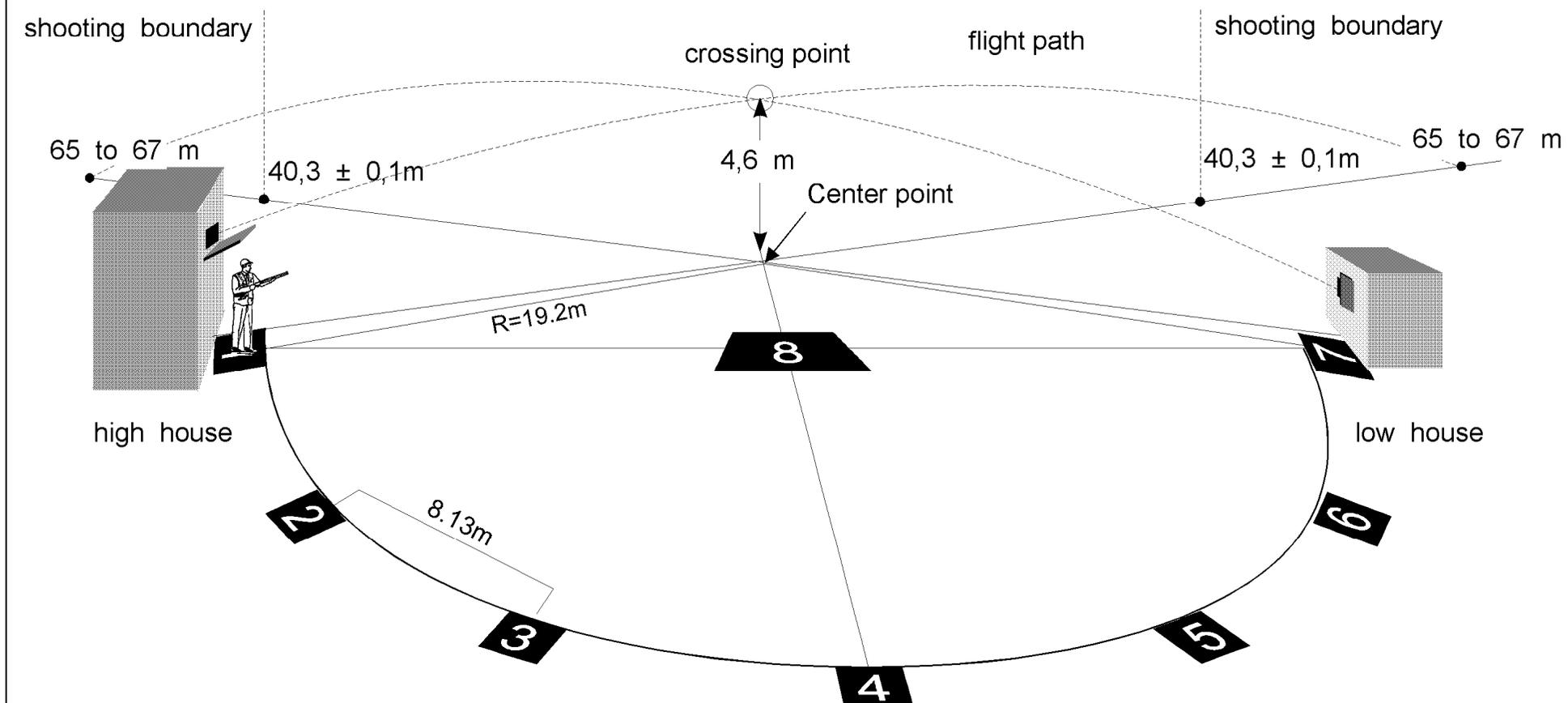


6.3.22.9

Skeet Range View

The target crossing point base is 4,6 m above the center point of the circle. A regular target must pass through a ring, $0,90 \pm 0,05$ m in diameter, with the center of the ring at the target crossing point.

(All measurements in meter)





6.4.0 EQUIPMENT AND AMMUNITION – GENERAL

6.4.1 The Organizing Committee must provide a complete set of gauges and instruments for equipment control before and during ISSF supervised Competitions / Championships. Calibration Certification or Calibration Test Equipment must be provided (except for the velocity measurement).

6.4.2 Shooters must use only equipment and apparel that complies with the ISSF Rules. Anything (guns, devices, equipment, accessories, etc.) which may give a shooter an unfair advantage over others and which is not mentioned in these Rules, or which is contrary to the spirit of the ISSF Rules and Regulations, is prohibited. The shooter is responsible for submitting all equipment and apparel for official inspection and approval to an ISSF-supervised Equipment Control prior to its use in ISSF competitions. Team leaders are equally responsible for ensuring that the shooters' equipment and apparel comply with the ISSF Rules and Regulations.

6.4.2.1 Clothing Regulations

It is the responsibility of the competitor to appear on the ranges dressed in a manner appropriate to a public event. Clothing made of camouflage material is prohibited.

6.4.2.1.1 The use of any special devices means or garments which immobilize or unduly reduce the movement of the shooter's legs, body or arms are prohibited in order to ensure that the performance skills of the shooters are not artificially improved by special clothing.

6.4.2.2 Prior to the competition each shooter's gun and other equipment must be examined by the Equipment Control Section to ensure that it conforms to ISSF Rules. The shooter is responsible for presenting all guns and equipment, including any questionable equipment and/or accessories for official inspection and approval before use.

6.4.3 The Organizing Committee must inform team officials and shooters, in sufficient time prior to the competition, where and when they may have their equipment inspected.

6.4.4 The Equipment Control Section will be assisted and supervised by a Jury Member(s).

6.4.5 The Equipment Control Section must register the name of the shooter, the make (manufacturer), serial number, and caliber of each gun approved on an Equipment Control Card.

6.4.6 All approved equipment must be marked with a seal or sticker and the approval must also be recorded on the Equipment Control Card.

6.4.6.1 **For Running Target:** Examined rifles are to be marked in such a way that the exchange of a sight, or the addition of compensating weights that were not officially weighed, would be immediately recognizable.



- 6.4.7** After equipment has been approved, it must not be altered at any time prior to or during the competition in any way that would conflict with the ISSF Rules.
- 6.4.8** If there are any doubts regarding an alteration, the equipment must be returned to Equipment Control for re-inspection and approval.
- 6.4.9** Approval of any equipment is valid only for the competition for which the inspection was made.
- 6.4.9.1** **For Rifle:** If a shooter's equipment has not been passed by a "One time only" equipment control then the equipment is valid only for that championship.
- 6.5.0** **PRE-MATCH ADMINISTRATION**
(Firing Point Allocation and Elimination Matches)
- 6.5.1** National Federations must submit final entries with the names of the shooters for individual and/or team events to the Organizing Committee at least 30 days in advance of the championships.
- 6.5.2** Shooters and Team Officials must be informed of the exact shooting time schedules and allocated firing points no later than 18:00 hours on the day preceding the competition. This rule also applies for training (for shotgun see 9.7.1.1).
- 6.5.3** If it should become necessary to change the shooting schedule, the shooters must be informed no later than 18:00 hours on the day preceding the competition or the training. This rule also applies in case of Elimination stages (for shotgun see 9.7.1.2 and 9.7.1.3).
- 6.5.4** A shooter, in a team event only, may be replaced 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.
- 6.5.5** **Basic principles for firing point allocation**
- 6.5.5.1** Individual shooters and teams (nations) should be able to shoot under conditions that are as near to equal as possible.
- 6.5.5.1.1** Shooters from the same nation should not be allocated adjacent firing position.
- 6.5.5.1.2** Shooters from the same nation should be split as equitably as possible between relays.
- 6.5.5.2** The random allocation of shooters to firing points and relays may be done either by the drawing of the lots or with a computer program suited to this purpose, under supervision of the Technical Delegate(s).
- 6.5.5.2.1** If more than one relay is used in team competitions, then team members must be distributed equitably between the relays.



6.5.5.3 10 m Air Rifle and Air Pistol Events

6.5.5.3.1 If there are more shooters than targets in air rifle / air pistol events the targets must be distributed by drawing lots for two or more relays.

6.5.5.4 Elimination Events for Outdoor Ranges

6.5.5.4.1 If the number of shooters exceeds the useable capacity of the range, an Elimination must be conducted.

6.5.5.4.2 Any Elimination must be over the complete course of fire.

6.5.5.4.3 The shooters who qualify must consist of a proportionate number of highest ranking shooters from each elimination relay, counting only those who participate. The number of shooters who will qualify must be announced as soon as possible.

6.5.5.4.4 **Formula:** The usable number of firing points is divided by the total number of shooters starting in the competition multiplied by the number of shooters starting in the relay to give the number of shooters going forward from the Elimination to the Qualification. E.g. 60 firing points and 101 shooters;

1st relay: 54 shooters start = 32.08 → 32 shooters forward;

2nd relay: 47 shooters start = 27.92 → 28 shooters forward.

6.5.5.5 When team matches are programmed and eliminations are required, team members/nations must be equitably divided between the elimination relays. Team scores are taken from these relays.

6.5.5.5.1 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.

6.5.5.6 A shooter who does not qualify must not be allowed to participate further in the event.

6.5.5.6.1 If there are tied scores for the last places in an elimination the order of ranking will be determined according to the Tie Breaking Rules.

6.5.5.7 If a rifle competition lasts for more than one day, all shooters must fire an equal number of shots in the same position or positions each day.

6.5.5.7.1 If a pistol competition is divided into two (2) parts or days, all shooters must finish the first part before the second part or day may begin. All shooters must fire an equal number of shots / series each day.

6.5.5.8 25 m Rapid Fire Pistol Event

6.5.5.8.1 The second 30 shot stage must begin only after all shooters have completed the first 30 shot stage. If there are fewer shooters than are necessary to completely fill all relays in the first stage, then the gaps must be left in the last relay of the first stage.



6.5.5.8.2 For the 2nd stage, the order of relays must be changed as follows:

6.5.5.8.2.1 A shooter having fired in the left side firing station in the first stage, must shoot in the right side firing station (of the same Range Section) in the second stage (and vice versa).

6.5.5.8.3 **When the event is held on one day**

6.5.5.8.3.1 All shooters in any relay for the first stage all shoot together again in one relay in the second stage, and in the same Range Sections although reversed; for example:

Stage	Relay	Range Section 1		Range Section 2		Range Section 3		Range Section 4	
		Bay	A	B	C	D	E	F	G
1	1	1	2	3	4	5	6	7	8
1	2	9	10	11	12	13	14	15	16
1	3	17	18	19	20	21	22	23	24
1	4	25	26	27	28	29	30	31	32
2	1	2	1	4	3	6	5	8	7
2	2	10	9	12	11	14	13	16	15
2	3	18	17	20	19	22	21	24	23
2	4	26	25	28	27	30	29	32	31

6.5.5.8.4 **When the event is held over two days**

6.5.5.8.4.1 For a competition to be completed in two days the first relay in the second stage must be the middle relay of the first stage, or if there is an equal number of relays, the relay immediately after the middle of the first stage; for example:

Stage Day	Relay	Range Section 1		Range Section 2		Range Section 3		Range Section 4	
		Bay	A	B	C	D	E	F	G
1	1	1	2	3	4	5	6	7	8
1	2	9	10	11	12	13	14	15	16
1	3	17	18	19	20	21	22	23	24
1	4	25	26	27	28	29	30	31	32
2	1	18	17	20	19	22	21	24	23
2	2	26	25	28	27	30	29	32	31
2	3	2	1	4	3	6	5	8	7
2	4	10	9	12	11	14	13	16	15



6.5.6 In the **Shotgun events** the random selection of ranges and the division of the rounds may be done either by the drawing of lots or with a computer program suited for the purpose under the supervision of the Technical Delegate.

6.5.7 Running Target

6.5.7.1 Every shooter must shoot the entire competition on the assigned range. Any change in range assignments may be made only if the Jury decides that there are different range conditions such as light conditions.

6.5.7.2 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.

6.5.7.3 If the event is conducted over two (2) days the shooter in the lowest ranking position at the end of the first day shoots first on the second day, and the shooter in the highest ranking position at the end of the first day shoots last on the second day.

6.5.8 Training

6.5.8.1 Official Training

Official Training must be provided the day following the official arrival day.

6.5.8.2 Pre-Event Training

For Rifle, Pistol and Running Target the range must be available; a minimum of one (1) hour (minimum total time – not per shooter) for a short training period on the day before the event. This is in addition to the official training day(s) in the program (for Shotgun see separate rule).

6.5.8.3 Unofficial Training

In addition to the Official Training provided for in the General Regulations before the beginning of the competitions (see ISSF General Regulations), shooters should be given the opportunity to train during the competitions, insofar as this is possible from the organizational point of view.

6.5.8.4 A specially designated supervised function firing range, without targets, must be provided for shooters to test guns.

6.6.0 COMPETITION JURIES

6.6.1 At ISSF supervised Competitions / Championships, juries must be formed in accordance with ISSF General Regulations to advise, assist and supervise the competition officials appointed by the Organizing Committee. A Range Jury must be appointed to supervise the conduct of events. A Classification Jury must be appointed to supervise scoring and ranking.



6.6.1.1 The Range Officers are responsible for the actual conduct of the competition while the Jury acts in an advisory and supervisory capacity. They must cooperate fully together. The Range Officers and Jury are responsible to the Organizing Committee and to the ISSF, respectively, for the conduct of the competitions in accordance with ISSF Regulations and Rules.

6.6.1.2 All Range Officers and Members of the Jury must be familiar with the ISSF Rules and they must ensure that these Rules are enforced in a fair and equitable manner during the competitions.

6.6.1.3 Members of the Jury have the right to make individual decisions during the competitions, but should confer with other Jury Members and Range Officers when any doubt exists. If a Team Official or Shooter does not agree with a decision of an individual Jury Member, a decision of the majority of the Jury may be sought by making a written protest.

6.6.2 Duties and Functions of the Jury

6.6.2.1 Before the beginning of the competition, each discipline Jury must examine the shooting ranges and check the organizational arrangements and organization of operating personnel, etc., to ensure that they conform to ISSF Rules. This is independent of an earlier check by the Technical Delegate.

6.6.2.2 When electronic scoring targets are used, targets must be checked for functioning and accuracy under the supervision of the Technical Delegate.

6.6.2.3 The Juries must supervise the examination of the guns, equipment, and accessories, and continuously observe the shooting positions of the shooters.

6.6.2.4 The Juries have the right to examine the guns, equipment, positions, etc., of the shooters at any time, even during the competitions. During the competition, their approach should not be made while the shooter is firing a shot (or series of shots in timed fire events). Immediate action must, however be taken when a matter of safety is involved.

6.6.2.5 The Jury must supervise target distribution, the allocation of firing points and shooting time schedules.

6.6.2.6 The Jury must deal with any protest(s) which have been submitted to the Organizing Committee in accordance with the ISSF Regulations and Rules. After consultation with the Range Officers and others directly concerned the Jury shall rule on the protest(s).

6.6.2.7 A majority of the Jury must always be present on the range during a competition so that, if necessary, a Jury meeting can be called and decisions made immediately. The Chairman of the Jury must ensure the presence of sufficient members of the Jury at all times including during Official and Pre-Event Training.



6.6.3 The Jury must decide all cases which are not provided for in the ISSF Regulations and Rules. Such decisions must be made within the spirit and intent of the ISSF Regulations and Rules. Any such decisions must be put into writing and sent to the ISSF Secretariat so that necessary rules may be clarified or changed.

6.6.4 Shooters and Team Officials must not be members of a Jury. Jury Members must not advise or assist shooters beyond the scope of the ISSF Rules at any time during the competition.

6.7.0 Competition Officials

Must refrain from any conversation with the shooter or from making any other comments regarding the score or the time remaining in the competition.

6.7.1 Duties and Functions of the Chief Range Officer

6.7.1.1 A Chief Range Officer must be appointed for each event on a specific range and is 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, he will be responsible for all range commands;

6.7.1.2 responsible for assuring the co-operation of all Range Personnel with the Jury;

6.7.1.3 responsible for the rapid correction of any equipment failures and for making available the necessary experts and material to operate the range. The Chief Range Officer must resolve any irregularities which other Range Officers cannot resolve. A repair service 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;

6.7.1.4 responsible for the efficient and rapid scoring of all targets in co-operation with the Chief Classification Officer;

6.7.1.5 if necessary, participates in the drawing of lots for the assignment of firing points.

6.7.1.6 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.



6.7.2 Duties and Functions of the Range Officer

A Range Officer must be appointed for each range section or for each five to ten firing points. Range Officers must:

- 6.7.2.1** be responsible to the Chief Range Officer for the conduct of the competition in the target section entrusted to them but must cooperate with Jury Members at all times;
- 6.7.2.2** call the shooters on to their firing points;
- 6.7.2.3** check the names and Bib (Start) numbers of shooters to ensure that they correspond with the start list, range register and small scoreboards;
- 6.7.2.4** ensure that the guns and sights, equipment and accessories of shooters have been examined and approved;
- 6.7.2.5** check the shooter's shooting positions and advise the Jury of any irregularities;
- 6.7.2.6** give the required or necessary commands;
- 6.7.2.7** take any necessary actions following a malfunction, protest, disturbance or any other matter arising during the competition;
- 6.7.2.8** be responsible for the accurate recording of shots by the Register Keepers when using paper targets;
- 6.7.2.9** supervise the correct operation of the targets;
- 6.7.2.10** receive protests and pass them on to a Jury Member;
- 6.7.2.11** be responsible for the recording of all irregularities, disturbances, penalties, malfunctions, cross-fires, extra time allowed, repeated shots, etc. on an incident report, range register and the target or printer strip and on the small scoreboard when appropriate.

6.7.3 Duties and Functions of the Register Keeper – Paper Targets

A Register Keeper should be appointed for each firing point. Register Keepers must:

- 6.7.3.1** fill out or verify the corresponding information on the scorecard and scoreboard, (shooters name, Bib (Start) number, firing point number, etc.);
- 6.7.3.2** inform the shooter when his sighting and competition targets are ready for firing. The shooter must inform the Register Keeper clearly whether he wishes to fire sighting or competition shots; this must be confirmed by the Register Keeper. In order to avoid language difficulties the shooter may be given two cards with the words **SIGHTING** and **COMPETITION**. In addition, each card should be imprinted with a small replica of a sighting or competition target. The shooter merely has to show the Register Keeper the appropriate card;



- 6.7.3.3** 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 shooter the opportunity to spot his shot;
- 6.7.3.4** 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;
- 6.7.3.5** on ranges where the targets are returned mechanically to the firing line, collect the targets immediately after each series of ten shots and place them in a locked container to be collected by authorized personnel for delivery to the Classification Office;
- 6.7.4** **Duties and Functions of the Register Keeper – Paper Targets – Running Target**
- 6.7.4.1** Examines the entries on the range assignment list and score cards to assure that the name of the shooter, bib (start) numbers, range numbers and nations agree.
- 6.7.4.2** Writes down the indicated score and compares this with the TV monitor when it is in use. Entries on the score cards are to be made in such a way that the Classification Office can identify right and left runs.
- 6.7.4.3** **Duties and Functions of the Line Officer– Running Target**
- 6.7.4.3.1** The Line Officer must be located so that he can observe the readiness of the shooter and is able to hear the shooter's READY command. 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.
- 6.7.4.3.2** The Line Officer operates the starting button, the stop button, and the switch to change from slow to fast runs. 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.
- 6.7.5** **Duties and Functions of the Target and Pit Officers – Paper Targets**
- 6.7.5.1** The number of Pit Officers should correspond to the number of Range Officers. In a pit operation, 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 shooter's next shot.
- 6.7.5.2** 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, resolving the situation.



- 6.7.5.3** When automatic target boxes are used, the Pit Officers are responsible for loading the correct targets in the boxes, for removing the targets and preparing them for delivery to the Classification Office. They are also responsible for marking on the targets any irregularities which may have occurred.
- 6.7.5.4** 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.
- 6.7.6 Duties and Functions of the Pit Officer – Paper Targets – Running Target**
- A Pit Officer and an assistant must be stationed at each side of all ranges used during the competition. The Pit Officer is responsible for:
- 6.7.6.1** ensuring that the correct targets are attached to the frame in the specified sequence;
- 6.7.6.2** correctly positioning 50m half targets or repair centers. Correctly applying patches to cover bullet holes. Establishing the rhythm of score indicating, etc.;
- 6.7.6.3** examining the target after each run and ensuring that every shot is correctly signaled for both value and location;
- 6.7.6.4** ensuring that the target is facing in the correct direction before each run;
- 6.7.6.5** bullet holes close to a scoring ring must be given the lower value when indicating the score.
- 6.7.6.6** at the conclusion of each stage, the targets must be removed from the frame and placed in a secure container to await transfer to the Classification Office. Target couriers must transmit targets and report sheets to the Classification Office at least after every second shooter finishes firing.
- 6.7.6.7** Sighting shots on 50m targets must be covered with black patches.
- 6.7.6.8** Each series begins with 4 sighting shots. If the shooter does not shoot the sighting shots, black patches must be stuck on the corresponding targets outside the rings.
- 6.7.6.9** 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 Classification Office in scoring. The last hit on each target must remain uncovered.
- 6.7.6.10 Specific Rules for Running Target 10m Competition**
- 6.7.6.10.1** 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.



6.7.7 Target Officer – Paper Targets – 25 m

6.7.7.1 A Target Officer must be appointed for each Range Section or for each five to ten targets. The number of Target Officers must correspond to the number of Range Officers.

6.7.7.2 The Target Officer must:

6.7.7.2.1 be responsible for the group of targets entrusted to him;

6.7.7.2.2 in the 25 m events, he must call to the attention of the Jury Member all hits of doubtful value and, after the decision is made, he must signal the location and value of shots;

6.7.7.2.3 ensure that targets are scored rapidly, accurately and efficiently marked, patched and/or changed, as necessary and as required by the Rules;

6.7.7.2.4 assist to resolve doubtful situations according to ISSF Rules and in co-ordination with the Range Officer and the Jury.

6.7.7.3 Second Register Keeper – Paper Targets – 25 m

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

6.7.7.4 Marker

In the 25 m events, which are scored officially on the range, the Marker must not patch the holes on the target or Control Sheet, and on the Backing Targets, or change targets or Control Sheets until scoring is completed.

6.7.8 Jury Members on the Target Line – 25 m

6.7.8.1 For 25 m events when using paper targets, a Jury Member from the Classification Jury and/or the Pistol Jury must be appointed for each Range Section or for each five to ten targets (i.e. one per Target Officer). He must accompany the Target Officer at the Target Line.

6.7.8.2 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.

6.7.8.3 Decisions on doubtful situations 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 plug gauge, if necessary.



- 6.7.8.4** The Jury Member at the Target Line must ensure that all results recorded by the Second Register Keeper at the Target Line are correct, also that Jury decisions are duly noted and certified on the score cards.
- 6.7.8.5** The Jury Member must ensure that the targets are not patched, and shots are not indicated by the colored discs until after doubtful situations have been resolved and the score has been recorded correctly by the Second Register Keeper.
- 6.7.8.6** When using Electronic Scoring Targets, member(s) of the Classification Jury will be present to assist in the resolution of any matters relating to scoring. Members of the Pistol Jury must assist in cases where actions or decisions need to be taken and there are only two or less Jury Members available from the Classification Jury.
- 6.7.9 Target Officer – Electronic Scoring Targets**
- 6.7.9.1** Target Officers must ensure that there are no shot holes on the white surface of the target, and that any shot marks on the frame are clearly indicated, patch the **Backing Targets** and the **Backing Cards** and change the **Control Sheets**.
- 6.7.9.2** The **Backing Targets** and **Backing Cards** and **Control Sheets** must not be patched or changed until after all scoring is completed.
- 6.7.10 Technical Officers – Electronic Scoring Targets**
- 6.7.10.1** Technical Officers may be appointed to operate and maintain the Electronic Scoring Target equipment; they may offer advice to Range Officers and Jury Members but must not take any decisions.
- 6.7.10.2** Prior to the commencement of each relay of an event, a Jury Member must inspect the Electronic Scoring Targets to confirm the following:
- 6.7.10.3** that there are no shot holes on the white surface of the target;
- 6.7.10.4** any shot marks on the frame are indicated clearly;
- 6.7.10.5** the Backing Targets are free of shot holes;
- 6.7.10.6** the Backing Cards are free of shot holes;
- 6.7.10.7** the Control Sheets are renewed.
- 6.7.10.8** The Backing Targets and Backing Cards and Control Sheets must not be patched or changed until after all scoring is completed.
- 6.7.11 Procedure for Examination of Electronic Scoring Targets (EST) following a Score Protest, Complaint, No Indication etc.**
- 6.7.11.1** A Jury Member collects the following items (and the number of the firing point and the orientation of the card, sheet or target, and the relay and series and the time of collection must be noted on each):



- 6.7.11.1.1 the Control Sheet (25 m / 50 m / 300 m). 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;
- 6.7.11.1.2 the Backing Card (25 m / 50 m / 300 m);
- 6.7.11.1.3 the Backing Target (25 m);
- 6.7.11.1.4 the black paper strip (10 m);
- 6.7.11.1.5 the black rubber band (50 m);
- 6.7.11.1.6 the Range Incident Report;
- 6.7.11.1.7 the LOG print;
- 6.7.11.1.8 the data record from the electronic scoring target computer (if necessary).
- 6.7.11.2 A Jury Member must examine the face of the electronic scoring target, and the frame, and record the location of any shots outside the black aiming mark.
- 6.7.11.3 No CLEAR LOG must be made before the Classification Jury has given permission.
- 6.7.11.4 The number of shot holes must be counted and their location taken into account. The Jury Members must examine the items above and then make independent assessments before a formal Jury decision is made.
- 6.7.11.5 A Jury Member must supervise any manual intervention of the control computer results (e.g. introduction of penalties, corrected scores after malfunctions etc.).

6.8.0 SCORING PROCEDURES

- 6.8.1 The Classification Office must publish Preliminary scores on the Main Scoreboard as soon as possible after each relay and stage and completion of each event.
- 6.8.2 The Official Results Booklet must contain the following:
 - 6.8.2.1 a list of contents;
 - 6.8.2.2 a Results Certification Page (to be signed by the Technical Delegate(s) and all Jury Chairmen);
 - 6.8.2.3 a list of Competition Officials;
 - 6.8.2.4 a list of Entries by Nations and events;
 - 6.8.2.5 the Competition Schedule;
 - 6.8.2.6 a list of Medalists by name;
 - 6.8.2.7 a list of Medals by Nations by number;
 - 6.8.2.8 a list of New and Equaled Records;



6.8.2.9 the Final Results in the standard ISSF order of events (men – rifle 10 m, 50 m and 300 m, pistol 10 m, 50 m and 25 m, shotgun trap, double trap and skeet, running target 10 m and 50 m; women – same order; junior men – same order; junior female – same order).

6.8.2.9.1 These lists must contain the full names as used in the ISSF ID Numbers (family name (capital letters), full given name (first letter capital-rest small letters)), Bib numbers and the Nation (official IOC code) of each shooter.

6.8.2.9.2 The following abbreviations must be used in the result list when appropriate:

DNF	Did not Finish
DNS	Did not Start
DSQ	Disqualified
WR	New World Record
EWR	Equaled World Record
FWR	New Final World Record
EFWR	Equaled Final World Record
WRJ	New World Record Junior
EWRJ	Equaled World Record Junior
OR	New Olympic Record
EOR	Equaled Olympic Record
FOR	New Final Olympic Record
EFOR	Equaled Final Olympic Record

6.8.3 One (1) copy of the official result lists of each event must be sent to the ISSF Secretariat via Fax or Email immediately after it has been verified, but not later than the end of the competition day.

6.8.4 One (1) hard copy and/or electronic copy of the complete official result lists must be sent to the ISSF Secretariat immediately upon conclusion, at the latest within three (3) days after the completion of the events.

6.8.5 The **Classification Jury** must supervise the scoring and all work done in the Classification Office and on the 25 m target line. It directs how any questionable shots shall be scored, determines their value, and resolves any questions or scoring protests. The official final results list must be verified and signed by a Member of the Classification Jury to confirm its accuracy.

6.8.6 When **Electronic Scoring Targets** are used many of the functions are undertaken by these machines, however the Classification Jury must resolve any queries/protests relating to scoring.



- 6.8.7** At ISSF supervised Competitions / Championships the targets of the following events must be scored in the Classification Office:
- 6.8.7.1** all Rifle events at 10 m, 50 m and 300 m (paper targets only);
 - 6.8.7.2** all Pistol events at 10 m and 50 m (paper targets only); all 25 m Pistol Events (paper targets only) are scored at the target line.
 - 6.8.7.3** all Running Target events at 10 m and 50 m (paper targets only);
 - 6.8.7.4** all results in those events or stages which are scored at the shooting range are considered preliminary results.
- 6.8.8** All targets for events to be scored in the Classification Office must be transported in a locked container from the target line to the Classification Office under suitable security.
- 6.8.9** Competition targets for events which are scored in the Classification Office must be numbered and must agree with the scorecard. The Classification 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.
- 6.8.10** The Chief Range Officer and the Chief of the Classification Office are responsible for the quick delivery of targets to the Classification Office for scoring immediately after they have been fired, so that there will be no delay in the completion of the results list.
- 6.8.11** In the Classification Office, the following scoring procedures must be checked by a second official:
- 6.8.11.1** determining the value of individual shot;
 - 6.8.11.2** adding shot values or points to be deducted;
 - 6.8.11.3** entries on the main scoreboard;
 - 6.8.11.4** adding the individual series and overall total.
- 6.8.12** Each official must certify his or her work by initialing the target, score card or results list.
- 6.8.13** Independent of the results determination, the Classification Jury must examine the 10 best individual and the 3 best team results prior to the publication of the final results list.



6.8.14 Value of Shots

6.8.14.1 All bullet holes are scored according to the highest value of the target scoring zone or ring that is touched by that bullet hole. If any part of a scoring ring (demarcation line between the scoring zones) is touched by the bullet, the shot must be scored the higher value of the two scoring zones. Such a hit 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.

6.8.14.2 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 the horizontal position.

6.8.14.3 When the accurate use of the plug gauge is made difficult by the close proximity of another bullet hole, the shot value must be determined by means of an engraved gauge of some flat, transparent material, to aid in reconstructing the position of a scoring ring or number of bullet holes which may overlap.

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

6.8.14.5 The plug 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.

6.8.14.6 Hits outside the scoring rings of the shooter's own target are scored as misses.

6.8.15 All irregularities, penalties, misses, malfunctions, extra time allowed, repeated shots or annulment of shots, etc., must be clearly marked and recorded on a Range Incident Report Form IR (see form at the end of the Rifle Rules), the Range Register, printer strip, on the target and on the score card (paper target) by a Range Officer and/or Jury Member for the attention of the Classification Office.

6.8.16 **Deductions from the score** 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 competition shot(s) in the first series.

6.9.0 SCORING PROCEDURES (Paper Targets) 25 m Events

6.9.1 The score card (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 Classification Office by a secure means, for verification of addition and final recording.



6.9.1.1 Skid Shots

6.9.1.1.1 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) measures not more than 7mm in the 25 m Rim fire 5.6mm (.22") Events, or 11mm in the 25 m Center Fire Pistol Event.

6.9.1.1.2 The horizontally elongated bullet hole in the target must be measured with a skid gauge. When the inside edge of the engraved line touches a scoring ring, the score will count to the higher value of the two zones

6.9.1.2 The Jury must supervise all scoring procedures.

6.9.1.2.1 Marking, Scoring and Recording Shot Values

6.9.1.2.2 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 on the small scoreboard near his desk.

6.9.1.2.3 The Second Register Keeper must accompany the Target Officer and record the value of the shots on a scorecard as they are called by the Target Officer.

6.9.1.2.4 The position and value of the shot on the target must be indicated to the shooter and spectators as follows:

6.9.1.2.4.1 colored spotting discs in the 25 m 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 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;

6.9.1.2.4.2 a ten must be indicated with the red side facing the shooter. Values less than ten must be indicated with the white side facing the shooter. After the hits have been indicated in this manner, the total result for the series must be shown on the small scoreboard near the target line, and recorded by the Second Register Keeper. The series total must also be called. The discs must then be removed and the targets patched;



6.9.1.2.4.3 in the 25 m Standard Pistol, 25 m Pistol and 25 m 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 shooter, 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.

6.9.1.2.4.4 Sighting shots must be indicated and recorded.

6.9.2 For targets scored officially on the range

6.9.2.1 The Target Officer and the Range Officer must verify that the results on the scoreboard are the same as recorded at the Target Line.

6.9.2.2 Should there be any difference of opinion regarding the recording of a shot value, the matter must be resolved immediately.

6.9.2.3 As soon as shots are indicated and recorded:

6.9.2.3.1 the targets must be patched and made ready for the next series (Rapid Fire Pistol Event and Rapid Fire Stages); or

6.9.2.3.2 the targets must be replaced and the Backing Targets patched or replaced for the next series;

6.9.2.3.3 the targets and Backing Targets must be removed rapidly and replaced with new targets for the next shooter.

6.9.2.4 The completed scorecard must be signed by the shooter next to the score total before leaving the range. A shooter who fails to sign the scorecard may not later protest the score shown on that scorecard.

6.10.0 RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS

6.10.1 No kind of demonstration or political, religious or racial propaganda is permitted during ISSF supervised Competitions / Championships.

6.10.2 Each team must have a Team Leader who is responsible for maintaining discipline within that team. A shooter may be appointed as a Team Leader. The Team Leader must cooperate with range officials at all times in the interest of safety, efficient operation of the competition and good sportsmanship. A Team Leader is responsible for all official affairs concerning a team.

6.10.3 The Team Leader has the responsibility of:

6.10.3.1 completing the necessary entries with accurate information and to submit them to the appropriate officials within the designated time limit;



- 6.10.3.2 being familiar with the program;
- 6.10.3.3 having team members report, ready to shoot at the designated firing point, at the correct time, with approved equipment;
- 6.10.3.4 checking scores and filing protests, if necessary;
- 6.10.3.5 observing preliminary and official bulletins, scores and announcements;
- 6.10.3.6 receiving official information and requests and passing them on to team members.
- 6.10.4 **The shooter should report**, ready to shoot, at the designated firing point at the correct time, with approved equipment.
- 6.10.5 **Coaching during the conduct of any Event**
- 6.10.5.1 All **types of coaching** while a shooter is on the firing line are **forbidden**. While on the firing line, a shooter may speak only with Jury Members or range officials.
- 6.10.5.2 If a **shooter wishes to speak** with anyone else, the shooter must unload his gun, leave it in a safe condition on the firing line (on the firing line bench if possible). In the case of bolt action rifles, the bolt must be both open and back. A shooter may leave the firing line only after notifying a Range Officer and without disturbing other shooters.
- 6.10.5.3 If a **team official wishes to speak** with a team member on the firing line, the team official must not contact the shooter directly or talk with the shooter while he is on the firing line. The team official must obtain permission from a Range Officer or Jury Member, who will call the shooter off the firing line.
- 6.10.5.4 If a team official or shooter violates the rules concerning coaching, a warning must be issued the first time. In repeated cases two (2) points must be deducted from the shooter's score and the team official must leave the vicinity of the firing line.
- 6.10.6 **Penalties for Rule Violations**
- 6.10.6.1 In cases of violation of the Rules or instructions of Range Officers or the Jury, the following penalties may be imposed on the shooter by a Jury Member or the Jury.
- 6.10.6.1.1 A warning to the shooter must be expressed in terms that will leave no doubt that it is an **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 by a Jury Member.
- 6.10.6.2 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 by a Jury Member.



- 6.10.6.3** Disqualification, expressed by the Jury showing a red card with the word **DISQUALIFICATION**. A disqualification may only be given by decision of a majority of the Jury.
- 6.10.6.3.1** In the case of a disqualification in the Finals the shooter will be ranked on the last place of the participating finalists, but may retain his Qualification score.
- 6.10.6.4** The size of penalty cards should be approximately 70 mm x 100 mm.
- 6.10.6.5** **Infringements should normally be graded by the Jury as follows:**
- 6.10.6.5.1** in the case of **open violations** of the Rules (guns, clothing, position, coaching etc.) an warning must first be given so that the shooter may have the opportunity to correct the fault. Whenever possible, the warning should be given during the training stage or sighting shots. If the shooter does not correct the fault within the time stipulated by the jury, two (2) points must be deducted from his score. If the shooter still does not correct the fault, disqualification must be imposed;
- 6.10.6.5.2** in the case of **concealed violations** of the Rules, when the fault is deliberately concealed, disqualification must be imposed.
- 6.10.6.6** If a shooter **impedes another shooter** in an unsportsmanlike manner when the latter is shooting, two (2) points must be deducted. If the incident is repeated, disqualification must be imposed.
- 6.10.6.7** If, when asked to give an explanation for an incident, a shooter consciously and knowingly gives **false information**, two (2) points must be deducted. In serious cases, disqualification may be imposed.
- 6.10.6.8** If a shooter handles a gun in a **dangerous manner** or violates any safety rules, the shooter may be disqualified by the Jury.
- 6.11.0** **COMPETITION RULES**
- 6.11.1** **Handling of Targets**
- 6.11.1.1** **Paper targets**
- 6.11.1.1.1** **10 m Air Rifle and Air Pistol**
- 6.11.1.1.1.1** The changing of the targets is done by the shooters, under the supervision of the Range Officers. The shooter is responsible for shooting on the correct targets.
- 6.11.1.1.1.2** Immediately after each series of ten shots the shooter must put the ten 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 Classification Office.
- 6.11.1.1.2** **50 m Rifle and Pistol**
- 6.11.1.1.2.1** If **automatic target carriers** or changers are used, the shooter may control target changing or target changing may be controlled by the Register Keeper. In either case, the shooter is responsible for shooting on the correct target.



6.11.1.1.2.2 If the shooter considers the **marking or target changing too slow**, he may report this to the Range Officer. If the Range Officer or the Jury considers the claim justified, they must correct the situation. If the shooter or a team official considers there is no improvement, the shooter 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 the competition except in unusual circumstances.

6.11.1.2 Electronic Scoring Targets

It is essential that shooters familiarize themselves during training with the control buttons that alter the target presentation on the monitor screen (ZOOM facility) and that change from a Sighting target to a Match target (MATCH). In 10 m and 50 m events the change from sighters to match is under control of, and is the responsibility of, the shooter. If any shooter is in doubt, he must ask a Range Officer for assistance. In 25 m events the control and responsibility is by the range personnel.

6.11.1.2.1 It is not permitted to **obscure the shooter's monitor-screen** or any part of the screen. The whole screen must be visible to the Jury and range personnel.

6.11.1.2.2 Shooters 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. Shooters should sign the printer strip (next to the score total) before leaving the range to identify their score.

6.11.1.2.3 When a shooter 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 Classification Office.

6.11.2 Rules for 10 m and 50 m Rifle and Pistol Events

6.11.2.1 Preparation Time

6.11.2.1.1 Shooters must be given 10 minutes before the competition starts to make their final preparation. During the Preparation Time the sighting targets must be visible. The Chief Range Officer must permit shooters to bring their equipment to the firing point before the Preparation Time, providing any previous relay has finished. The Chief Range Officer will announce when the previous relay has finished. Pre-competition checks by the jury and range officers must be completed before the Preparation Time begins.

6.11.2.1.2 Then they will be given the command "**PREPARATION TIME BEGINS NOW**". Before and during the Preparation Time shooters may handle their guns, dry fire, carry out holding and aiming exercises on the firing line providing there are no personnel forward of the firing points.

6.11.2.2 Start

6.11.2.2.1 No shot may be fired before the start of the event.



- 6.11.2.2.2** The competition is considered to have started when the Chief Range Officer has given the command "**START**". Every shot fired after the competitor completes his sighting shots must be recorded for the competition. However, dry firing is allowed.
- 6.11.2.3 Sighting shots – shots before START – information before STOP**
- 6.11.2.3.1 Sighting shots** (unlimited in number) may be fired only before the beginning of each competition or position. Once the first competition shot has been fired, no further sighting shots are allowed unless permitted by the Jury in accordance with these Rules. Any further sighting shot(s) fired in contravention of this rule must be scored as miss(es) in the competition.
- 6.11.2.3.2** A shot or shots which are **fired before the start** of the official shooting time must incur a **penalty of two (2) points** on the first competition target for each shot fired. A shot or shots, which are not fired at all, must be scored as miss(es) on the last competition target(s). The same applies to shots fired after the end of the official shooting time, unless the Chief Range Officer or a Jury Member has authorized extra time. If a late shot(s) cannot be identified, such shot(s) must be nullified by deducting the highest value shot(s) from that target.
- 6.11.3 Time remaining**
- 6.11.3.1** The Chief Range Officer must inform the shooters of the time remaining by loudspeaker at both ten (10) and five (5) minutes before the end of the shooting time.
- 6.11.3.2** The competition must stop at the command "**STOP**" or at the appropriate signal.
- 6.11.3.3** If a shot(s) is fired after the command or signal "**STOP**", that shot(s) must be counted as a miss. 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).
- 6.11.4 Specific rules for the 10 m Air Gun Events**
- 6.11.4.1** If a shooter **releases the propelling charge** during the preparation time he must be given a **WARNING** for the first violation and a **DEDUCTION** of two (2) points from the lowest value shot of the first competition series for the second and subsequent violations.
- 6.11.4.1.1** Any release of the propelling charge, after the first competition target is in place, 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.
- 6.11.4.1.2** If a shooter wishes to change, or to fill, his gas or air cylinder, he must leave the firing point to do so (permission must be obtained). No extra time will be allowed to compensate for time lost by a shooter who leaves the firing point to change or to fill his gas or air cylinder.
- 6.11.4.2** The gun may only be loaded with one (1) pellet.



- 6.11.4.2.1** If the gun is accidentally loaded with more than one (1) pellet:
- 6.11.4.2.2** if the shooter 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, but the shooter may continue in the normal way;
- 6.11.4.2.3** if the shooter is unaware of the situation at the time, as soon as he realises what has happened he must report it to a range officer, then the following procedure will apply:
- 6.11.4.2.4** 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.
- 6.11.4.2.5** if there is only one (1) hit on the target, this will be counted.
- 6.11.5** **Interruptions**
- 6.11.5.1** If a shooter must stop firing for **more than three (3) minutes** through no fault of his own, 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 few minutes of the competition.
- 6.11.5.2** If a shooter is interrupted **for more than five (5) minutes, or moved to another firing point**, he may have additional unlimited sighting shots at one sighting target at the beginning of his remaining shooting time together with any time extension granted plus an additional five (5) minutes. If automatic paper target systems which have no possibility for providing a new sighting target are in use, the sighting shots should be fired on the next unused competition target. Two (2) competition shots should be fired at the next competition target according to the instructions given by the Range officials or Jury Members. Range officials or Jury Members must ensure that a complete explanation is recorded on the score sheet.
- 6.11.5.3** Any **extension of time** allowed by the Jury or Range Officers must be marked clearly, stating the reason on a Range Incident Report and if applicable on the Register Keeper's score card.
- 6.11.6** **Infringements and Disciplinary Rules**
- 6.11.6.1** The Juries have the right to examine the guns, equipment, positions, etc., of the shooters at any time, even during the competition. During the competition, their approach should not be made while the shooter is firing a shot. Immediate action must however be taken when a matter of safety is involved.
- 6.11.6.2** If a shooter begins an event with an **unapproved gun or equipment**, he must be penalized with the deduction of two (2) points from the result of the lowest value shot of the first competition series. He must not be permitted to continue until his gun or equipment has been approved by Equipment Control. He may only resume firing at a time determined by the Jury. No additional sighting shots or extra time will be allowed.



- 6.11.6.3** If a shooter **alters a gun or equipment** which has already been checked so that it no longer conforms to the rules, before or during the competition, he must be disqualified.
- 6.11.6.4** If there are any doubts regarding any alteration, the gun or equipment must be returned to Equipment Control for re-inspection and approval if it qualifies.
- 6.11.6.5** If a shooter **arrives late** for a competition, he may participate but will not be credited with any extra time, except when his lateness is due to circumstances beyond his control. If it can be proved that his lateness was due to circumstances beyond his control, the Jury must whenever possible grant extra time without disruption of the overall shooting program. In this case the Jury will determine when and on which firing point he may make up for the missed time.
- 6.11.6.6** If a shooter's equipment has been passed by Equipment Control, but the shooter is unable to **produce the Equipment Control Card** at the start of the event, the shooter may commence, but will be penalized with a deduction of two (2) points from the lowest value shot of the first series, if he (or his coach or team official) cannot obtain confirmation that the equipment has been previously passed by the Control Section before the official end of the shooting time for that relay of that event. The responsibility rests with the shooter (or his coach or team official) to visit the Equipment Control Section for this purpose. No extra shooting time will be allowed.
- 6.11.7 Irregular Shots**
- 6.11.7.1 Too many shots in an event or position**
- 6.11.7.1.1** If a shooter 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 shooter 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.
- 6.11.7.2 Too many shots per paper target**
- 6.11.7.2.1** If a shooter fires **more shots** at one of his match targets than are provided for in the program of the event, he must not be penalized for the first two (2) shots. For the third and all succeeding such misplaced shots he must be penalized by a deduction of two (2) points for each one in the event from the series in which the occurrence happens. He must also fire a fewer number of shots at the remaining targets so that the number of shots in the competition program remain the same.
- 6.11.7.2.2** 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.



- 6.11.7.2.3** If the actual shot(s) to be transferred cannot be established clearly through the notes of the Register Keeper, 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 shooter will gain no advantage in a “count back” situation.
- 6.11.7.2.4** All three position Rifle events are considered as one (1) event.
- 6.11.8 Cross-fires**
- 6.11.8.1** Cross-fires of competition shots must be scored as misses.
- 6.11.8.2** If a shooter **fires a sighting shot on the competition target** of another shooter, he must be penalized by deduction of two (2) points from his own score.
- 6.11.8.2.1** If a shooter **fires a sighting shot on the sighting target** of another shooter no penalty is incurred.
- 6.11.8.3** If a shooter receives a **confirmed cross-fire** shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.
- 6.11.8.4** If there are more hits on a shooter’s competition target than are provided for in the program, and if it is **impossible to confirm** that another shooter(s) fired the shot(s), the hit(s) of the highest value must be nullified.
- 6.11.8.5** If a shooter wishes **to disclaim** a shot on his target, he must report this immediately to a Range Officer.
- 6.11.8.6** If the Range Officer confirms that the shooter 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.
- 6.11.8.7** If the Range Officer cannot confirm beyond all reasonable doubt that the shooter did not fire the disputed shot(s), the shot(s) must be credited to the shooter and must be so recorded.
- 6.11.8.8** The following must be considered as reasons to justify the annulment of a shot:
- 6.11.8.8.1** if the Register Keeper or other range official confirms by his observation of the shooter and the target that the shooter did not fire the shot;
- 6.11.8.8.2** if a missed shot is reported by another shooter or Register Keeper or other range official at approximately the same time, and from within the neighboring two or three firing points;
- 6.11.8.9** When using **300 m electronic scoring targets**, cross-fires 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.



6.11.9 Disturbances

Should a shooter consider that he was disturbed while firing a shot, he must hold his gun pointing down range and immediately inform the Range Officer or Jury Member. He must not disturb other shooters.

6.11.9.1 If the claim is considered justified:

6.11.9.1.1 the shot must be annulled and the shooter may repeat the shot.

6.11.9.2 If the claim is not considered justified:

6.11.9.2.1 the shot must be credited to the shooter and he may continue shooting; no penalty will be applied.

6.12.0 MALFUNCTIONS

6.12.1 If a shooter has a **gun or ammunition malfunction**, he may have it repaired, or continue shooting with another gun, with the permission of the Jury.

6.12.1.1 ALLOWABLE MALFUNCTIONS in competitions are:

6.12.1.1.1 a cartridge fails to fire;

6.12.1.1.2 a bullet or pellet is lodged in the barrel;

6.12.1.1.3 the gun fails to fire, although the trigger has been operated;

6.12.1.1.4 the extractor fails to extract the cartridge.

6.12.1.2 If a substitute gun is used it must be approved by the Equipment Control Section.

6.12.2 The maximum extra shooting time allowed to repair or replace a gun is 15 minutes, shooting must be completed in the same relay.

6.12.2.1 Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.

6.12.2.2 Extra time and additional sighting shots must only be granted if the interruption is not due to a fault of the shooter.

6.12.2.3 In all cases the Range Officers or Jury must be informed so they may decide on the measures to be taken.

6.12.3 NON ALLOWABLE MALFUNCTIONS in competitions are:

6.12.3.1 the shooter had not loaded his gun;

6.12.3.2 the shooter did not pull the trigger;

6.12.3.3 the malfunction is due to any cause that could reasonably have been corrected by the shooter.

6.13.0 FAILURE OF ELECTRONIC SCORING TARGETS SYSTEMS - 10 m and 50 m

6.13.1 In the event of a failure of ALL the targets on a range:

6.13.1.1 the time of failure and the expired shooting time must be recorded by the Chief Range Officer and the Jury;



- 6.13.1.2** all completed competition shots of each shooter 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.
- 6.13.2** 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. Shooters 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.
- 6.13.3** **In the event of the failure of a SINGLE target**
- 6.13.3.1** If a shooter 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. The shooter is given appropriate extra time. The Jury examines the sighting shot(s) as soon as possible applying the **Procedure for Examination of Electronic Scoring Targets** on the original firing point.
- 6.13.3.1.1** If this subsequent examination shows that the target on the original firing point provided correct results, the shooter will be penalized with the **DEDUCTION** of two (2) points from the lowest value shot of the first competition series.
- 6.13.4** **Complaint concerning failure to register or display a shot on the monitor of an Electronic Scoring Target system**
- 6.13.4.1** The shooter must immediately inform the nearest range official of the failure. A range official must make a written note of the time of the complaint. One or more Jury Member(s) must go to the firing position.
- 6.13.4.2** The shooter will be directed to fire one more aimed shot at his target.
- 6.13.4.3** If the value and location of this shot is registered and displayed on the monitor, the shooter will be directed to continue the competition. The value, location and time of firing of this **extra** shot must be recorded, its shot-number (having included 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.
- 6.13.4.4** After the end of that relay of the competition the **Procedure for Examination of Electronic Scoring Targets** will be applied. Using this information and the time of the extra shot and its location, the Classification Jury will determine whether all shots, including the extra shot are recorded on the computer record.



- 6.13.4.5** If all the shots are recorded correctly, then the questioned shot will be counted in the score of the shooter, as well as the shot fired immediately after (as the “extra” shot), but the last shot fired (extra to the competition) will be annulled.
- 6.13.4.6** If the questioned shot has not been located applying the **Procedure for Examination of Electronic Scoring Targets** nor elsewhere, then only those correctly recorded shots excluding the last shot fired (extra to the competition) are to be counted in the score of the shooter.
- 6.13.4.7** If the questioned shot has not been located in the computer memory, but is located elsewhere, the Classification Jury will determine the validity and score-value of the questioned shot.
- 6.13.4.8** If the extra shot fired as directed does not register or display and the Electronic Scoring Target cannot be repaired within five (5) minutes, the shooter will be moved to a reserve position and when he is ready to shoot an **additional five (5) minutes** will be added to the competition time remaining. He will be permitted unlimited sighting shots. Then he will repeat the two (2) competition shots which did not register nor display on the previous target used. The shooter will be credited with the score of all the shots which were displayed on the monitor of the first target plus the score of all the properly fired competition shots which 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.
- 6.13.5 Failure of the paper or rubber band**
- 6.13.5.1** If Jury decides that the problem is because of the failure of the paper or rubber band to advance, the shooter will be moved to a reserve position. He will be permitted unlimited sighting shots to be taken within the time remaining for the competition plus any additional time granted. Then he will repeat the number of competition shots determined by the Jury. The shooter will be credited with the score of all the shots which were correctly displayed on the monitor of the first target plus the score of all the necessary competition shots fired on the second target to complete the course of fire. After the relay the Classification Jury will decide which shots are to be counted from each target.
- 6.13.6 Protest concerning the shot value Electronic Scoring Targets**
- 6.13.6.1** 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 equipments are reset for the next relay.
- 6.13.6.2** After the completion of the relay, the Procedure for Examination of Electronic Scoring Targets will be applied. Any non-indicated shot must be scored by the Classification Jury.



6.14.0 TIE-BREAKING

6.14.1 Individual Ties

6.14.1.1 All tied scores will be broken except for perfect scores. Ties will be broken to decide the order of ranking as follows.

6.14.2 Ties for the 300 m, 50 m and 10 m events will be decided by:

6.14.2.1 the highest number of inner tens;

6.14.2.2 the highest score of the last ten shot series working backward by 10 shot series until the tie is broken;

6.14.2.3 the highest number of 10's, 9's, 8's, etc.;

6.14.2.4 if any ties remain, the shooters must have the same ranking and must be listed in Latin alphabetical order using the shooter's family names.

6.14.2.5 For entry to the Finals, the classification for the first eight (8) places in 50 m and 10 m events and 25 m Pistol will be made according to the above rules. For the 25 m Rapid Fire Pistol Men, if there is a tie to be eligible for the Finals from the Qualification Round, the tie will be broken by a shoot-off.

6.14.2.5.1 A drawing of lots by the Classification Jury will determine Finals start positions when:

6.14.2.5.1.1 several shooters obtain the maximum score in a Qualification;

6.14.2.5.1.2 an unbreakable tie occurs among two or more finalists.

6.14.2.5.1.3 an unbreakable tie occurs among two or more shooters on the last Finals start position (e.g. eighth and ninth place), to determine who will shoot in the Finals.

6.14.2.6 25 m Events without Finals

6.14.2.6.1 If two or more shooters have equal scores tied for the first three places it must be decided by a shoot-off.

6.14.2.6.2 If no shoot-off it is decided by the rules for individual ties.

6.14.2.7 For Running Target see special Running Target Rules, Section 10

6.14.3 Team Ties

6.14.3.1 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.

6.15.0 PROTESTS AND APPEALS

6.15.1 Fees

6.15.1.1 Protest Euro 25.00 or its local equivalent

6.15.1.2 Appeal Euro 50.00 or its local equivalent

6.15.1.3 The fee for the matter in question 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.



6.15.2 Verbal Protests

Any shooter or team official has the right to protest a condition of the competition, decision or action immediately and verbally to a competition official, Range Officer or Jury Member. Such protests may be submitted on the following matters and the protest fee becomes payable:

- 6.15.2.1** a shooter or team official considers that the ISSF Rules and Regulations or competition program were not followed in conducting the competition;
- 6.15.2.2** a shooter or team official does not agree with a decision or action by a competition official, Range Officer or Jury Member;
- 6.15.2.3** a shooter was impeded or disturbed by other shooter(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s);
- 6.15.2.4** a shooter had a long interruption in shooting caused by range equipment failure, the clarification of irregularities or other cause(s);
- 6.15.2.5** a shooter had irregularities regarding shooting times, including shooting times that were too short.
- 6.15.2.6** Competition officials, 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 decision. In such cases, a Range Officer or Jury Member may stop the shooting temporarily if necessary.

6.15.3 Written Protests

- 6.15.3.1** Any shooter 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 shooter or team official also has the right to submit a **written protest** without making a verbal protest. All written protests must be submitted not later than 30 minutes after the matter in question and the protest fee becomes payable.
- 6.15.3.2** The Organizing Committee must supply **printed forms** for use in submitting written protests.
- 6.15.3.3** Written protests must be decided by a **majority of the Jury**.

6.15.4 Scoring Protests

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

6.15.4.1 Protest Time



- 6.15.4.1.1** All results protests must be submitted within **20 minutes** after the official scores are posted on the Main Scoreboard. The time when the scoring Protest Time ends must be shown on the Main Scoreboard, immediately after the posting has been completed. The location, to which any score protest must be made, must be published on the official program.
- 6.15.4.2** **Electronic scoring targets**
- 6.15.4.2.1** If a shooter **contests the value of a shot**, a protest will only be accepted when made before the next shot / series in 25 m events (except for failure of the paper or rubber band to advance) or if it is the last shot, within three (3) minutes.
- 6.15.4.2.2** If a protest is made concerning the value of a shot, the shooter 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.
- 6.15.4.2.3** If the protest concerning a shot value other than zero, or failure to register, is not upheld, a two (2) point penalty will be awarded and the protest fee must be paid.
- 6.15.4.2.4** The team official or shooter has the right to know the resolution of the disputed shot.
- 6.15.4.3** **Paper targets**
- 6.15.4.3.1** When using paper targets, a shooter 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. Scoring protests may only be made on scores which have been decided without using a gauge or when incorrect entries in the result list or score card appear to have been made. The protest fee becomes payable.
- 6.15.4.3.2** When paper targets are used and scored in the Classification Office, the team official or shooter has the right to see the protested shot hole(s) but is not permitted to touch the target(s).
- 6.15.5** **Appeals**
- 6.15.5.1** If there is a disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal. Such appeals must be submitted in writing by the Team Leader or a representative not later than one (1) hour after the Jury decision has been announced. In special circumstances, the time for submitting appeals may be extended up to 24 hours by decision of the Jury of Appeal. Such a decision could postpone the victory ceremony for the Event under appeal.
- 6.15.5.2** The decision of the Jury of Appeal **is final**.
- 6.15.6** **Copies of all decisions** in response to written protests and appeals must be forwarded by the Organizing Committee or the Technical Delegate(s) to the ISSF Secretary General together with the Final Report and Results for review by the Technical Committee.



6.16.0 Finals in Olympic Events

6.16.1 Competition Procedures

ALL RANGE COMMANDS MUST BE GIVEN IN THE ENGLISH LANGUAGE.

6.16.2.1 Reporting to the Range for Finals

6.16.2.1.1 Team Leaders are responsible for presenting their shooters to the Preparation Area, and report to the Jury at least twenty (20) minutes before the scheduled starting time, complete with all their shooting equipment needed for the Finals event. They must be dressed and have only the required shooting equipment. Jury Members and Range Officers should complete their checks and trigger weighing were appropriate in the Preparation Area.

6.16.2.1.2 **The Reporting Time** must be printed in the official shooting program. Any delay must be announced and posted on the Finals range.

6.16.2.1.3 Two (2) points penalty from the first Final shot will be awarded if the shooter has not reported to the Preparation Area in time.

6.16.3 Introduction of Finalists

The shooters will be introduced by name and country to the spectators and will stand facing the spectators until all have been introduced. Then they will be allowed to go to the firing points and may handle their guns, dry fire and carry out holding and aiming exercises before and during the Preparation time. Additional information about the finalists will be given to the spectators during the Preparation Time and if necessary the first minutes of the sighting time.

6.16.4 10 m and 50 m Rifle and Pistol Events

Event	Men/ Women	Shooting Time
10 m Air Rifle / Air Pistol	Men	75 seconds
10 m Air Rifle / Air Pistol	Women	75 seconds
50 m Rifle 3-Positions (standing position)	Men	75 seconds
50 m Rifle 3-Positions (standing position)	Women	75 seconds
50 m Rifle Prone	Men	45 seconds
50 m Pistol	Men	75 seconds

6.16.4.1 The full program must be included in each Olympic Event as a Qualification for the Finals.

6.16.4.2 Finalists in each event: eight (8) Competitors



6.16.4.3 Starting Positions

The shooters who qualify for the Finals will have the following start positions according to their qualification ranking:

Firing point:	1	2	3	4	5	6	7	8
Start position:	1st	2nd	3rd	4th	5th	6th	7th	8th

6.16.4.4 Number of Targets: Ten (10)

6.16.4.4.1 One spare target must be available on the left and right of the eight (8) Finals targets and must show a competition target.

6.16.4.4.2 **Paper targets only**

6.16.4.4.2.1 Number of Sighting Targets: four (4) targets in each event.

6.16.4.4.2.2 Number of Competition Shots per Target: one (1) shot per target.

6.16.4.4.3 **Electronic targets only**

6.16.4.4.3.1 The target presentation on the spectator's monitors must be the same for all eight (8) monitors and needs to be easily visible by the spectators.

6.16.4.4.4 **Preparation Time 10m and 50m**

The three (3) minutes preparation time starts with the command "**PREPARATION TIME BEGINS NOW**".

6.16.4.4.5 The discharge of gas in air guns is not permitted, two (2) points will be deducted.

6.16.4.5 **Starting Time** begins with the command "**LOAD**" for the first competition shot for each Finals event and must be printed in the official shooting program. Any delay must be announced and posted on the Finals range.

6.16.4.5.1 Any Finalist who is **not in his assigned position** and ready to shoot at the starting time is automatically given the last place(s) in the Finals results according to their Qualification Score(s) and is not allowed to participate in the Finals.

6.16.4.6 **Sighting Commands**

6.16.4.6.1 At the end of the Preparation Time a Range Officer will announce "Sighting TIME START". (Five (5) minutes Sighting Time is allowed for unlimited sighters.)

6.16.4.6.1.1 30 seconds before the end of the Sighting Time a Range Officer will announce "30 SECONDS".

6.16.4.6.1.2 At the end of the five (5) minutes Sighting Time a Range Officer will announce "STOP".

6.16.4.6.2 **30 seconds pause - ensure targets are ready.**



6.16.4.6.3 Competition Commands

The Final consists of 10 shots and will be conducted single-shot-for-shot with the following commands for each shot:

“FOR THE FIRST/NEXT COMPETITION SHOT – LOAD”	After this command the shooter loads his gun. The gun MUST NOT be loaded before this command is given.
	That means that the bolt (breech) of 50 m guns MUST be opened. It is permitted to leave an empty case in the chamber between shots. 10 m Air guns must be uncocked. The cartridge or pellet must be loaded into the chamber only after the command “LOAD” .
“ATTENTION 3-2-1-START”	The shooter has 75 seconds in which to fire a shot / 45 seconds in prone position
	This command with the count-down should give the shooters sufficient time to take their shooting positions.
	The shooting time starts when the command “START” has been given.
“STOP”	This command is given about five (5) seconds after the last shooter has fired, or immediately on termination of the shooting time. The last second must correspond with the word “STOP” .
“CHANGE TARGETS”	For pit or carrier operated target systems after the command “STOP” .

6.16.4.6.3.1 Immediately after the command **“STOP”** the announcement of the result should start.

6.16.4.6.3.2 10 seconds after the **immediate and final scoring** of each shot and announcement of the results, the procedure indicated will be repeated until all 10 shots have been fired. Any protests must be immediate and made by the shooter or his coach by holding up his hand.

6.16.4.6.3.3 Each shot fired before the command **“START”** or after the command **“STOP”** has been given will be counted as a miss (zero).

6.16.4.6.3.4 If a shooter fires more than one shot after each command the score for this Finals shot will be scored as zero(es).

6.16.4.6.3.5 If carrier operated target systems are used the targets must only be brought back to the firing line after the commands **“STOP”** and **“CHANGE TARGETS”**, to avoid disturbing neighboring shooters.



- 6.16.4.6.3.6 AIMING EXERCISES ARE ALLOWED ONLY** between the commands **“STOP”** and the following command **“LOAD”**. **DRY FIRING IS PROHIBITED.**
- 6.16.4.7 Final Official Results**
- 6.16.4.7.1** In all events the results of the Finals competition will be added to the individual results of the Qualification round.
- 6.16.4.7.2** The results of the Qualification and the Finals combined must be shown on the Main Scoreboard and printed in the official results bulletin.
- 6.16.4.7.3** Any protest will be decided immediately and the decision is final and the protest fee may become payable.
- 6.16.4.7.4** Scoring of the Finals will be conducted, with electronic targets or target reading machines, or manual devices must be used which classify each ring in ten sections (such as 1.0, 1.1, 1.2, 1.3, etc., up to the maximum of 10.9). Shots on paper targets which cannot be classified by target reading machines will be scored by hand by Jury Members with ISSF approved instruments.
- 6.16.4.8 Decisions if there are tied scores**
- 6.16.4.8.1** In case of **tied scores after the Finals** ties will be broken by a shot-for-shot shoot-off.
- 6.16.4.8.2** All shooters must remain on the firing line after the last shots have been scored and until the final official results are announced. If there are tied scores shooters who are tied must remain at their firing points; all other shooters will immediately withdraw from the firing line, leaving their guns at the firing point. When several shooters are tied for more than one ranking place, e.g. two shooters tied for second place (places 2 and 3) and two shooters tied for fifth place (places 5 and 6), the tie for the lowest ranking position will be broken first, followed by the tie for the next higher ranking position until all ties are broken.
- 6.16.4.8.2.1** The order only of tie breaking may be changed on special request to the ISSF.
- 6.16.4.8.3** The Finals tie breaking will commence without delay and without additional sighting shots, one shot at a time, following the procedure above until ties are broken.
- 6.16.4.8.3.1** NOTE: Multiple ties at 50 m. If there is a delay of more than five (5) minutes after the Finals up to three warming shots may on request be fired at the target without scores being indicated in a maximum time of 30 seconds. The warming time starts when the command **“START”** has been given and the last second (30th) must correspond with the word **“STOP”**.
- 6.16.4.8.4** After immediate and final scoring and announcement of the result of each shot the procedure above will be continued until ties are broken.



6.16.4.9 Malfunctions

6.16.4.9.1 In case of an ALLOWABLE MALFUNCTION the shooter is allowed to complete or repeat the unfired shot once during the Finals, including shoot-offs, if he can repair or replace his gun or ammunition within three 3 minutes after the malfunction has been declared allowable. In the case of a NON-ALLOWABLE MALFUNCTION, no re-shoot is allowed.

6.16.4.9.1.1 If a shot has not been fired due to a malfunction, a shooter may try to correct the malfunction in the time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

6.16.4.9.1.1 If a shot has not been fired due to a malfunction, a shooter may try to correct the malfunction in the time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.

6.16.4.10 Target Failure

6.16.4.10.1 If a **failure of all Finals targets** occurs, the following procedure must be used.

6.16.4.10.2 The completed (by all shooters) shots will be scored as a **sub-total**.

6.16.4.10.3 When the **failure is rectified** and if is possible to continue the Finals within one hour, the remaining shots will be completed. Five (5) minutes unlimited sighting shots will be permitted after the shooters are in their position.

6.16.4.10.4 If the interruption **cannot be corrected** to permit continuation of the Finals within the above designated time, the recorded sub-total will be scored as the final total of the competition and awards made on that basis.

6.16.4.10.5 For **tied scores** all tied shooters will be ranked according to the TIE-BREAKING Rules. The result of the Finals is counted as the last series sub-total.

6.16.4.10.6 When a **single target fails** to function, the shooter will be moved to a reserved position. On the shooters request he will then be allowed an additional two (2) minutes period for sighting shots, before he repeats the unrecorded previous competition shot(s).



6.16.5 25 m Pistol Events

Event	Men / Women	Shooting Time / Series
25 m Pistol	Women	Four (4) series of Rapid Fire Stage
25 m Rapid Fire Pistol	Men	Four (4) series of four (4) seconds

6.16.5.2 The full program must be included in each Olympic Event as a **Qualification** for the Finals.

6.16.5.2.1 Finalists in each event

25 m Pistol	8 Competitors
25 m Rapid Fire Pistol	6 Competitors

6.16.5.2.2 Starting Positions

The shooters who qualify for the Finals will have the following start positions according to their Qualification ranking.

6.16.5.2.2.1 Starting Positions 25 m Rapid Fire Pistol

If range space permits all participants may compete at the same time.

Bay	A	B	C	D	E	F
Start position	1 st	2 nd	3 rd	4 th	5 th	6 th

6.16.5.2.2.1.1 Or

Bay		A	B	C
1 st relay	Start position	4 th place	5 th place	6 th place
2 nd relay	Start position	1 st place	2 nd place	3 rd place

6.16.5.2.2.1.2 Or

Bay		A	B
1 st relay	Start position	5 th place	6 th place
2 nd relay	Start position	3 rd place	4 th place
3 rd relay	Start position	1 st place	2 nd place

6.16.5.2.2.2 Starting Position 25 m Pistol:

Bay	Range Section									
	A					B				
Target	1	2	(3)	4	5	1	2	(3)	4	5
Start position	1 st	2 nd	-	3 rd	4 th	5 th	6 th	-	7 th	8 th



6.16.5.2.2.3 Preparation Time 25m

The two (2) minutes preparation time starts with the command **“PREPARATION TIME BEGINS NOW”**.

6.16.5.2.2.4 25m Rapid Fire Pistol Men

If the number of Finalists (6) exceeds the number of target groups, then the Finalists should be introduced together.

6.16.5.3 25 m Rapid Fire Pistol

The Finals will be conducted as follows:

6.16.5.3.1 one sighting series of five (5) shots in four (4) seconds;

6.16.5.3.2 four (4) competition series of five (5) shots each in four (4) seconds;

6.16.5.3.3 all finalists will fire in one group of six shooters or in two groups of three shooters or in three groups of two shooters at the same time and on the same commands:

“FOR THE SIGHTING SERIES – LOAD”	All shooters load within a time of one (1) minute.
“FOR THE FIRST / NEXT COMPETITION SERIES – LOAD”	All shooters load within a time of one (1) minute.
“ATTENTION”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position.
“3-2-1-START”	At the Command “START” the target timer mechanism must be started. The shooters must be in the READY position on the count-down -1.

6.16.5.3.4 Five (5) seconds after the end of the series the announcement of the result should start.

6.16.5.3.5 10 seconds after the announcement of the results the next series starts.

6.16.5.4 25 m Pistol

The Finals will be conducted as follows:

6.16.5.4.1 one sighting series of five (5) shots in the Rapid Fire Stage;

6.16.5.4.2 four (4) competition series of five (5) shots each in the Rapid Fire Stage;



6.16.5.4.3

all finalists will fire the sighting series as well as the competition series at the same time and on the same commands:

“FOR THE SIGHTING SERIES – LOAD”	All shooters load within a time of one (1) minute.
“FOR THE FIRST / NEXT COMPETITION SERIES – LOAD”	All shooters load within a time of one (1) minute.
“ATTENTION”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position After a delay of seven (7) seconds (+/-1.0 second) either the green lights will come on, or the target will be turned to face the shooter.
	Before each shot the shooter must lower her arm and adopt the READY position. Her arm must be motionless before the green light comes on, or the target appears.
	The pistol must not be rested on the bench, or shooting table, during the series.

6.16.5.4.4

Five (5) seconds after the end of the competition series the announcement of the result should start.

6.16.5.4.5

10 seconds after the announcement of the results the next series starts.

6.16.5.5

Final Official Results

6.16.5.5.1

In all events, the results of the Finals competition will be added to the individual results of the Qualification round.

6.16.5.5.2

The results of the Qualification and the Finals combined must be shown on the Main Scoreboard and printed in the official results bulletin.

6.16.5.5.3

Any protest will be decided immediately. The decision of the Jury is final, and the protest fee may become payable.

6.16.5.5.4

Scoring of the Finals will be conducted with electronic targets or target reading machines, or manual devices must be used which classify each ring in ten sections (such as 1.1, 1.2, 1.3, etc., up to the maximum of 10.9). Shots on paper targets which cannot be classified by target reading machines will be scored by hand by Jury Members with ISSF approved instruments.



6.16.5.6 Target Failure

6.16.5.6.1 If a failure of all Finals targets occurs, the following procedure must be used.

6.16.5.6.2 The completed (by all shooters) shots/series will be scored as a sub-total.

6.16.5.6.3 When the failure is rectified and if it is possible to continue the Finals within one (1) hour, the remaining shots/series will be completed. One sighting series will be allowed in the 25 m Pistol events.

6.16.5.6.4 If the interruption cannot be corrected to permit continuation of the Finals within one (1) hour, the recorded sub-total will be scored as the Finals Total of the competition and awards made on that basis.

6.16.5.6.5 For tied scores all tied shooters will be ranked according to the TIE-BREAKING Rules. The result of the Finals is counted as the last series sub-total.

6.16.5.6.6 If a single target fails to function, the shooter in the 25 m Pistol Women Event will be moved or the target will be replaced. On the shooter's request an additional two (2) minutes period for sighting shots is allowed, before she repeats the missed previous competition shot(s).

6.16.5.6.7 If one or more targets of a group of five (5) targets fail to function, the shooter in the 25 m Rapid Fire Pistol Event will be moved to another group. On request one (1) sighting series will be allowed before he fires the missed series.

6.16.5.7 Decisions if there are tied scores

6.16.5.7.1 In case of **tied scores after the Finals** ties will be broken by a shoot-off.

6.16.5.7.2 25 m Rapid Fire Pistol Event

6.16.5.7.2.1 Tied shooters will fire one (1) series of five (5) shots in the same time and conditions as in the Finals until the tie is broken.

6.16.5.7.2.2 All other shooters withdraw immediately after the scoring of their Finals results has been made.

6.16.5.7.2.3 The tie shoot-off will commence without delay.

6.16.5.7.2.4 Shooters with tied scores will be allocated new firing points by the drawing of lots under the direction of the Jury. If more shooters have equal scores after the Finals than target groups are available, the firing sequence will also be determined by the drawing of lots.



- 6.16.5.7.2.5** When several shooters are tied for more than one ranking place, e.g. two shooters tied for second place (places 2 and 3) and two shooters tied for fifth place (places 5 and 6), the tie for the lowest ranking position will be broken first, followed by the tie for the next higher ranking position until all ties are broken.
- 6.16.5.7.2.5.1** The order only of tie breaking may be changed on special request to the ISSF.
- 6.16.5.7.2.6** Every shoot-off begins with one (1) sighting series with five (5) shots in four (4) seconds.
- 6.16.5.7.3** **25 m Pistol**
- 6.16.5.7.3.1** Tied shooters will fire one (1) series of five (5) shots in the same times and conditions as in the Finals until the tie is broken.
- 6.16.5.7.3.2** All other shooters withdraw immediately after the scoring of their Finals results has been made.
- 6.16.5.7.3.3** The tie shoot-off will commence without delay.
- 6.16.5.7.3.4** When several shooters are tied for more than one ranking place, e.g. two shooters tied for second place (places 2 and 3) and two shooters tied for fifth place (places 5 and 6), the tie for the lowest ranking position will be broken first, followed by the tie for the next higher ranking position until all ties are broken.
- 6.16.5.7.3.4.1** The order only of tie breaking may be changed on special request to the ISSF.
- 6.16.5.8** **Malfunctions**
- 6.16.5.8.1** In case of an ALLOWABLE MALFUNCTION the shooter is allowed to complete or repeat the unfired shot(s) or series once during the Finals, including shoot-offs, if he can repair or replace his pistol or ammunition within three (3) minutes after the malfunction has been declared allowable. In the case of a NON ALLOWABLE MALFUNCTION, no re-shoot is allowed.
- 6.16.5.8.1.1** If a shot has not been fired due to a malfunction, a shooter may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the pistol is damaged sufficiently to prevent it from firing.
- 6.17.0** **PROTOCOL: AWARDS AND RECORDS**
- 6.17.1** World Records and Final World Records may be established in Olympic Games, World Championships, World Cups, Continental Championships and Continental Games which had been conducted according to the ISSF General Regulations.



- 6.17.2** World Records in individual events may be established in Elimination as well as in Qualification and Finals competitions.
- 6.17.2.1** If exceptionally the Finals are conducted in indoor ranges at 25 m and 50 m Final World Records may be established.
- 6.17.3** A report on newly established World or Olympic Records must be prepared by the ISSF Technical Delegate(s) at the championship. The report must confirm that the Regulations and Rules of the ISSF and the competition program were followed.
- 6.17.4** World Records may be established according to the ISSF General Regulations.
- 6.17.5** **Titles and Medals**
- 6.17.5.1** In the Olympic Games all titles and medals are awarded for individual competition only in accordance with IOC Rules. The Olympic shooting events are listed in the ISSF General Regulations.
- 6.17.5.2** In World Championships, the ISSF awards titles and medals for the programmed events based on the final official results in accordance with ISSF General Regulations.
- 6.17.5.3** World Championship titles and medals individuals and teams will be awarded according to the ISSF General Regulations.
- 6.17.5.4** Medals and awards must be given immediately after the Finals or after the protest time with sufficient time for the athletes to change into suitable clothing (not shooting clothing).
- 6.17.5.5** During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.
- 6.18.0** **MEDIA RELATIONS**
- 6.18.1** Suitable facilities, assistance and co-operation must be provided for the press, radio, and television personnel, to ensure publicity. During competitions, however, the competitors must not be disturbed by photography and/or interviews.
- 6.18.2** The Classification Office must publish the Final Results lists as soon as possible after completion of each event. These must contain the full family name(s), full given name(s) (without abbreviations), start number and the Nation of each shooter. These results must be made available to the news media.



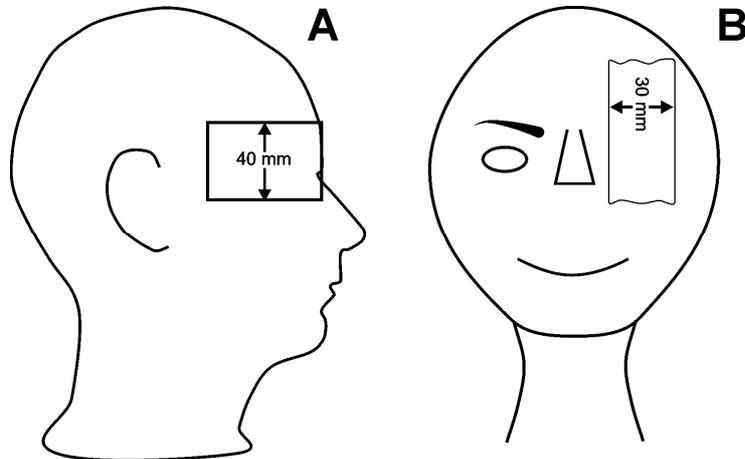
6.18.3 All shooters must be provided with a Bib (Start) Number for use on the back of the outer garment above the waistline during the full time of the competition. The Bib (Start) must display the allocated number, family name, initials and the nation of the shooter. The IOC abbreviation of the nation must be used. The height of the letters should be as big as possible and should not be less than 20 mm (for Shotgun see separate rule).

6.18.3.1 **Bib (Start) Numbers** must be worn by all shooters, on their backs and above the waist, at all times while participating in pre-event training if available and competition. If the Bib (Start) Number is not worn, the shooter may not commence/continue.

6.18.3.2 ALL SHOOTERS MUST COMPLY with the ISSF Eligibility and Sponsorship Rules (Section 4 of the Official Statutes Rules and Regulations). This Section covers the rules to compete in ISSF competitions and such matters as: Emblems, Sponsorship, Advertising and Commercial Marking of Clothing together with Controls and Sanctions.

6.18.3.3 **Side Blinders** (either or both sides) attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40 mm deep are permitted (A). These blinders must not extend further forward than to a line from the center of the forehead.

A piece to cover the non aiming eye not larger than 30 mm wide is permitted (B).



6.18.4 Progressive, preliminary, and final scores must be displayed on large scoreboards, to keep the shooters, spectators and the news media informed at all times. These scoreboards must be located near the competition ranges, but at a suitable distance to avoid disturbing the shooters.

6.18.5 A permanent scoreboard must display all the results in as large a format as possible so that spectators and athletes can see them easily.



6.19.0 FORMS

Protest Form – Page 1

Protest Information (to be completed by shooter or official)		
Championship:		
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 Regulations or Rules concerned):		
Protest submitted by		
Name		
Nation		
Signature		
Protest information (to be completed by Organizing Committee)		
Protest received:		
	Date	Time
Amount Fee Paid		
Signature of official receiving protest		



 ISSF	<h1>RANGE INCIDENT REPORT FORM</h1>				IR
Incident Report Serial Number: (A record must be kept in Range Register)					
Date of Incident:			Time of Incident:		
Event:			Relay:		
Competitor's Name:				Stage:	
Bib Number:			Country:	Series:	
Brief Details of Incident:					
Signature of Range Officer Initiating Report:			Printed Name:		
Signature of Range Jury Member			Printed Name:		
Signature of Classification Officer			Printed Name		
Signature of Classification Jury Member			Printed Name		
Signature of Ranking Technical Officer			Printed Name		
Score Amendment Reference			Ref:		

NOTE: When completed by the Range Officials, this form must be sent to the Classification Office immediately.



 ISSF	CLASSIFICATION OFFICE SCORE NOTIFICATION FORM		CN
Event:			
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 Classification Officer:		Time:	
Signature of Classification Jury Member:		Time:	
Signature of Ranking Technical Officer:		Ref:	

NOTE: When completed by the Organizing Committee, this form should be sent to the Classification Office immediately.



ISSF

25 m Rapid Fire Pistol Men Malfunction Score Computation

A

Stage & Relay	/	Series and Time Stage	1 st / 2 nd 8s / 6s / 4s	Time of Malfunction	
Firing Point Number		Competitor's Name			
Bib Number		Nationality		Date	

For ALLOWABLE malfunction insert "AM", for NON-ALLOWABLE insert "NAM 0", for UNFIRED SHOTS insert "0" (8.8.4.5.2.1.2):

Shot: Series:	<i>Left</i> Monitor	Monitor	<i>Middle</i> Monitor	Monitor	<i>Right</i> Monitor	Total
Competition						
Malfunction Repetition						
Final Score						

(Final Score equals the total of the lowest value score in each column 8.8.4.5.2.1.4)

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:	
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Range Officer's Signature		Range Officer's Name (Printed)	
Range Jury Member's Signature		Range Jury Member's Name (Printed)	
Classification Officer's Signature		Classification Jury Member's Signature	
Confirmation of Manual Intervention of Computer Result at Ranking Computer		Technical Officer's Signature	
Classification Jury Member's Signature		Correction Reference Number	

NOTE: When completed by the Range Official and Jury Member, this form must be sent to the Classification Office immediately.



 ISSF		25 m Pistol Women Precision / Rapid Fire Stage Malfunction Score Computation				B
Relay		Series	1st / 2nd / 3rd / 4th / 5th / 6th		Time of Malfunction	
Firing Point Number		Competitor's Name				
Bib Number		Nationality		Date		
For ALLOWABLE malfunction insert "AM", for NON-ALLOWABLE insert "NAM 0", for UNFIRED SHOTS insert "0" (8.8.4.5.2.2.3):						
Shot: Series:	1	2	3	4	5	Total
Competition						
Malfunction Completion						
Final Score						
(Final Score is the total of the five shot-scores 8.8.4.5.2.2.4).						
If second part of a ten shot series, 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)				
Classification Officer's Signature		Classification Jury Member's Signature				
Confirmation of Manual Intervention of Computer Result at Ranking Computer			Technical Officer's Signature			
Classification Jury Member's Signature			Correction Reference Number			

NOTE: When completed by the Range Official and Jury Member, this form must be sent to the Classification Office immediately.



 ISSF	25 m Center Fire Pistol Precision / Rapid Fire Stage Malfunction Score Computation	C
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Relay		Series	1st / 2nd / 3rd / 4th / 5th / 6th	Time of Malfunction	
Firing Point Number		Competitor's Name			
Bib Number		Nationality		Date	

For ALLOWABLE malfunction insert "AM" and leave boxes for unfired shots empty. For NON-ALLOWABLE insert "NAM 0" and insert "0" in remaining boxes. If a second malfunction occurs in the series insert "M". Then for any shots not fired at remaining targets in both series insert "0"s. For any miss insert "0"

Shot:	1	2	3	4	5	Total
Series:						
Competition						
Malfunction Completion						
Final Score						

(Final Score is the total of the five shot-scores 8.8.4.5.2.2.4).

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)	
Classification Officer's Signature		Classification Jury Member's Signature	
Confirmation of Manual Intervention of Computer Result at Ranking Computer		Technical Officer's Signature	
Classification Jury Member's Signature		Correction Reference Number	

NOTE: When completed by the Range Official and Jury Member, this form must be sent to the Classification Office immediately.



 ISSF	25 m Standard Pistol Men Malfunction Score Computation	D
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Relay		Series and	1 st / 2 nd / 3 rd / 4 th	Time of Malfunction	
		Time Stage	150 / 20 / 10 sec		

Firing Point Number		Competitor's Name			
---------------------	--	-------------------	--	--	--

Bib Number		Nationality		Date	
------------	--	-------------	--	------	--

For ALLOWABLE malfunction insert "AM", for NON-ALLOWABLE insert "NAM 0", for UNFIRED SHOTS insert "0" (8.8.4.5.2.1.6):

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 8.8.4.5.2.1.5).

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)	
--------------------------------------	--	------------------------------------	--

Classification Officer's Signature		Classification Jury Member's Signature	
------------------------------------	--	--	--

Confirmation of Manual Intervention of Computer Result at Ranking Computer		Technical Officer's Signature	
--	--	--------------------------------------	--

Classification Jury Member's Signature		Correction Reference Number	
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NOTE: When completed by the Range Officials, this form must be sent to the Classification Office immediately.



6.20.0

INDEX

The Index for the Technical Rules will be written after approval of all rules.

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

RIFLE RULES

FOR

**300 m Rifle
300 m Standard Rifle
50 m Rifle
10 m Air Rifle**

Edition 2009 (First Printing, 06/2008)

Effective 1 January 2009.



CHAPTERS

- 7.1.0 GENERAL**
- 7.2.0 SAFETY**
- 7.3.0 RANGE AND TARGET STANDARDS**
- 7.4.0 EQUIPMENT AND AMMUNITION**
- 7.5.0 SHOOTING EVENT PROCEDURES AND COMPETITION RULES**
- 7.6.0 RIFLE EVENTS**
- 7.7.0 SCORING PROCEDURES 300 m**
- 7.8.0 RIFLE EVENT TABLE**
- 7.9.0 RIFLE SPECIFICATION TABLE**
- 7.10.0 INDEX**

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



7.1.0 GENERAL

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

7.1.2 All shooters, 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 shooter to comply with the Rules.

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

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.

7.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See Technical Rules – Section 6.

7.3.0 RANGE AND TARGET STANDARDS

Target and range standards may be found in the Technical Rules – Section 6.

7.4.0 EQUIPMENT AND AMMUNITION

See Technical Rules – Section 6.

7.4.1 Standards for all Rifles

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

7.4.1.2 Barrels and extension tubes must not be perforated in any way. Any construction or device inside the barrel or tubes, other than rifling and chambering for the cartridge or pellet, is prohibited.

7.4.1.2.1 Compensators and muzzle brakes on rifles are prohibited.

7.4.1.3 Sights

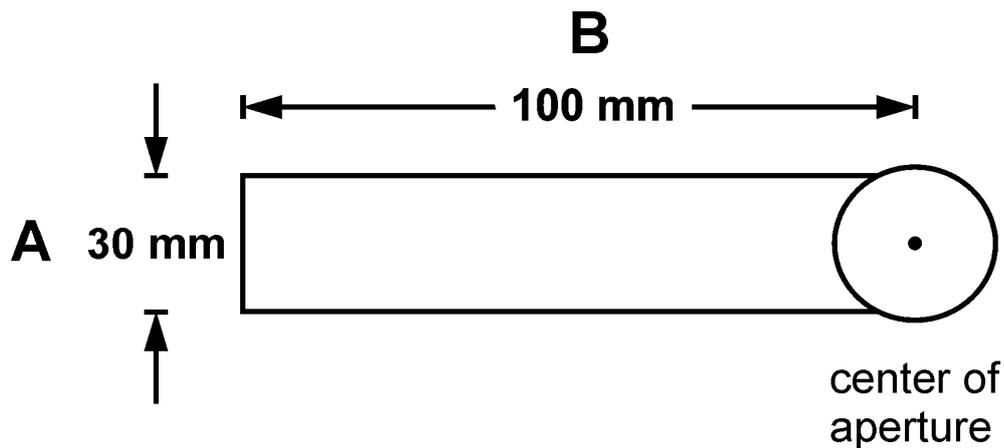
7.4.1.3.1 Correcting lenses and telescopes must not be attached to the rifle.

7.4.1.3.2 Correction glasses, and/or filters, may be worn by the shooter.

7.4.1.3.3 Any sight not containing a lens or system of lenses is permitted. Light filters may be fitted to the front or rear sight, or both.

7.4.1.3.4 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.

7.4.1.3.4.1 Blinder on rear sight



7.4.1.3.5 A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye or from the left shoulder when using the left eye.

7.4.1.4 **Electronic triggers** are allowed providing:

7.4.1.4.1 all their components are firmly attached to and contained within the action or stock of the rifle;

7.4.1.4.2 the trigger is operated by the right hand of a right handed or the left hand of a left handed shooter;

7.4.1.4.3 all components are included when the rifle is submitted for inspection by the Equipment Control Section;

7.4.1.4.4 the rifle with all components installed complies with the rules governing dimensions and weight for that event.

7.4.1.5 **Slings**

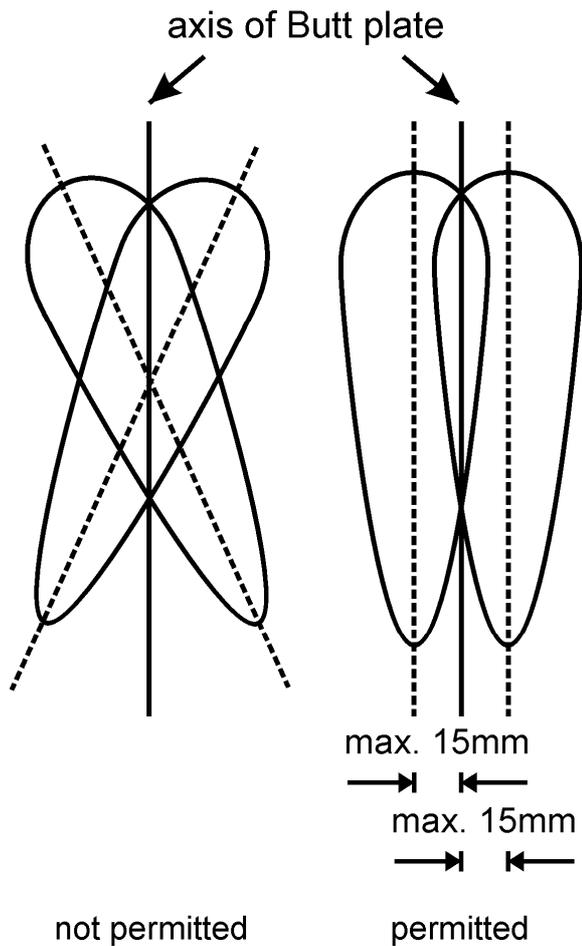
Maximum sling width is 40 mm. The sling must be worn only over the upper part of the left arm and from there be connected to the forend of the rifle stock. These slings may be attached to the forend of the rifle at a single point only. The sling must pass along one side of the hand or wrist only. No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

7.4.2 **Standards for 300 m Standard Rifle and 10 m Air Rifle**

7.4.2.1 The butt plate may be adjustable up or down. The lowest point of the stock or toe of the butt plate, with the butt plate in its maximum downward position must not exceed 220 mm from the center line of the barrel. It may be offset parallel to the center line of the normal end of the butt plate left or right a maximum 15 mm OR the complete butt plate (not part) may be turned on the vertical axis. Turning the butt plate on the horizontal axis is not permitted.



7.4.2.1.1



7.4.2.2

A thumb hole, thumb rest, palm rest, heel rest and spirit level are prohibited. If a stock is less than the maximum allowed in any dimension, it may be brought up to the measurements shown in the Rifle Measurement Table. Any addition must be within the permitted dimensions and in no case may the pistol grip or the lower part of the stock be anatomically formed.

7.4.2.2.1

Material that gives increased grip may not be added to the forend, pistol grip or lower part of the stock.

7.4.2.2.2

A heel rest is any protrusion or extension on the front or side of the pistol grip designed to prevent the hand from slipping.

7.4.2.3

Exterior Weights

7.4.2.3.1

Only barrel weights within a radius of 30 mm from the center of the barrel are permitted. Barrel weights may be moved along the barrel.

7.4.2.3.2

Any other weights must be within the dimensions of the stock.

7.4.2.4

300 m Standard Rifle

All 300 m rifles which conform to the specifications shown in the Rifle Measurements Table and with the following additional restrictions.

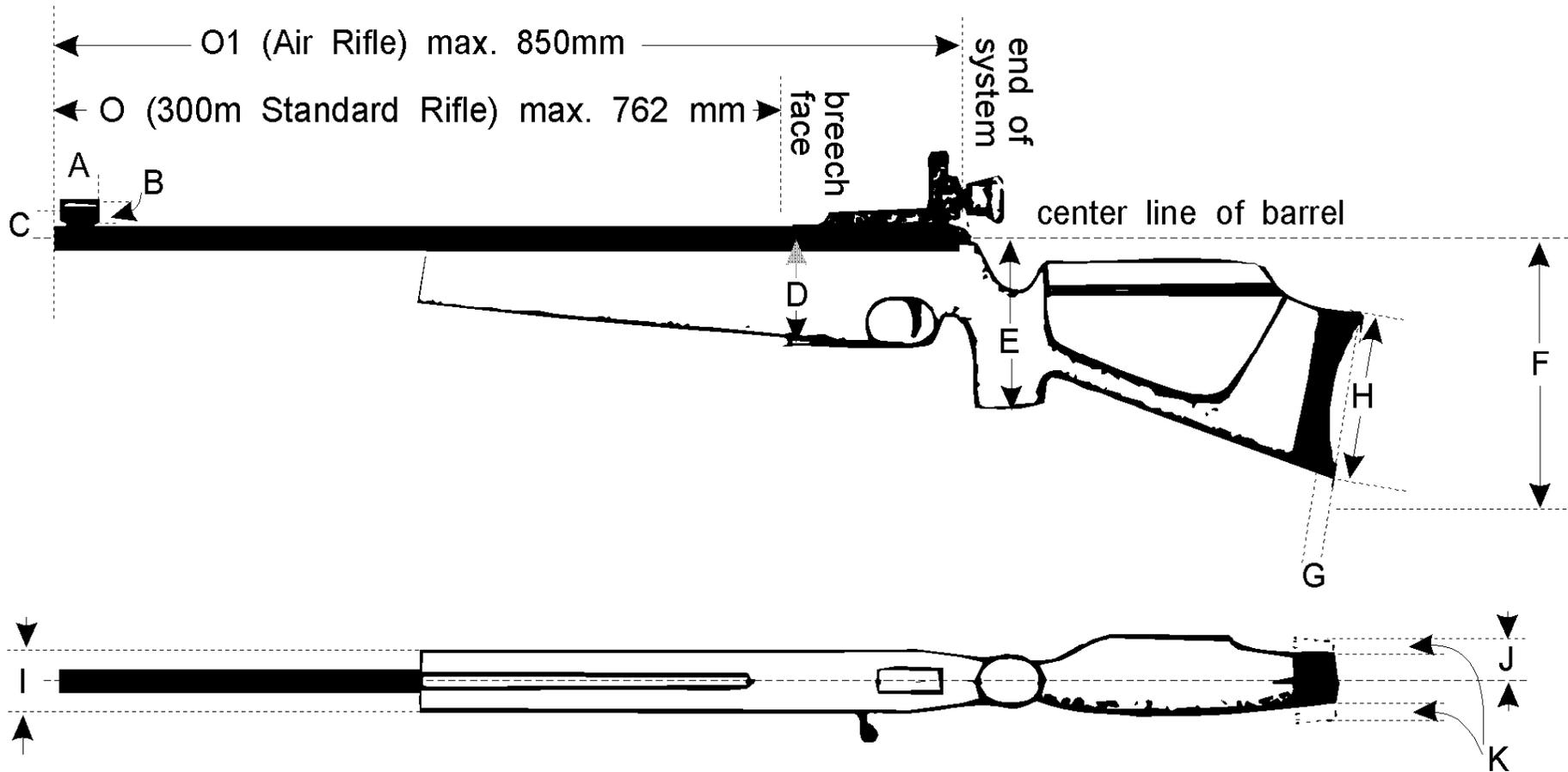


- 7.4.2.4.1** The minimum trigger pull is 1500 grams. The trigger pull must be measured with the barrel in a vertical position. Trigger weight control checks must be conducted immediately after the last series. A maximum of three (3) attempts to lift the weight is allowed. Any shooter whose rifle fails the test must be disqualified.
- 7.4.2.4.2** The rifle must not be removed from the firing line during the course of fire except with the permission of range officials.
- 7.4.2.4.3** The same rifle must be used in all positions without change. This does not refer to adjustment of the butt plate and hand stop or to the changing of front sight inserts or to adjustment of the rear sight or its eyepiece. 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.
- 7.4.2.4.4** The overall length of the barrel including any extension tube, measured from the breech face to the apparent muzzle, must not exceed 762 mm.
- 7.4.2.5** **10 m Air Rifle**
- 7.4.2.5.1** Any type of compressed air or gas rifle which conforms to the specifications shown in the Rifle Measurements Table and with the following additional restrictions:
- 7.4.2.5.3** 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.



7.4.2.6 Rifle Measurement Table

Front sight not to extend beyond the apparent muzzle





7.4.2.7 Measurements for Dimensions C, D, E, F, and J, are from Center line of Barrel

		300 m 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 either directly above or offset (except for those shooters firing from the right shoulder but using their left eye).	60 mm	60 mm
D	Depth of fore-end	90 mm	90 mm
E	Lowest point of pistol grip	160 mm	160 mm
F	Lowest point of stock or toe of butt plate with the butt plate in its maximum downward position	220 mm	220 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
J	Maximum distance of cheek piece from center line of barrel	40 mm	40 mm
K	Offset of butt plate parallel to the center line of the normal end of the butt left or right.	15 mm	15 mm
L	Trigger weight - No Set Trigger	1500 grams minimum	Free
M	Weight with sights (and hand stop 300 m)	5.5 kg	5.5 kg
N	The front sight must not extend beyond the apparent muzzle of the rifle of both, 300 m Standard and Air Rifle	Must not extend	Must not extend
O	Standard Rifle: The overall length of the barrel including extension (from the muzzle to the breech face)	762 mm	---
O1	Air Rifle: Total length of the Air Rifle system	---	850 mm

7.4.3 50 m Rifle



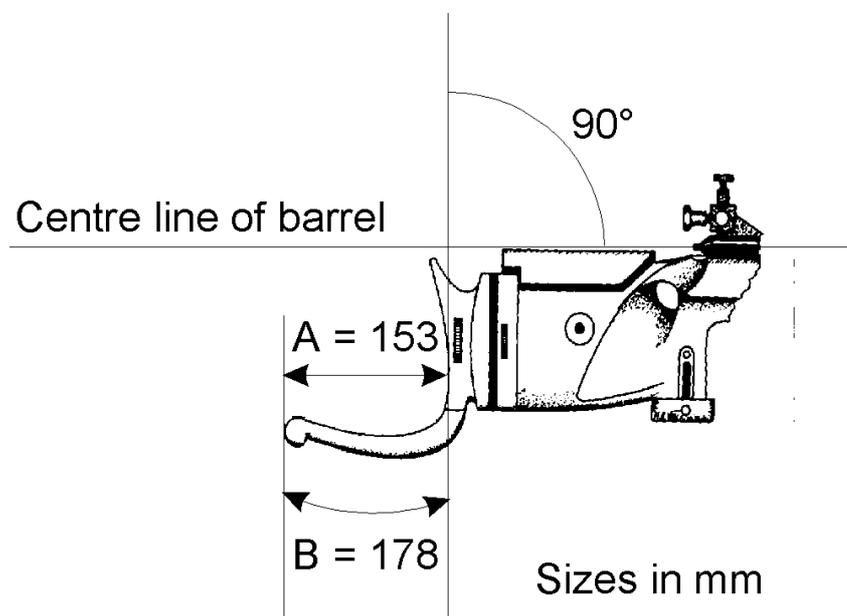
All rifles chambered for rim fire 5.6 mm (.22") Long Rifle cartridges are permitted, provided they do not exceed the following additional limitations.

7.4.3.1 The weight of the rifle must not exceed 8 kg for men or 6.5 kg for women with all accessories used including palm rest or hand stop.

7.4.3.2 Butt plate and Hook

A butt hook may be used that projects not more than 153 mm (A) past the rear of a line, perpendicular to a line drawn through the axis of the bore of the rifle, which is at a tangent to the deepest part of the butt plate depression that normally rests against the shoulder. It must have a total outside length around any curve or bend of not more than 178 mm (B).

7.4.3.2.1



7.4.3.3 Palm Rest:

A palm rest is any attachment or extension below the fore-end which aids the support of the rifle by the forward hand. The palm rest must not extend more than 200 mm below the center line of the barrel.

7.4.3.4 More than one (1) rifle or parts of a rifle may be used.

7.4.4 300 m Rifle

Same as Rule 7.4.4 for the 50 m Rifle (men and women). For other specifications (see Rifle Specification Table 7.9.0).



7.4.5 **Ammunition**

Rifle	Caliber	Other specifications
50 m	5.6 mm (.22")	Rim fire Long Rifle. Only bullets made of lead or similar soft material are permitted.
10 m	4.5 mm (.177")	Projectiles of any shape made of lead or other soft material are permitted.
300 m	Maximum 8 mm	Ammunition of any description that may be fired without any danger to shooters or range personnel. Tracer, armor piercing, and incendiary ammunition is prohibited.

7.4.6 **Clothing Regulations**

7.4.6.1 All equipment and apparel may be inspected on a one-time only basis at an ISSF World Championship or World Cup. Equipment Control certification must be retained with inspected equipment for presentation. Any inspected equipment or apparel that is changed must be re-inspected.

7.4.6.2 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.

7.4.6.2.1 Only one (1) shooting jacket, only one (1) pair of shooting trousers and only one (1) pair of shooting shoes may be approved by Equipment Control for each shooter for all rifle events in any ISSF supervised Competitions / Championships. If a shooter has more than one (1) item of rifle clothing (jacket, trousers and shooting shoes) which has been passed by Equipment Control then he must declare which item will be used for this championship. This does not prevent the shooter using ordinary trousers or normal athletic type training shoes in any event or position. The jacket must be capable of being used in all three positions (prone, standing and kneeling) and must meet all other specifications in order to be approved for the competition. Any item of clothing which fails to pass at Equipment Control may be retested without removing the item of clothing from the Equipment Control room. A third test may be conducted after the second test without the item of clothing being removed from the Equipment Control room. If the item of clothing fails to pass the Equipment Control on the third test it may not be resubmitted and must be indelibly marked, unless permanent alterations are made.



7.4.6.2.1.1 Only one substitute shooting jacket and only one substitute shooting trousers may be submitted. Should a substitute item fail the test, no special clothing for that item may be worn.

7.4.6.2.1.2 Before and during tests the clothing must not be temporarily manipulated by heat or other means. Permanent alterations to clothing may be made. Clothing items may be removed from Equipment Control for this purpose and resubmitted.

7.4.6.2.1.3 Manipulation of the material after examination (sprays, etc.) will be penalized according to the rules.

7.4.6.3 Shooting Shoes

Normal street type or light athletic shoes, and shooting shoes not exceeding the following specifications are permitted:

7.4.6.3.1 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 Figure of the Shoe.

7.4.6.3.2 The sole must be flexible at the ball of the foot.

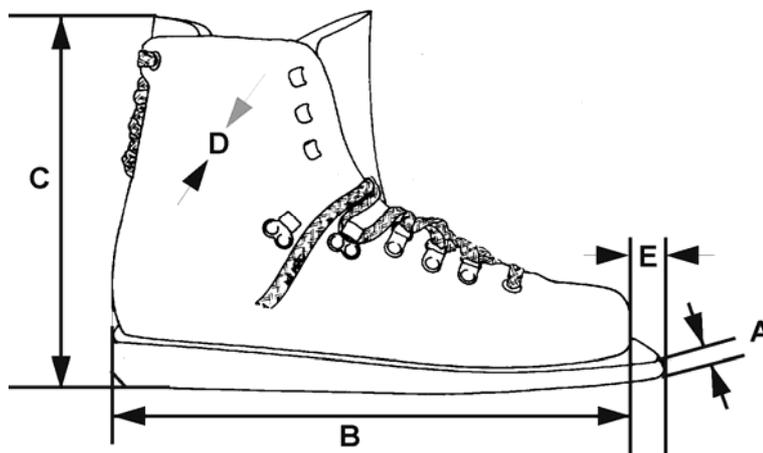
7.4.6.3.3 The height of the shoe from the floor to the highest point (Dimension C, Shooting Shoe Table) must not exceed two thirds ($2/3$) of the length (Dimension B+10 mm).

(Example: If the shoe length is 290 mm (B) add the 10 mm (E) and the total length are counted as 300 mm, therefore the height (C) must not be more than 200 mm).



7.4.6.3.4 If a shooter wears shoes, they must be a matched pair externally but see Shooting Shoe Table.

7.4.6.3.4.1 Figure of the Shoe



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+10 mm.
D.	Upper part of shoe material maximum thickness 4 mm.
E.	The extension of the toe of the sole must be not more than 10 mm in the front of the shoe and may be cut at an angle on the soles of either or both shoes. No other extension of the sole in length and width is permitted.

7.4.6.4 Measuring Devices

7.4.6.4.1 Thickness

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 kg weight (load) applied. The device must have two (2) circular flat surfaces each 30 mm in diameter facing each other.



7.4.6.4.1.1



7.4.6.4.1.2 Thickness – Table

		Jackets	Trousers	Shoes	Gloves	Under-wear
	single thickness	2.5 mm	2.5 mm	4.0 mm	—	2.5 mm
	double thickness	5.0 mm	5.0 mm	—	—	5.0 mm
	total thickness	—	—	—	12.0 mm	—
Reinforcements	single thickness	10.0 mm	10.0 mm	—	—	—
Reinforcements	double thickness	20.0 mm	20.0 mm	—	—	—

7.4.6.4.2 Stiffness – The Stiffness for clothing will be measured by a suitable device approved by the ISSF.

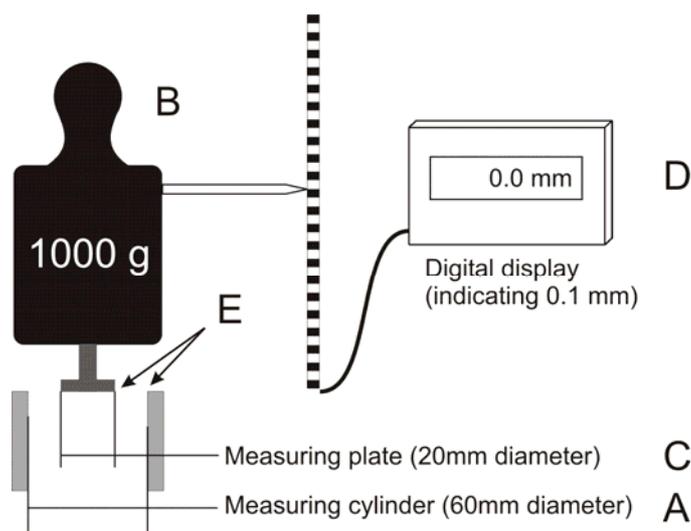
7.4.6.4.2.1 Stiffness

The device used to measure the stiffness of clothing 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 maximum.		



7.4.6.4.2.2



7.4.6.4.2.3 Measuring weight "B" presses measuring plate "C" onto the fabric/material which is laid flat, without stretching, on measuring cylinder "A". If the measuring cylinder is depressed at least 3 mm (digital display "D" = 30) the material is acceptable.

7.4.6.4.2.4 If a figure below 30 is displayed the material is too stiff.

7.4.6.4.2.5 Follow-up controls after the competition (in Olympic Events after Qualifications) will be conducted by the Equipment control and supervised by the Jury. Follow-up controls must ensure that as many Finalists as possible are checked, together with a few random selections.

7.4.6.4.2.6 The check will be conducted immediately after the shooter has finished. If the clothing fails, it will be tested again after the first check. If any item of clothing fails a second time, the shooter must be disqualified.

7.4.6.4.2.7 Before and during all follow-up controls, the clothing must not be manipulated by heat or other temporary or permanent means.

7.4.7 Shooting Jacket

7.4.7.1 The body and sleeves of the jacket, including the lining, must not exceed 2.5 mm in single thickness and 5 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 Jacket Table).



- 7.4.7.2** 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 may be made either manually or with an ISSF approved overlap gauge with a tension of 6 kg to 8 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.
- 7.4.7.3** All straps, laces, bindings, seams, stitching or devices which may be construed as artificial support are prohibited. However it is permitted to have one zipper or not more than two straps to take up loose material in the area of the shoulder pad (see Jacket Table). No other zipper or other closing or tightening device is permitted other than those specified in these Rules and Diagrams.
- 7.4.7.4** The construction of the back panel may include more than one piece of material provided that this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness limit of 2.5 mm when measured over a flat surface. All parts must comply with the stiffness limit.
- 7.4.7.5** 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 shooter is in the shooting position.
- 7.4.7.6** 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. A deduction of two (2) points will be given for the first offence and a further violation may involve disqualification. Roughening the material of the jacket is permitted.
- 7.4.7.7** Shooting jackets may have reinforcement patches added only to their outside surfaces subject to the following limitations:
- 7.4.7.7.1** Maximum thickness, including jacket material and all linings: 10 mm single thickness or 20 mm when measured as a double thickness.
- 7.4.7.7.2** 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.
- 7.4.7.7.3** Only one 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.

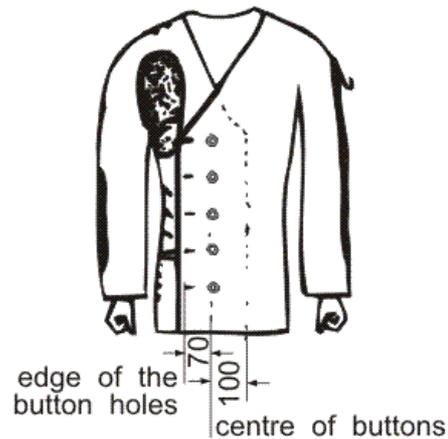
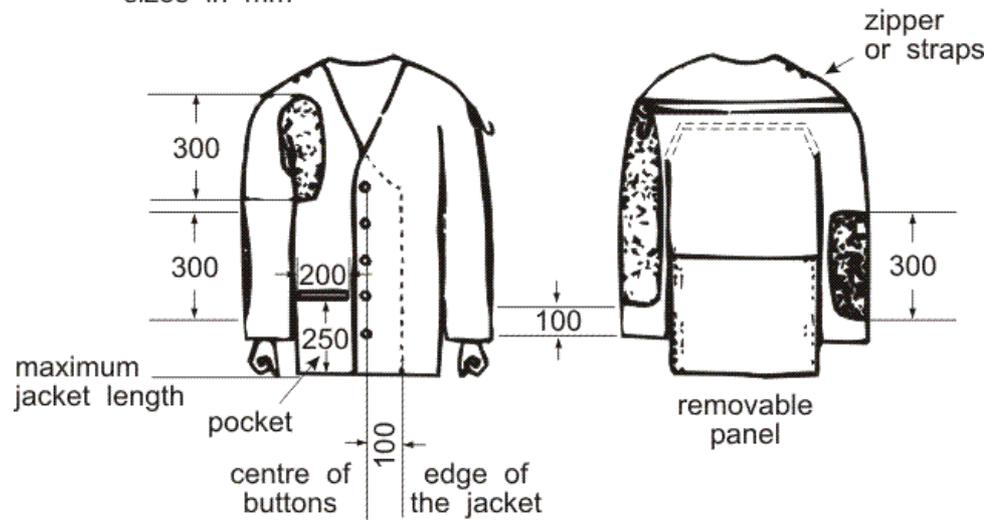
7.4.7.7.4 Reinforcement on the shoulder where the butt plate rests must not be longer than 300 mm in the longest dimension (see Jacket Table).

7.4.7.7.5 All inside pockets are prohibited. Only one (1) external pocket is permitted, located on the right front side (left front side for left hand shooters) of the jacket.

7.4.7.7.6 The maximum size of the pocket is 250 mm high from the lower edge of the jacket and 200 mm wide.

7.4.7.7.7

sizes in mm



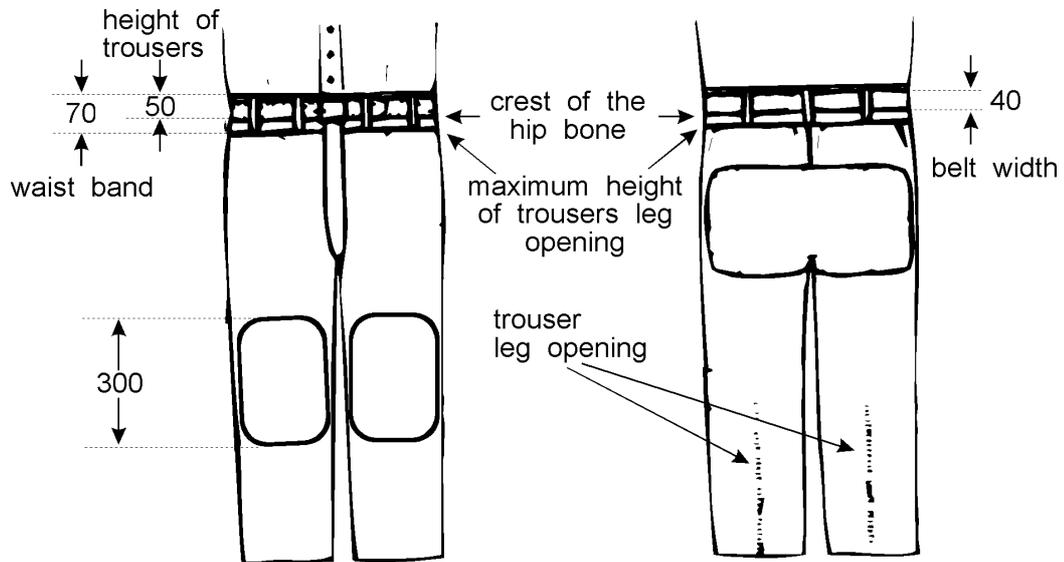


7.4.7.8 Shooting Trousers

- 7.4.7.8.1** The trousers, including the lining, must not exceed 2.5 mm in single thickness and 5 mm in double thickness at any point where flat surfaces may be measured. The top of the trousers must not fit or be worn higher on the body than 50 mm above the crest of the hipbone. 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 3mm 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 waist band, 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. Each belt loop (keeper) must not exceed 20 mm width. The trousers may be closed by one hook and up to five (5) eyes, or up to five (5) adjustable snap fasteners, or similar closure or Velcro. Only one 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.
- 7.4.7.8.2** Zippers, buttons, Velcro or similar non adjustable fasteners or closures, may be used in the trousers only in the following places:
- 7.4.7.8.2.1** One type of fastener or closure in the front to open and close the trousers fly. The fly must not be lower than the level of the crotch. Any holes that cannot be closed are permitted.
- 7.4.7.8.2.2** Only one 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 fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places in one leg.
- 7.4.7.8.2.3** Reinforcements may be added to the seat and both knees of the trousers. The seat patch must not exceed the width of the hips and the vertical measurement must not be longer than to cover the normal wear points on the seat of the wearer. Knee patches may have a maximum length of 300 mm. Knee reinforcements 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). All pockets are prohibited.



7.4.7.8.2.4

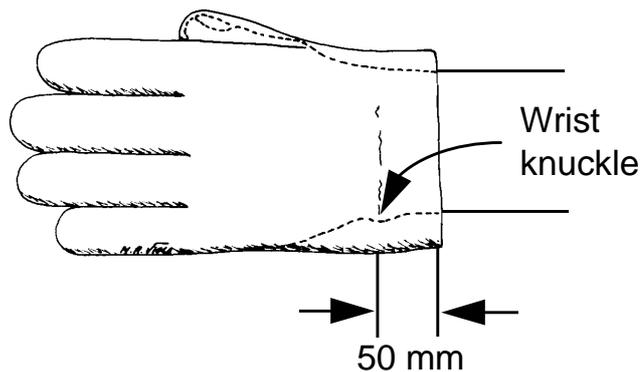


7.4.7.9 Shooting Gloves

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

7.4.7.9.2 The glove must not extend more than 50 mm beyond the wrist measured from the center of the wrist knuckle (Shooting Gloves). 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.

7.4.7.9.3



7.4.7.10 Dressing the Shooter

7.4.7.10.1 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.



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

7.4.7.11 Accessories

7.4.7.11.1 Spotting Telescopes

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

7.4.7.11.2 Rifle Rests

The use of a rifle rest for resting the rifle between shots is permitted providing that it is not higher than the shooter's shoulders when standing normally. A stand for resting the rifle must not be placed in front of the shooting table in the standing position. A kneeling roll may be used as a rifle rest between shots. Care must be exercised that whilst resting the rifle, it does not intrude upon the adjacent shooter. For safety whilst the rifle is on the rifle rest, it must also be held by the shooter.

7.4.7.11.3 Shooting box or bag

The shooting box or bag must not be placed forward of the shooter'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 shooters on adjacent points or to constitute a wind break.

7.4.7.11.4 Kneeling Roll

Only one 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.

7.5.0 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

7.5.1 Positions

7.5.1.1 Prone

7.5.1.1.1 The shooter may lie on the bare surface of the firing point or on the shooting mat.

7.5.1.1.2 He may also use the mat by resting his elbows on it.

7.5.1.1.3 The body must be extended on the firing point with the head toward the target.

7.5.1.1.4 The rifle may be supported by both hands and one shoulder only.

7.5.1.1.5 The cheek may be placed against the rifle stock.



- 7.5.1.1.6 The rifle may be supported by the sling but the forend behind the left hand must not touch the shooting jacket.
- 7.5.1.1.7 No part of the rifle may touch the sling or its attachments.
- 7.5.1.1.8 The rifle must not touch, or rest against, any other point or object.
- 7.5.1.1.9 Both forearms and sleeves of the shooting jacket forward of the elbow must be visibly raised from the surface of the firing point.
- 7.5.1.1.10 The shooter's sling (left) forearm must form an angle not less than 30 degrees from the horizontal, measured from the axis of the forearm.
- 7.5.1.1.11 The right hand and/or arm may not touch the left arm, shooting jacket or sling.
- 7.5.1.2 **Standing**
 - 7.5.1.2.1 The shooter must stand free with both feet on the firing point surface or on the ground cloth without any other support.
 - 7.5.1.2.2 The rifle may be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder and the part of the chest next to the right shoulder.
 - 7.5.1.2.3 The cheek may be placed against the rifle stock.
 - 7.5.1.2.4 The rifle must not touch the jacket or chest beyond the area of the right shoulder and right chest.
 - 7.5.1.2.5 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.
 - 7.5.1.2.6 The rifle must not touch or rest against any other point or object.
 - 7.5.1.2.7 A palm rest may be used but not in 300 m Standard Rifle or Air Rifle events.
 - 7.5.1.2.8 A hand stop/sling swivel is not allowed in this position for 300 m Standard Rifle and 10 m Air Rifle.
 - 7.5.1.2.9 In this position, the use of the sling is prohibited.
 - 7.5.1.2.10 The right hand may not touch the left hand or arm.
- 7.5.1.3 **Kneeling**
 - 7.5.1.3.1 The shooter may touch the firing point surface with the toe of the right foot, the right knee and the left foot.
 - 7.5.1.3.2 The rifle may be held with both hands and the right shoulder.
 - 7.5.1.3.3 The cheek may be placed against the rifle stock.
 - 7.5.1.3.4 The left elbow must be supported on the left knee.
 - 7.5.1.3.5 The point of the elbow must not be more than 100 mm over or 150 mm behind the point of the knee.



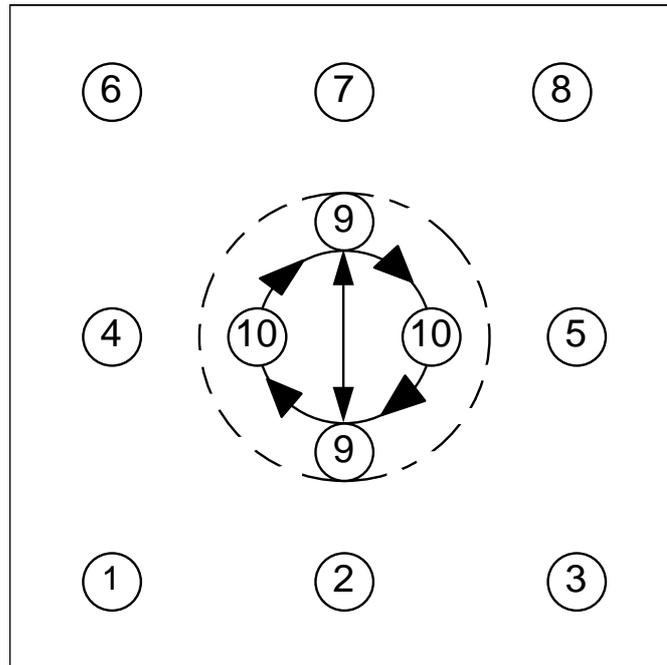
- 7.5.1.3.6** The rifle may be supported by the sling but the forend behind the left hand must not touch the shooting jacket.
- 7.5.1.3.7** No part of the rifle may touch the sling or its attachments.
- 7.5.1.3.8** The rifle must not touch or rest against any other point or object.
- 7.5.1.3.9** If the kneeling roll is placed under the instep of the right foot, the foot must not be turned at an angle of more than 45 degrees.
- 7.5.1.3.10** 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.
- 7.5.1.3.11** No portion of the upper leg or buttocks may touch the surface of the firing point or shooting mat at any point.
- 7.5.1.3.12** If the shooter uses the shooting mat he may kneel completely on the shooting mat or may have one or two of three points of contact (toe, knee, foot) on the mat.
- 7.5.1.3.13** Only the trousers and underclothing may be worn between the shooter's seat and heel. The jacket or other articles must not be placed between these two points or under the right knee.
- 7.5.1.3.14** The right hand and/or arm may not touch the left arm, shooting jacket or sling.
- 7.6.0 Rifle Events**
See the Rifle Event Table 7.8.0
- 7.6.1 Rifle events** should be programmed in the order 10 m, 50 m, and 300 m, however, when 300 m events are shot they must always be programmed after the 10 m and 50 m events.
- 7.6.2 Three position events** 50 m and 300 m must be fired in the following order: **Prone – Standing – Kneeling**
- 7.6.3 Rifle 3x40**
- 7.6.3.1** All shooters must complete the prone stage before starting the standing stage, and all shooters must complete the standing stage before starting the kneeling stage.
- 7.6.3.2** The normal changeover time between positions is 10 minutes.
- 7.7.0 SCORING PROCEDURES – Indication of shots 300 m**
- 7.7.1 Pit Target Marking**
- 7.7.2** As soon as the Marker receives the signal, he must indicate the shot.
- 7.7.2.1** 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:
- 7.7.2.1.1 lower** the target;



- 7.7.2.1.2** **cover** the hole with a transparent sticker and overlay a contrasting sticker to mark the location of the last shot;
- 7.7.2.1.3** **raise** the target;
- 7.7.2.1.4** **show** the value of the hit by the discing system.
- 7.7.2.2** When the spotting disc is used to indicate shot values, it must be done with a thin circular disc 200 mm to 250 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.
- 7.7.2.3** The **value** of hits will be shown as follows:
- 7.7.2.3.1** the position of the **last hit** must be marked;
- 7.7.2.3.2** the value of the 1, 2, 3, 4, 5, 6, 7, and 8 hits 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;
- 7.7.2.3.3** 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;
- 7.7.2.3.4** 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;
- 7.7.2.3.5** a shot that does **not hit the target** is marked only by moving the black side of the marking disc three or four times sideways across the face of the target;
- 7.7.2.3.6** 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.



7.7.2.3.7 Shot signaling diagram



7.7.2.4 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 shooter is firing competition shots.



7.8.0		Rifle Event Table					
Event	Men/ Women	No. of shots	Number of shots per competition target (paper)	Number of sighting targets(paper)	Targets	Time pit operated or target carriers	Other systems
10 m Air Rifle	Men Women	60 40	1	4	6.3.2.3	1 hour, 45 minutes 1 hour, 15 minutes	1 hour, 45 minutes 1 hour, 15 minutes
50 m Rifle 3 Positions	Men	120	1	each position 4	6.3.2.2	prone: 1 hour standing: 1 hour, 30 minutes kneeling: 1 hour, 15 minutes	45 minutes 1 hour, 15 minutes 1 hour
50 m Rifle 3 Positions	Women	60	1	each position 4	6.3.2.2	2 hours, 30 minutes	2 hours, 15 minutes
50 m Rifle Prone	Men Women	60 60	1	4	6.3.2.2	1 hour, 30 minutes	1 hour, 15 minutes
300 m Rifle 3 Positions	Men	120	10	each position 1	6.3.2.1	prone: 1 hour, 15 minutes standing: 1 hour, 45 minutes kneeling: 1 hour, 30 minutes	45 minutes 1 hour, 15 minutes 1 hour
300 m Rifle 3 Positions	Women	60	10	each position 1	6.3.2.1	2 hours, 30 minutes	2 hours, 15 minutes
300 m Rifle Prone	Men Women	60 60	10	1	6.3.2.1	1 hour, 30 minutes	1 hour, 15 minutes
300 m Standard Rifle 3 Positions	Men	60	10	each position 1	6.3.2.1	2 hours, 30 minutes	2 hours, 15 minutes

Note: The preparation period of 10 minutes starts before the published start time of the competition.



7.9.0		Rifle Specification Table				
Event	Maximum weight	Trigger	Maximum Length of the barrel/system	Ammunition	Thumb hole, thumb rest, palm rest, heel rest, spirit level	Other specifications
10 m Air Rifle	5.5 kg (men/women)	No set trigger	850 mm (system)	4,5 mm (.177")	No	No bipod
50 m Rifle 3 Positions and Prone	8.0 kg (men)	No restriction	No restriction	5.6 mm (.22") Long Rifle	Yes – palm rest only standing	
50 m Rifle 3 Positions and Prone	6.5 kg (women)	No restriction	No restriction	5.6 mm (.22") Long Rifle	Yes – palm rest only standing	
300 m Rifle 3 Positions and Prone	8.0 kg (men)	No restriction	No restriction	Maximum 8 mm	Yes – palm rest only standing	Maximum width of mirage band = 60 mm.
300 m Rifle 3 Positions and Prone	6.5 kg (women)	No restriction	No restriction	Maximum 8 mm	Yes – palm rest only standing	Maximum width of mirage band = 60 mm.
300 m Standard Rifle 3 Positions	5.5 kg (men)	No set trigger Minimum trigger pull: 1500g	762 mm (barrel)	Maximum 8 mm	No	Maximum width of mirage band = 60 mm. No bipod or attached rifle rest.
Note: The rifle must be weighed with all accessories (including palm rest or hand stop if used).						



7.10.0 INDEX Rifle Rules

The Index for the Rifle Rules will be written after approval of all rules.

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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

50 m Pistol

25 m Rapid Fire Pistol

25 m Center Fire Pistol

25 m Standard Pistol

25 m Pistol

10 m Air Pistol

Edition 2009 (First Printing, 06/2008)

Effective 1st January 2009.



CHAPTERS

- 8.1.0 GENERAL**
- 8.2.0 SAFETY**
- 8.3.0 RANGE AND TARGET STANDARDS**
- 8.4.0 EQUIPMENT AND AMMUNITION**
- 8.5.0 ACCESSORIES**
- 8.6.0 SHOOTING EVENT PROCEDURES AND COMPETITION RULES**
- 8.7.0 FIRING POINT ALLOCATION AND ELIMINATION EVENTS**
- 8.8.0 MALFUNCTIONS**
- 8.9.0 RULES SHOOT-OFFS IN 25 m EVENTS**
- 8.10.0 PISTOL EVENT TABLE**
- 8.11.0 PISTOL SPECIFICATION TABLE**
- 8.12.0 DRAWINGS AND MEASUREMENTS**
- 8.13.0 INDEX**

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



8.1.0 GENERAL

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

8.1.2 All shooters, 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 shooter to comply with the Rules.

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

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.

8.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See Technical Rules – Section 6.

8.3.0 RANGE AND TARGET STANDARDS

Target and range standards may be found in the Technical Rules – Section 6.

8.4.0 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 8.11.0 and Table 8.12.0

8.4.1.1.1 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, which holds the pistol.

8.4.1.1.2 Adjustable grips are permitted providing when adjusted for the shooter's hand they conform to the rules for the event. The adjustment must not be changed after the Equipment Control checks in any way that would conflict with the ISSF Rules.

8.4.1.2 Barrels: see the Pistol Specification Table 8.11.0.

8.4.1.3 Sights: see the Pistol Specification Table 8.11.0.

Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc., are prohibited. Any aiming device programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear open sights.

8.4.1.3.1 Correcting lenses and/or filters must not be attached to the pistol.

8.4.1.3.2 Correction glasses and/or filters may be worn by the shooter.



8.4.1.4 Electronic Triggers are allowed providing:

8.4.1.4.1 all their components are firmly attached to and contained within the frame or grip of the pistol;

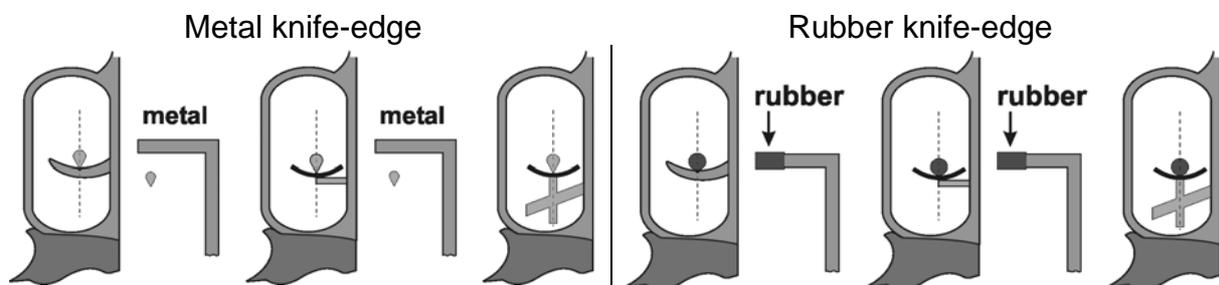
8.4.1.4.2 the trigger is operated by the hand that holds the pistol;

8.4.1.4.3 all components are included when the pistol is submitted for inspection by the Equipment Control Section;

8.4.1.4.4 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 all the Rules (dimensions and weight) when fitted. This must be marked on the Equipment Control Card by the Equipment Control Section.

8.4.1.6 Measuring the Weight of the Trigger Pull

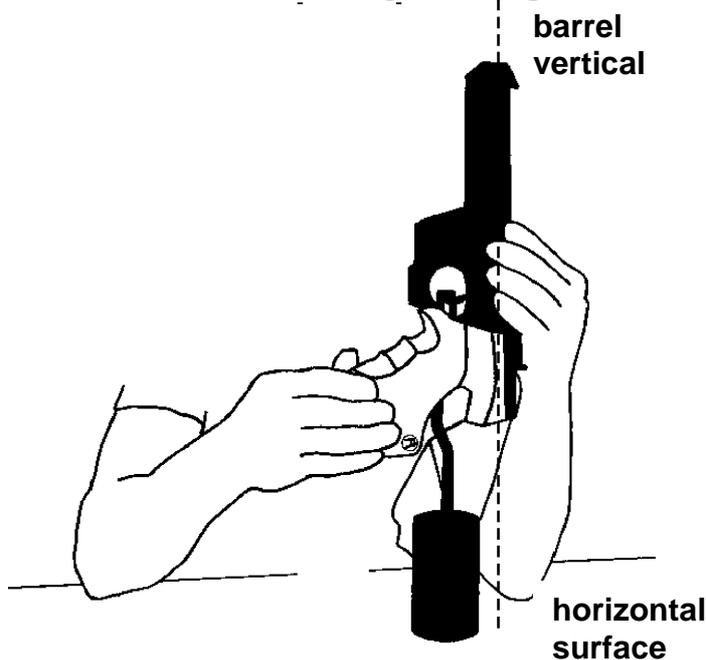


8.4.1.6.1 Note:

A weight with a metal or rubber knife-edge must be used. A roller or other round configuration on the test weight is not permitted. A dead weight must be used with no springs or other devices.



8.4.1.6.2 Measuring the Weight of the Trigger Pull



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 is allowed. If it does not pass it may only be resubmitted after adjustment. When testing air or gas actuated pistols, the propellant charge should be activated.

8.4.1.6.3 The appropriate trigger test weight that may be used for random checks will also be made available to the shooters on the range before and during the competition, and before the Finals, to allow them to check that the weight of the trigger pull has not changed so as to contravene the Rules.

8.4.1.6.4 Random Trigger Weight control checks must be conducted immediately after the last series in all qualification rounds of 10 m and 25 m events. At least one shooter should be selected from each Range Section (or eight firing positions for Air Pistol) by drawing of numbered lots by the Range 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. Any shooter whose pistol fails this test or when a shooter is selected fails to undertake the test, he must be disqualified.

8.4.2 Specific Standards for 25 m Pistols

8.4.2.1 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.

8.4.2.2 The barrel length is measured as follows (see the Pistol Specification Table 8.11.0).

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



8.4.2.3 25 m Rim Fire Pistol

Any caliber 5.6 mm (.22") rim fire pistol, chambered for Long Rifle cartridges, except single shot, may be used, that conforms to the specification in 8.11.0.

8.4.2.4 25 m Center Fire Pistol

Any Center Fire Pistol, except single shot, of caliber 7.62 mm to 9.65 mm (.30" - .38") may be used, that conforms to the specification in 8.11.0.

8.4.3 50 m Pistol

Any caliber 5.6 mm (.22") rim fire pistol, chambered for Long Rifle cartridges, may be used.

8.4.3.1 The pistol used in the 50 m Pistol event may only be loaded with one (1) cartridge.

8.4.3.2 Hand covers for 50 m Pistol are permitted, providing they do not cover the wrist.

8.4.4 Ammunition

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

Pistol	Caliber	Other specifications
10 m Air Pistol	4,5 mm (.177")	
25 m Center Fire Pistol	7.62 mm – 9.65 mm (.30"-.38")	For safety reasons high power type "Magnum" ammunition is not allowed.
50 m Pistol	5.6 mm (.22")	Rim Fire Long Rifle.
25 m Rim Fire Pistol	5.6 mm (.22")	Rim Fire Long Rifle For the Rapid Fire Pistol Event: minimum bullet weight 2.53g = 39gr; minimum velocity 250 m/sec – measured 2 m from the muzzle. A chronograph (velocity measurement device) must be available to shooters on the range.

8.4.5 Clothing Regulations

8.4.5.1 During all Training and Competitions:

8.4.5.1.1 Women are required to wear dresses, skirts, divided skirts, shorts or trousers, and blouses or tops (which will cover the front and back of the body, and be over each shoulder).

8.4.5.1.2 Men are required to wear full-length trousers or shorts and long or



short sleeved shirts.

- 8.4.5.1.3 Shorts may not be shorter than the athlete's fingertips when the arms and fingers are extended at the athlete's side.
- 8.4.5.1.4 Sweaters or cardigans may be worn.
- 8.4.5.1.5 Tracksuits supplied to the team as official uniform will be permitted.
- 8.4.5.1.6 All members of one team, men or women, should be dressed in a similar team top.
- 8.4.5.2 Only **low-sided shoes** which do not cover the ankle bone are permitted.

8.5 Accessories

8.5.1 Spotting Telescopes

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

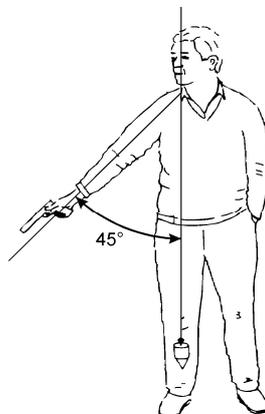
8.6.0 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

8.6.1 Position

8.6.1.1 The shooter must stand free, without support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one hand only. The wrist must be visibly free of support.

8.6.1.2 In the 25 m Rapid Fire Pistol Event, the 25 m Pistol and 25 m Center Fire Pistol Rapid Fire Stages and the 25 m Standard Pistol 20 seconds and 10 seconds series, shooting must start from the READY position. In the READY position, the shooter's arm must point downward at an angle of not greater than 45 degrees from the vertical, but must not be pointed at the ground within the forward edge of the firing point. The arm must remain stationary in this position while waiting either for the appearance of the target or, when electronic scoring targets are used, for the green light(s) to come on.

8.6.1.3 The READY Position



8.6.1.4 If a shooter raises his arm too soon, or does not lower it sufficiently



in the 25 m Rapid Fire Pistol Event or in the Rapid Fire Stage of the 25 m Pistol or 25 m Center Fire Pistol Event, or in the combined 20 seconds and 10 seconds stages of the 25 m Standard Pistol Event he must be warned by a Jury Member, and the series must be recorded and repeated. In the 25 m Rapid Fire Pistol Event the shooter must be credited with the lowest value hit on each target. In all other 25 m events, the shooter must be credited with the five (5) lowest value hits in the two series (or three series should a malfunction be involved). If the fault is repeated in the same stage of 30 shots the same procedure must be applied and the shooter must be penalized by a deduction of two (2) points from his score. If a third infringement of this Rule occurs, the shooter must be disqualified.

8.6.2 Pistol Events

8.6.3 See the Pistol Event Table 8.10.0

8.6.4 Competition Rules

8.6.4.1 Preparation Time 25 m Events

8.6.4.1.1 Shooters should report at their Range Section, but wait to be called forward to the firing points. Time permitting, before the commencement of the Preparation Time, the shooters will be called to the firing points where they may set up their equipment and handle their pistols providing any preceding relay has finished. Pre-competition checks by the Jury and Range Officers must be completed before the Preparation Time starts.

8.6.4.1.2 Then they will be given the command “**PREPARATION TIME BEGINS NOW**”. During the Preparation Time the targets must be visible, facing the shooters. During the Preparation Time the shooters may dry fire and carry out holding and aiming exercises on the firing line.

8.6.4.1.3 **Preparation Time** allowed before the competition starts is as follows:

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

8.6.4.2 25 m Events

8.6.4.2.1 In all 25 m 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).

8.6.4.2.2 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 shooter, 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.

8.6.4.2.3 LOAD

In all 25 m 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.

8.6.4.2.3.1 If a shooter loads his pistol with **more than a total of five (5) cartridges** or he loads **more than one (1) magazine** on any command “**LOAD**” he must be penalized by the deduction of two (2) points, for each additional cartridge, from his competition score in that same series.

8.6.4.2.3.2 A shot or shots fired before the command “**LOAD**” must incur disqualification.

8.6.4.2.4 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 malfunction of the pistol), or when ordered, the shooter must unload the pistol.

8.6.4.3 Specific Rules for the 25 m Rapid Fire Pistol Event

The event is 60 competition shots divided into two stages of 30 shots each. Each stage is subdivided into six (6) series of five (5) shots each, two (2) in eight (8) seconds, two (2) in six (6) seconds and two (2) in four (4) seconds. In each series one (1) shot is fired at each of the five (5) targets in the specified time limit for the series.

8.6.4.3.1 Before the beginning of each stage, the shooter may fire one (1) sighting series of five (5) shots in eight (8) seconds.

8.6.4.3.2 All shooting (sighting and competition series) is by command. Both shooters in the same Range Section must fire at the same time, but organizers may arrange for more than one Range Section to fire simultaneously under centralized commands.

8.6.4.3.3 If a pistol of any of the shooters 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 shooters firing together have completed this time stage. Each Range Section may operate independently.

8.6.4.3.4 Before the Range Officer gives the command “**LOAD**”, he must call out the series time (such as “**EIGHT (8) SECONDS SERIES, OR SIX (6) SECONDS 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 shooter. When the Range Officer gives the command “**LOAD**”, the shooters must prepare themselves immediately for their series within one (1) minute.



8.6.4.3.5 When one (1) minute has expired, the Range Officer will give the commands:

“ATTENTION”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position.
“3-2-1-START”	At the Command “START” the target timer mechanism must be started. The shooters must be in the READY position by the count-down of 1.

8.6.4.3.6 Before each series the shooter must lower his arm and adopt the READY position. The shooter's arm must remain stationary before the green lights come on, or the targets appear (see also 8.6.1.2 and 8.6.1.3).

8.6.4.3.7 The targets must then face the shooter, or the green lights come on, after a delay of three (3) seconds (± 1.0 second). The time delay should remain constant throughout the competition. During each series the shooter should fire five (5) shots. Pistols may be raised at the moment the targets begin to face, or the green lights come on.

8.6.4.3.8 A series is considered as having started after the command **“ATTENTION”**. Every shot fired after that will be counted in the competition.

8.6.4.3.9 After the firing of each series, there should be a pause of at least one (1) minute before the next command **“LOAD”**. The published start time for successive relays should be adequate to allow for these relays to start at the published time. 30 minutes should be the minimum time between the start of successive relays and longer if the program permits.



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

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

Stage	Number of series / shots	Time limit for each series competition and sighting
1. Precision Stage	six (6) series of five (5) shots	five (5) minutes
2. Rapid Fire Stage	six (6) series of five (5) shots	see below

8.6.4.4.1 Before the beginning of each stage, the shooter may fire one (1) sighting series of five (5) shots.

8.6.4.4.2 Precision Stage

8.6.4.4.2.1 The Range Officer must give the command "**LOAD**". After the command "**LOAD**", the shooter(s) must prepare themselves within one (1) minute with the correct number of cartridges. Firing will begin on the appropriate command or signal.

8.6.4.4.2.2 All shooters must complete the Precision Stage before the Rapid Fire Stage may begin.

8.6.4.4.3 Rapid Fire Stage

8.6.4.4.3.1 During each series the target is shown five (5) times or, when electronic scoring targets are used, the green lights come on each time for three (3) seconds (+ 0.2 seconds – 0.0 second). The time between each appearance (the edge-on position) or, when Electronic Scoring Targets are used, the red lights are on must be seven (7) seconds (± 1.0 second). One (1) shot only will be fired during each "appearance" of the target.



8.6.4.4.3.2. all shooters will fire the sighting series as well as the competition series at the same time and on the same commands:

“FOR THE SIGHTING SERIES – LOAD”	All shooters load within a time of one (1) minute.
“FOR THE FIRST / NEXT COMPETITION SERIES – LOAD”	All shooters load within a time of one (1) minute.
“ATTENTION”	The red lights must be switched on or if paper targets are used, they must be turned to the edge-on position After a delay of seven (7) seconds (+/-1.0 second) either the green lights will come on, or the target will be turned to face the shooter.
	Before each shot the shooter must lower the arm and adopt the READY position. The arm must be motionless before the green light comes on, or the target appears.
	The pistol must not be rested on the bench, or shooting table, during the series.

8.6.4.4.4 A series is considered as having started from the moment the red light is switched on, or the targets turn away from the shooter after the command **“ATTENTION”**. Every shot fired after that must be counted in the competition.

8.6.4.5 Specific Rules for the 25 m Standard Pistol Event

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

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

8.6.4.5.1 Before the beginning of the competition, the shooter may fire one (1) sighting series of five (5) shots within a time limit of 150 seconds.

8.6.4.5.2 Before the Range Officer gives the command **“LOAD”**, he must call out the series time (such as 150 seconds series, or 20 seconds 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 shooter. When the Range Officer gives the command **“LOAD”**, the shooter(s) must prepare themselves immediately for their series



within one (1) minute.

8.6.4.5.3 When one minute has expired, the Range Officer will give the command:

“ATTENTION”	The red light will be switched on, or the target will be turned away to the edge-on position. After a delay of 7 seconds (+/-1.0 second) the green light will come on, or the target will be turned to face the shooter.
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8.6.4.5.4 Before each series except in the 150 second series the shooter must lower his arm and adopt the READY position. His arm must remain stationary before the green light comes on, or the target appears (see also 8.6.1.2 and 8.6.1.3).

8.6.4.5.5 A series is considered as having started from the moment the red light is switched on, or the targets turn away from the shooter after the command **“ATTENTION”**. Every shot fired after that must be counted in the competition.

8.6.4.5.6 When it is necessary to conduct the event in two parts, each part must consist of:

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

8.6.4.5.6.1 Before the beginning of each part of the event, the shooter may fire one (1) sighting series of five (5) shots within a time limit of 150 seconds.

8.6.5 Interruptions

8.6.5.1 25 m Events and Stages

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

8.6.5.1.1 if the elapsed time is **more than 15 minutes**, the Jury must allow one (1) extra sighting series of five (5) shots;

8.6.5.1.2 in the 25 m Rapid Fire Pistol and in the 25 m Standard Pistol Event, if the series is interrupted it must be annulled and repeated. The repeated series must be recorded and credited to the shooter;

8.6.5.1.3 in the 25 m Pistol and the 25 m Center Fire Pistol Events, the interrupted series must be completed. The completed series must be recorded and credited to the shooter;

8.6.5.1.3.1 in the Precision Stage the time limit is one (1) minute for every shot to be fired to complete the series.

8.6.5.1.4 Any **extension of time** allowed by the Jury or Range Officers must



be marked clearly, stating the reason on a Range Incident Report and if applicable on the Register Keeper's score card.

8.6.6 Irregular shots

8.6.6.1 25 m Events and Stages

8.6.6.1.1 Too many shots fired

8.6.6.1.1.1 If a shooter **fires more competition shots** on a target than the program calls for, or more than one shot at one appearance of the target in a Rapid Fire Series, the highest value hit(s) must be disregarded from the score of that target. Two (2) points must also be deducted from the score of that series for each extra shot fired in the series. This penalty is in addition to the penalty of two (2) points that may be imposed when a shooter loads more than five (5) cartridges.

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

8.6.6.1.1.3 If a shooter **fires more sighting shots** than are provided for in the program, 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 competition score for each excessive sighting shot fired.



8.6.6.2 Early and late shots

8.6.6.2.1 Any shot(s) fired accidentally after the command “**LOAD**” has been given, but before the beginning of a competition series, must not be counted in the competition but two (2) points must be deducted from the following series. This penalty must not apply in the sighting series. The shooter having fired accidentally must not continue, but must wait until the other shooters have finished that series and then indicate 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 shooters have completed that time stage. If this procedure is not followed and the shooter continues the original series, the accidentally fired shot will be scored as a miss (zero).

8.6.6.2.2 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).

8.6.6.3 Incorrect Range Commands 25 m Events

8.6.6.3.1 If, because of an incorrect command and/or action by a Range Officer, the shooter 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.

8.6.6.3.2 If the claim is considered justified, the shooter must be allowed to fire the series.

8.6.6.3.3 If the claim is considered not justified, the shooter may fire the series, but must be penalized by the deduction of two (2) points from the score of that series.

8.6.6.3.4 If the shooter has fired a shot after the incorrect command and/or action, the protest must not be accepted.

8.6.6.4 Cross-fires

8.6.6.4.1 25 m Events and Stages

8.6.6.4.1.1 If a shooter fires a sighting shot on the sighting target of another shooter, 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 shooter who is not at fault has the right to repeat the sighting shot(s).



8.6.7 Disturbances

Should a shooter 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 shooters.

8.6.7.1 If the claim is considered justified:

8.6.7.1.1 the series (25 m Rapid Fire Pistol, 25 m Standard Pistol), must be annulled and the shooter may repeat the series.

8.6.7.2 If the claim is considered not justified:

8.6.7.2.1 if the shooter has finished his series, the shot or series must be credited to the shooter;

8.6.7.2.2 if the shooter has not finished his series due to the claimed disturbance, the shooter may repeat or complete the series. Scoring and penalties are as follows:

8.6.7.2.2.1 in the **25 m 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;

8.6.7.2.2.2 in the **25 m 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;

8.6.7.2.2.3 in the **25 m Pistol and 25 m Center Fire Pistol Events** the series may be completed and the score must be recorded;

8.6.7.2.2.4 two (2) points must also be deducted from the score of the repeated or completed series;

8.6.7.2.2.5 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).

8.6.8 Timing

If a shooter 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 shooters.

8.6.8.1 If it is found that his **claim is justified**, he may begin again.

8.6.8.2 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.

8.6.8.3 Once the shooter has **fired the first shot** in the series, such a claim must not be accepted.

8.6.8.4 If a shooter considers that the **time of the series was too short**,



he may inform a Range Officer immediately after finishing the series.

8.6.8.4.1 The Range Officer and/or Jury must verify the timing of the mechanism.

8.6.8.4.2 If it is confirmed that there has been an error, the protesting shooter's series must be annulled and repeated.

8.6.8.4.3 If the claim is considered not justified, the result of the series must be credited to the shooter and recorded.

8.7.0 FIRING POINT ALLOCATION

8.7.1 25 m Rapid Fire Pistol Event

8.7.1.1 The second 30 shot stage must begin only after all shooters have completed the first 30 shot stage. If there are fewer shooters than are necessary to completely fill all relays in the first stage, then the gaps must be left in the last relay of the first stage.

8.7.1.2 For the **2nd stage**, the order of relays must be changed as follows:

8.7.1.2.1 A shooter having fired in the left side firing station in the first stage, must shoot in the right side firing station (of the same Range Section) in the second stage (and vice versa).

8.7.1.3 When the event is held on one day

8.7.1.3.1 All shooters in any relay for the first stage all shoot together again in one relay in the second stage, and in the same Range Sections although reversed; for example:

Stage	Relay	Range Section 1		Range Section 2		Range Section 3		Range Section 4	
		A	B	C	D	E	F	G	H
	Bay	A	B	C	D	E	F	G	H
1	1	1	2	3	4	5	6	7	8
1	2	9	10	11	12	13	14	15	16
1	3	17	18	19	20	21	22	23	24
1	4	25	26	27	28	29	30	31	32
2	1	2	1	4	3	6	5	8	7
2	2	10	9	12	11	14	13	16	15
2	3	18	17	20	19	22	21	24	23
2	4	26	25	28	27	30	29	32	31



8.7.1.4 When the event is held over two days

8.7.1.4.1 For a competition to be completed in two days the first relay in the second stage must be the middle relay of the first stage, or if there is an equal number of relays, the relay immediately after the middle of the first stage. In the event that any numbered position is unoccupied on the first day of the competition, the new location of that same numbered position will remain unoccupied on the second day; for example:

Stage Day	Relay	Range Section 1		Range Section 2		Range Section 3		Range Section 4	
		A	B	C	D	E	F	G	H
	Bay								
1	1	1	2	3	4	5	6	7	8
1	2	9	10	11	12	13	14	15	16
1	3	17	18	19	20	21	22	23	24
1	4	25	26	27	28	29	30	31	32
2	1	18	17	20	19	22	21	24	23
2	2	26	25	28	27	30	29	32	31
2	3	2	1	4	3	6	5	8	7
2	4	10	9	12	11	14	13	16	15

8.7.1.4.2 Subsequent relays follow in the same order from the first stage than going to the first relay of the second stage until all relays have been listed for the second stage.

8.8.0 MALFUNCTIONS

8.8.1 General

Should a pistol break down or cease to function, the shooter is allowed to repair the pistol.

8.8.2 In all cases the Range Officers or Jury must be informed so they may decide on the measures to be taken.

8.8.3 25 m Pistol Events

8.8.3.1 A shooter is allowed a maximum of 15 minutes to repair or replace a pistol in order to resume the competition.

8.8.3.2 If the repair is likely to take more than 15 minutes, the shooter, at his request, may be granted more time by the Jury.

8.8.3.3 If extra repair time is granted he will complete the competition at a time and place determined by the Jury or,

8.8.3.4 he may continue to fire with another pistol of the same type of mechanism (semiautomatic or revolver) and of the same caliber.

8.8.3.5 If a substitute pistol is used it must be approved by the Equipment



Control Section.

8.8.3.6 In the 25 m events the Jury must allow one (1) extra sighting series of five (5) shots.

8.8.4 25 m Pistol Events Malfunctions

Only one (1) malfunction of any sort (AM / NAM) may be claimed in any one stage (But see also 8.8.4.5.3.1 and 8.8.4.5.3.2).

8.8.4.1 If a shot has not been fired due to a malfunction, and if the shooter 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 shooters.

8.8.4.1.1 A shooter 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.

8.8.4.2 If a Malfunction (allowable or nonallowable) occurs in the sighting series it must not be registered as a malfunction. If an allowable Malfunction the shooter may complete the sighting series by shooting the unfired shots in the specified time for the sighting series for that event; fired immediately. 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 the shooter may not repeat or complete the series.

8.8.4.3 Types of Malfunctions

8.8.4.3.1 ALLOWABLE MALFUNCTIONS (AM) are:

8.8.4.3.1.1 a bullet is lodged in the barrel;

8.8.4.3.1.2 the trigger mechanism has failed to operate;

8.8.4.3.1.3 there is an undischarged cartridge in the chamber and the trigger mechanism has been released and operated;

8.8.4.3.1.4 the cartridge case has not been extracted or ejected;

8.8.4.3.1.5 the cartridge, magazine, cylinder, or other part of the pistol has jammed;

8.8.4.3.1.6 the firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning;

8.8.4.3.1.7 the pistol fires automatically without the trigger being released. The shooter 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 EST the first shot will be scored by the system and this will be credited to the shooter. When using paper targets should the automatically fired shot(s) hit the target, the hit(s) found highest up on the target shall be disregarded before the repeat series. After any repeat series all the shot(s), except



those that were disregarded on the one target concerned, must be included to establish the score;

8.8.4.3.2 NON-ALLOWABLE MALFUNCTIONS (NAM) are:

8.8.4.3.2.1 the shooter has touched the breech, mechanism or safety catch or the pistol has been touched by another person before being inspected by the Range Officer;

8.8.4.3.2.2 the safety catch has not been released;

8.8.4.3.2.3 the shooter had not loaded his pistol;

8.8.4.3.2.4 the shooter had loaded less cartridges than prescribed;

8.8.4.3.2.5 the shooter did not allow the trigger to return far enough after the previous shot;

8.8.4.3.2.6 the pistol was loaded with the wrong ammunition;

8.8.4.3.2.7 the magazine was not inserted correctly, or had fallen out during shooting unless this is due to damage to the mechanism;

8.8.4.3.2.8 the malfunction is due to any cause that could reasonably have been corrected by the shooter.

8.8.4.4 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 shooter 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.

8.8.4.4.1 If the pistol is a revolver, the Range Officer must not pull the trigger unless the hammer is in the cocked position.

8.8.4.4.2 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.



- 8.8.4.5** The Range Officer decides, after inspection of the pistol, that there is an **ALLOWABLE MALFUNCTION** or a **NON-ALLOWABLE MALFUNCTION**.
- 8.8.4.5.1** 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 shooter. The shooter may continue to shoot the remainder of the event.
- 8.8.4.5.2** In the case of an **ALLOWABLE MALFUNCTION** the following procedures will be followed.
- 8.8.4.5.2.1** **25 m Rapid Fire Pistol, 25 m Standard Pistol**
- 8.8.4.5.2.1.1** The number of shots already fired must be recorded and the series may be repeated.
- 8.8.4.5.2.1.2** The shooter must fire all five (5) shots at the target(s) in any repeat series. Any shot(s) not fired or not hitting the target in the re-fire must be scored as zero(s). Should a second malfunction occur, then the shooter may not re-fire again (but unfired shots must **NOT** be scored as zero(s); the scoring must be as in 8.8.4.5.2.1.6). The shooter may continue to shoot the remainder of the event.
- 8.8.4.5.2.1.3** **Scoring: ALLOWABLE MALFUNCTION**
- 8.8.4.5.2.1.4** **25 m Rapid Fire Pistol:** The score must be recorded as the total of the lowest value hit on each target in the two (2) series.
- 8.8.4.5.2.1.5** **25 m Standard Pistol:** The score must be recorded as the total of the five (5) lowest value hits on the target.
- 8.8.4.5.2.1.6** If the shooter is unable to complete a full series in the one (1) permitted re-shoot, he must be credited only with as many of the lowest value hit(s) as the highest number of shots he has fired in the series or in the repeat series.
- 8.8.4.5.2.2** **25 m Pistol and 25 m Center Fire Pistol**
Precision Stage and Rapid Fire Stage:
- 8.8.4.5.2.2.1** the number of shots is recorded and the series may be completed;
- 8.8.4.5.2.2.2** shot(s) to complete the series must be fired in the immediately following series (in the Precision Stage a time of one (1) minute will be allowed for each shot to be fired) or exposure(s) (Rapid Fire Stage).
- 8.8.4.5.2.2.3** Any shot(s) not fired or not hitting the targets must be scored as miss(es) (zero(s)).
- 8.8.4.5.2.2.4** The five shot series must be scored in the normal manner.



8.8.4.5.3 All 25 m Pistol Events

An ALLOWABLE MALFUNCTION may be claimed:

8.8.4.5.3.1 once in each 30 shot stage of the 25 m Rapid Fire Pistol, 25 m Pistol and 25 m Center Fire Pistol events;

8.8.4.5.3.2 once in the 150 seconds stage and once in the combined twenty (20) seconds and ten (10) second stages of the 25 m Standard Pistol event.

8.8.4.5.4 **Interrupted series** (after an Allowable Malfunction) in the 25 m 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 shooters have completed that time stage.

8.8.4.6 In all cases, when scoring malfunctions, the appropriate form (A,B,C or D) must be used. For the forms to be used, see the end of the Pistol Rules before the Index.

8.8.5 Failure of Electronic Scoring Target Systems or Paper Target Systems

8.8.5.1 **In the event of a failure of ALL the targets on a range:**

8.8.5.1.1 the expired shooting time must be recorded by the Chief Range Officer and the Jury;

8.8.5.1.2 all completed competition shots of each shooter 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.

8.8.5.2 Failure of 25 m Electronic Scoring Target Systems

8.8.5.2.1 After the target is 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 the start of the completion of the series in accordance with the rules below.

8.8.5.2.2 25 m Pistol and 25 m Center Fire Pistol Events

8.8.5.2.2.1 The shooter will COMPLETE the series of five shots in the same way as for an ALLOWABLE MALFUNCTION. The shooter should fire the number of shots that had not been recorded by the target when the failure occurred.

8.8.5.2.3 25 m Standard Pistol and 25 m Rapid Fire Pistol Events

8.8.5.2.3.1 If the series was NOT completed and recorded, it will be ANNULLED and REPEATED. If the five (5) shots were recorded for any shooter, the series score will be recorded and no repetition will be permitted by that shooter.



8.8.5.2.4 Failure of a Single Target

8.8.5.2.4.1 If there is a failure of a single target or a group of five targets (25 m Rapid Fire Pistol Event) the shooter may be moved to another firing position in the same, or if necessary, 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.

8.8.5.2.5 Complaint concerning **failure to register or display a shot on the monitor(s) of 25 m** Electronic Scoring Target systems, or it shows a zero that was not expected.

8.8.5.2.5.1 In the Precisions Stages of 25 m Pistol and 25 m Center Fire Pistol Events and in the 150 seconds series of the 25 m Standard Pistol Event, the shooter must immediately (before the next shot) inform the nearest range official of the failure.

8.8.5.2.5.1.1 The shooter will then be directed to complete the series in a time decided by the Jury.

8.8.5.2.5.2 In the Rapid Fire Stages of 25 m Pistol and 25 m Center Fire Pistol Events and in the Rapid Fire Stages of the 25 m Standard Pistol Event, the shooter must continue the five (5) shot series and must inform the nearest range official of the failure immediately after the end of the series.

8.8.5.2.5.2.1 There will be no repeated series. The score will be determined by the Classification Jury.

8.8.5.2.5.3 After the series has been completed, the Procedure for Examination for Electronic Scoring Targets will be applied.

8.9.0 Shoot-Offs in 25 m Events

8.9.1 Shoot-Off before the Finals in the 25 m Rapid Fire Pistol Event

8.9.1.1 When in the 25 m Rapid Fire Pistol Event there are more than six (6) shooters eligible for the Finals start because of tied scores, the tie will be broken by a shoot-off as follows:

8.9.1.2 Shooters tied for sixth place will be allocated new firing points on the Qualification range by drawing of lots under the direction of the Jury. If more shooters are tied than target groups are available, the firing sequence will also be determined by drawing of lots.

8.9.1.3 In the event of a further tied score on the 6th place the shoot-off will be continued until the tie is broken.

8.9.1.4 All shooters tied will be ranked according to the score from the shoot-off. Remaining ties on 7th or lower places will be decided by the count back rules starting with the score of any shoot-off(s).

8.9.2 Ties – Individual 25 m Events without Finals for the first three places and to determine the shooters to take part in the Finals in the 25 m Rapid Fire Pistol Event.



8.9.2.1 **Shoot-Offs: Sighting series / Competition series**

8.9.2.2 Ties must be decided by a **shoot-off** consisting of one series. All shooters tied for the first three places in Events without Finals or for the sixth place to enter the finals in the 25 m Rapid Fire Pistol Event will be ranked according to the score from the shoot-off which will be conducted as follows:

Event	Shoot-off series	Sighting series
25 m Rapid Fire Pistol	one (1) four (4) second series	one (1) four (4) second series
25 m Pistol 25 m Center Fire Pistol	one (1) five (5) shot series in the rapid fire course	one (1) five (5) shot series in the rapid fire course
25 m Standard Pistol	one (1) 10 seconds series	five (5) sighting shots in a 150 seconds series

8.9.3 **Rules for Shoot-Offs**

8.9.3.1 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.

8.9.3.2 Shooters with tied scores will be allocated adjacent firing points by drawing of lots under the supervision of the Jury. If more shooters have equal scores the firing sequence will also be determined by the drawing of lots. When several shooters 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.

8.9.3.3 In the event of a **further tied score**, a second shoot-off consisting of **one** (1) series must be fired. If the tie is still not broken, the shoot-offs will continue until the tie is broken.

8.9.3.4 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.

8.9.3.4 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.



8.10.0 Pistol Event Table									
Event	Men/ Women	Number of shots	Number of shots per competition target (paper only)	Number of sighting targets (paper only)	Number of sighting shots	Targets	Scoring and Patching Paper Targets	Time	Preparation Time
10 m Air Pistol	Men Women	60 40	1	4	unlimited before the competition shots	6.3.2.6	In the Classification Office	1 hour, 45 minutes 1 hour, 15 minutes	10 minutes
50 m Pistol	Men	60	5	2	unlimited before the competition shots	6.3.2.5	In the Classification Office	2 hours	10 minutes
25 m Rapid Fire Pistol	Men	60	1 New targets for each shooter for each stage (5+30 shots)	5	1 series of 5 shots in each stage	6.3.2.4	After every 5 shot series	2 stages of 30 shots of 2 five-shot-series in 8, 6, 4 seconds	3 minutes
25 m Pistol	Women	60	5 new target after the first 15 competition shots in Rapid Fire Stages and for each five shots series of the precision stages	1	1 series of 5 shots in each stage	Precision stage 6.3.2.5 Rapid fire stage 6.3.2.4	After every 5 shot series	Precision stage: 30 shots of 6 five-shot- series in 5 minutes Rapid fire stage: 30 shots of 6 five- shot-series in the rapid fire program	Precision stage: 5 minutes Rapid fire Stage: 3 minutes
25 m Center Fire Pistol	Men	60							
25 m Standard Pistol	Men	60							



8.11.0 Pistol Specification Table					
Pistol Type	1) Pistol Weight 2) Trigger Pull	Measuring Box (mm)	Barrel Length Sight Radius	Grips	Other specifications
10 m 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.
50 m 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.
25 m Rim Fire Pistol	1) 1400 g max. 2) 1000 g min.	300 x 150 x 50	153mm 220 mm	See below	Compensators, muzzle brakes, perforated barrels or any device(s) functioning in a similar manner are not allowed.
25 m Center Fire Pistol	1) 1400 g max. 2) 1000 g min.				

a) 10 m 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.

b) 25 m 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. This distance is measured at a right angle to the extended center line of the bore.

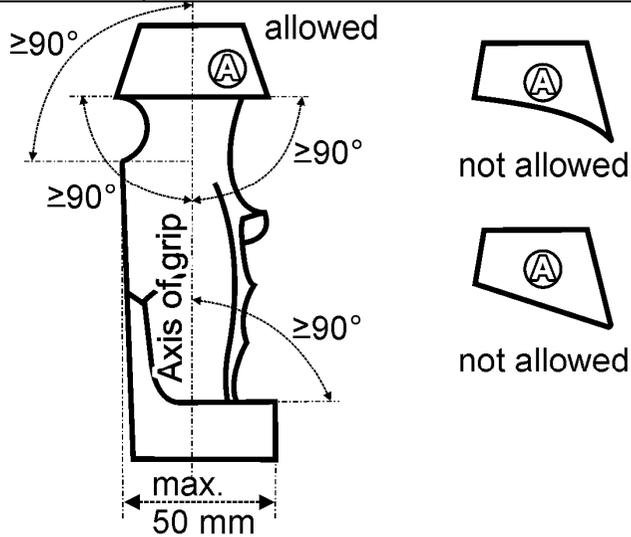
c) The weight of the pistol is measured with all accessories, including balancing weights and unloaded magazine.

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.



8.12.0

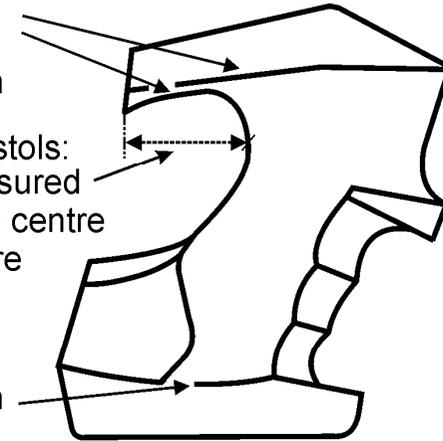
Drawings and Measurements



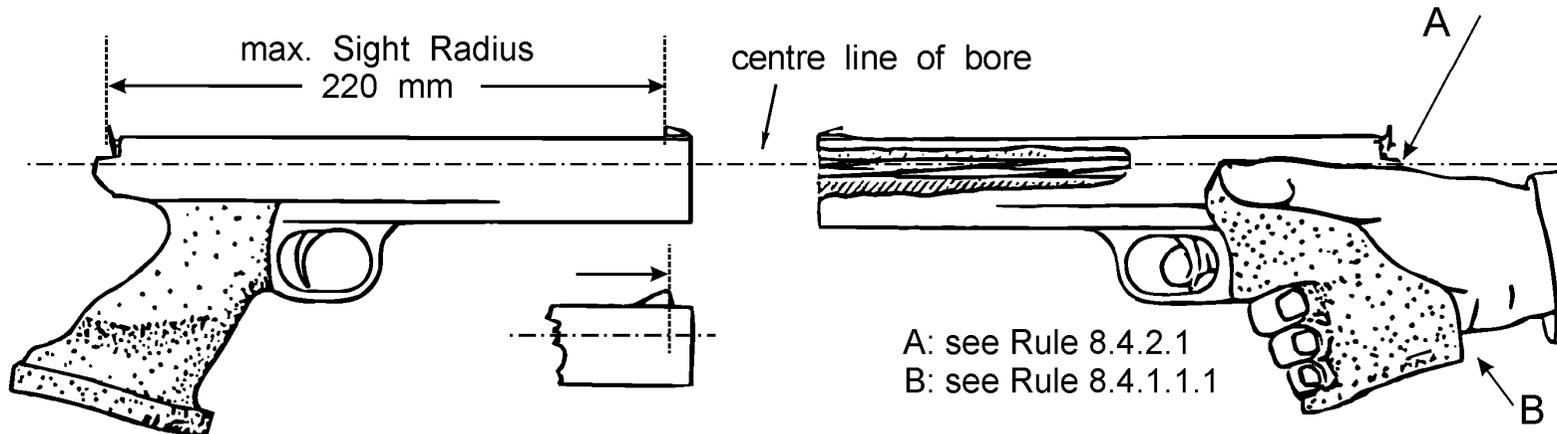
Up- and downward bend allowed in the longitudinal direction

Only 25 m Pistols:
≤30mm, measured parallel to the centre line of the bore

Up- and downward bend allowed in the longitudinal direction



25 m Rim Fire Pistol
25 m Centre Fire Pistol





8.13.0 INDEX Pistol Rules

The Index for the Pistol Rules will be written after approval of all rules.

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8.20 10 m Five Shot Air Pistol

8.20.1 10 m Five Shot Air Pistol

Any caliber 4.5 mm (.177") compressed air or gas pistol may be used.

8.20.1.1 The pistol used in the 10 m Five Shot Air Pistol event must have a magazine that can be loaded with five (5) pellets.

8.20.2 General

8.20.2.1 Preparation time

10 m Air Pistol Five Target Event 3 Minutes

10 m Air Pistol Standard Event 3 Minutes

8.20.2.2 Before each series the shooter must lower his arm. The pistol may be rested on the bench or shooting table.

8.20.2.3 A series is considered as having started from the moment of the command "**ATTENTION**". Every shot fired after that will be counted in the competition.

8.20.2.4 Before the competition 10 m Air Pistol paper targets must be available for shooters to adjust their sights.

8.20.2.5 Before the beginning of each stage, the shooter may fire **one (1) sighting series** of five (5) shots in ten (10) seconds.

8.20.2.6 All shooting (sighting and competition series) is **by command**. All shooters in the same Range Section must fire at the same time, but organizers may arrange for more than one Range Section to fire simultaneously under centralized commands.

8.20.3 10 m Air Pistol Five Target Event

The event is 40 competition shots for Men / Men Junior and 30 competition shots for Women / Women Junior. The event is divided into series of five (5) shots each in ten (10) seconds. In each series one shot is fired at each of the five (5) **Falling Targets** in the time limit for the series.

8.20.3.1 When the Range Officer gives the command **LOAD**, the shooters must prepare themselves for their series within one (1) minute.



8.20.3.2 When one (1) minute has expired, the Range Officer will give the commands:

8.20.3.2.1

Mechanical Targets
The timing will be controlled by stop watches.
"ATTENTION 3-2-1-START" .
The command "START" is the signal to fire.
After 10 seconds "STOP" .
Shot(s) after the command "STOP" must be counted as zero(es).

8.20.3.2.2

Electronic Targets	
"ATTENTION"	The red lights must be switched on.
"3-2-1-START"	The command "START" is the signal to fire.
The red lights are switched off and give the signal to fire.	
After 10 seconds the red lights are switched on and the targets will be blocked.	

8.20.3.3

Scoring

A **hit** is given for all targets that **fall** during the 10 seconds shooting time. Any hit is scored as one (1) point. Early and late shot(s) will be scored as zero(es). After each series of five (5) shots the fallen targets of each group must be counted, announced to the shooter and recorded in the scorecard.

8.20.3.4

Any ties for the first three (3) places will be resolved by shoot-off. Other ties will be resolved by count-back in five (5)-shot-series. If any ties remain the shooters must have the same ranking.

8.20.4

10 m Air Pistol Standard Event

The event is 40 competition shots for Men / Men Junior and 30 competition shots for Women / Women Junior. The event is divided into series of five (5) shots each in ten (10) seconds. In each series five shots are fired on one (1) Stationary Air Pistol target (**6.3.2.6**) in the time limit for the series.

8.20.4.1

When the Range Officer gives the command **LOAD**, the shooters must prepare themselves for their series within one (1) minute.



8.20.4.2 When one (1) minute has expired, the Range Officer will give the commands:

The timing will be controlled by stop watches.
"ATTENTION 3-2-1-START".
The command "START" is the signal to fire.
After 10 seconds "STOP" .
Shot(s) after the command "STOP" must be counted as zero(es).

8.20.4.3 Scoring

All shots fired in the 10 seconds shooting time will be scored. Early and late shot(s) will be scored as zero(es).

8.20.4.4 Any ties for the first three (3) places will be resolved by shoot-off. Other ties will be resolved by count-back in 5-shot-series. If any ties remain the shooters must have the same ranking.

8.20.5 Interruption

If the interruption is for safety or technical reasons without fault of the shooter:

8.20.5.1 if the elapsed time is **more than fifteen (15) minutes**, the Jury must allow one extra sighting series of five (5) shots.

8.20.5.2 in **10 m Air Pistol Five Target Event /10 m Air Pistol Standard Event**, the interrupted series must be **annulled and repeated**. The repeated series must be recorded and credited to the shooter.

8.20.5.3 any **extension of time** allowed by the Jury or Range Officers must be marked clearly, stating the reason, on the Register Keeper's score card and on the scoreboard where it is visible clearly to the shooter.

8.20.6 Disturbances

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

8.20.6.1 If the claim is considered justified:

8.20.6.1.1 the series must be **annulled and the shooter may repeat** the series.

8.20.6.2 if the claim is considered not justified:

8.20.6.2.1 if the shooter has **finished his series**, the shot or series must be credited to the shooter.



- 8.20.6.2.2** if the shooter **has not finished his series** due to the claimed disturbance, the shooter may repeat the series. Scoring and penalties are as follows:
- 8.20.6.2.3** in the **10 m Air Pistol Five Target Event** the shooter may fire the series, but must be penalized by the deduction of **one (1) hit** from the score of that series.
- 8.20.6.2.4** in the **10 m Air Pistol Standard Event**, the score must be recorded as the total of the five (5) lowest value hits on the targets.
- 8.20.6.2.4.1** Two (2) points must also be deducted from the score of the repeated series.
- 8.20.6.2.5** 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 zero(es).
- 8.20.7 Malfunctions**
- 8.20.7.1** If a shot has not been fired due to a malfunction, and if the shooter wishes to claim a malfunction, he must hold his pistol pointing down range, retain his grip, and immediately inform the Range Officer by raising his free hand. He must not disturb other shooters.
- 8.20.7.1.1** A shooter may try to correct a malfunction and continue the series, but after attempting any correction, he may not claim an **allowable malfunction** unless a part of the pistol is damaged sufficiently to prevent the pistol from functioning.
- 8.20.7.2** If a **malfunction occurs in the sighting series** it must not be registered as a malfunction. The sighting series may be repeated.
- 8.20.7.3** The number of shots already fired must be recorded and the series may be repeated.
- 8.20.7.4 Scoring: ALLOWABLE MALFUNCTION**
- 8.20.7.4.1 10 m Air Pistol Five Target Event**
- In case of an allowable malfunction: the result on each target must be noted.
- In the re-shoot, a hit will only be credited on those targets hit on the re-shoot but not scored as a miss before the malfunction.
- A target which was hit before the malfunction, but subsequently missed, will be scored as a miss.
- 8.20.7.4.2 10 m Air Pistol Standard Event**
- The score must be recorded as the total of the five (5) lowest value hits on the targets. The shooter must fire all five (5) shots at the target in the repeat series. Any shot(s) not fired or not hitting the target in the re-shoot must be recorded as zero(es). (A second target must be provided for the re-shoot.)



8.20.7.5 Scoring: NON ALLOWABLE MALFUNCTION

8.20.7.5.1 10 m Air Pistol Five Target Event

The score must be recorded as the total of the fallen targets.

8.20.7.5.2 10 m Air Pistol Standard Event

The score must be the total of the fired shots.

8.20.7.6 Repeating a series because of a malfunction must be permitted only:

in the case of an Allowable Malfunction and only once in the 10 m Air Pistol Five Target Event / 10 m Air Pistol Standard Event.

8.20.8 Incorrect Range Commands 10 m Five shot Air Pistol

8.20.8.1 If the shooter wishes to protest because of an **incorrect command** and/or action by the Range Officer, the shooter must hold his pistol pointing down range and raise his free hand, and immediately after the series report this to the Range Officer or Jury Member.

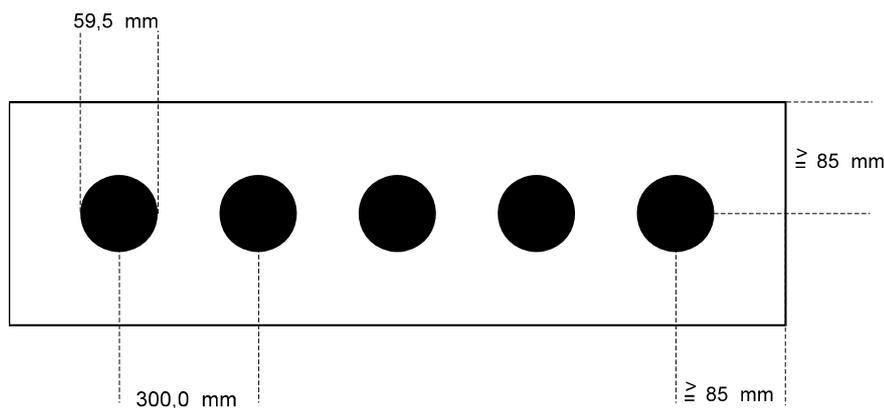
8.20.8.2 If the claim is **considered justified**, the shooter must be allowed to fire the series.

8.20.8.3 If the claim is **considered not justified**, the shooter may fire the series, but must be penalized by the deduction of **one (1) hit** in the **10 m Air Pistol Five Target Event** or **two (2) points** in the **10 m Air Pistol Standard Event** from the score of that series.

8.20.8.4 If the shooter **has fired a shot after the incorrect command** and/or action, the protest must not be accepted.

8.20.9 Targets

8.20.9.1 10 m Air Pistol Five Target Event



The Diameter of the Black is 59.5 mm with a tolerance of +0.2 mm - 0.0 mm

The Diameter of the aperture (hole) is 30.0 mm with a tolerance +0.2 mm -0.0 mm

The targets can be used with an electronic timing mechanism with signaling lights and blocked Falling Targets before "**START**" and after "**STOP**", or the timing may be controlled by stop watches.



8.20.10	Other Specifications				
Event	Number of sighting shots	Targets	Scoring	Shots, time	Preparation time
10 m Air Pistol Five Target Event for Men and Men Junior	1 series of 5 shots in 10 sec.	See above	after every 5 shot series	8 five-shot series in 10 sec.	3 minutes
10 m Air Pistol Five Target Event for Women and Women Junior	1 series of 5 shots in 10 sec.	See above	after every 5 shot series	6 five-shot series in 10 sec.	3 minutes
10 m Air Pistol Standard Event for Men and Men Junior	1 series of 5 shots in 10 sec.	6.3.2.6	after every 5 shot series	8 five-shot series in 10 sec.	3 minutes
10 m Air Pistol Standard Event for Women and Women Junior	1 series of 5 shots in 10 sec.	6.3.2.6	after every 5 shot series	6 five-shot series in 10 sec.	3 minutes
Event /Pistol	a) Maximum Weight b) Trigger Pull	Maximum Barrel Length - Sight Radius		Other specifications	
10 m Air Pistol Five Target Event 10 m Air Pistol Standard Event	a) 1500 g b) 500 g	Box Size Only 420 mm x 200 mm x 50 mm		Magazine loaded with five (5) pellets. Ported barrels and perforated barrel attachments are allowed	
<p>Grips: No part of the grip or accessories may encircle the hand. The heel rest must extend at an angle of not less than 90 degrees to the grip. 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 support must allow free upward movement of the thumb. However, 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>The weighing of the pistol is made with all accessories, including balancing weights and unloaded magazine.</p>					
<p>A manufacturing tolerance of the rectangular Measuring Box of 0.0 mm to + 1.0 mm will be permitted. It may be measured with the magazine removed.</p>					

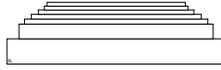


8.20.11 INDEX Pistol Rules

The Index for the Pistol Rules will be written after approval of all rules.

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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

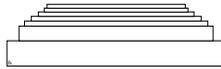
TRAP

DOUBLE TRAP

SKEET

Edition 2009 (First Printing, 06/2008)

Effective 1st January 2009.



CHAPTERS

- 9.1.0 GENERAL
- 9.2.0 SAFETY
- 9.3.0 RANGE AND TARGET STANDARDS
- 9.4.0 EQUIPMENT AND AMMUNITION
- 9.5.0 COMPETITION OFFICIALS
- 9.6.0 SHOOTING EVENTS AND COMPETITION PROCEDURES
- 9.7.0 MATCH ADMINISTRATION (SQUADDING)
- 9.8.0 MALFUNCTIONS
- 9.9.0 RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS
- 9.10.0 CLASSIFICATION AND SCORING PROCEDURES
- 9.11.0 TIE BREAKING
- 9.12.0 PROTESTS AND APPEALS
- 9.13.0 FINALS IN THE OLYMPIC EVENTS
- 9.14.0 DRAWINGS AND TABLES TRAP
- 9.15.0 INDEX

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



9.1.0 GENERAL

9.1.1 These Rules are part of the Technical Rules of the ISSF and apply to all rifle events.

9.1.2 All shooters, 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 shooter to comply with the Rules.

9.1.3 When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.

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.

9.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

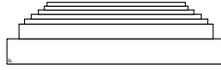
See Technical Rules – Section 6.

9.2.1 The safety of shooters, range personnel and spectators requires continued and careful attention to gun handling and caution is moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility jackets. Self discipline is necessary on the part of all. Where such self discipline is lacking, it is the duty of shooters and team officials to assist in such enforcement.

9.2.2 CARRYING GUNS

9.2.2.1 To ensure safety, all shotguns even when empty must be handled with maximum care at all times (penalty - possible **DISQUALIFICATION**).

- conventional double barrel guns must be carried empty with the breech visibly open
- semi – automatic guns must be carried with the breech bolt visibly open and the muzzle pointed in as safe direction, up to the sky or down towards the ground only
- shotguns not in use must be placed in a gun stand, locked gun case, armory or other secure place
- all shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given
- cartridges must not be placed in any part of the gun until the shooter 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
- when shooting is interrupted, the gun must be opened and be made empty



- no shooter must turn from the shooting station before his gun is open and empty
- after the last shot and before leaving the range or placing the gun in a rack, armory etc. the shooter must ascertain and the Referee must verify that there are no cartridges or cartridge cases in the chamber and / or magazine
- the handling of closed guns is prohibited when operating personnel are forward of the firing line

9.2.3 AIMING

9.2.3.1 Aiming exercises are permitted only on the nominated shooting stations or in the designated areas, but then only with the permission of the Referee.

9.2.3.2 Aiming or shooting at another shooter's targets or deliberately aiming or shooting at live birds or other animals is prohibited.

9.2.3.3 Aiming in any area other than that specified is prohibited

9.2.4 SHOOTING and TEST FIRING

9.2.4.1 Shots may be fired only when it is the shooter's turn and the target has been thrown.

9.2.4.2 By permission of the Referee, test firing of guns (a maximum of two (2) shots) is permitted for each shooter on each day of competition immediately prior to the start of his first round of the day.

9.2.4.3 Test firing of guns is also permitted for each shooter prior to the start of the Finals or any shoot-offs before or after the Finals.

9.2.4.4 Test fired shots **must not be fired into the ground** within the shooting areas.

9.2.4.5 Test firing of a shotgun after a gun repair must be arranged with the Referee or the Chief Range Officer.

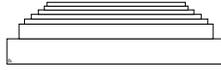
9.2.5 "STOP" COMMAND

9.2.5.1 When the command or the signal "**STOP**" is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe

9.2.5.2 No gun may then be closed until the command to continue ("**START**") has been given.

9.2.5.3 Shooting may only be resumed at the appropriate command ("**START**") or signal.

9.2.5.4 Any shooter 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

9.2.6.1 All commands at ISSF supervised Competitions / Championships must be given in the English language.

9.2.6.2 The Referees or other appropriate range officials are responsible for giving the commands “**START**”, “**STOP**” and other necessary commands. The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.7 EYE and EAR PROTECTION

9.2.7.1 All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection. Ear protectors incorporating any type of radio receiving device are not permitted.

9.2.7.2 All shooters are urged to wear shatterproof shooting glasses or similar eye protection.

9.3.0 RANGE AND TARGET STANDARDS

Target and range standards may be found in the Technical Rules – Section 6.

9.4.0 EQUIPMENT AND AMMUNITION

See Technical Rules – Section 6.

9.4.1. Equipment Control

The Jury must implement a program of Equipment Control for inspecting guns, clothing and other equipment the Jury has the right to examine any item of a shooter's equipment including clothing Team leaders are held equally responsible for their team member's proper use of equipment in accordance with these rules.

9.4.2 GUNS

9.4.2.1 Types of Gun

All types of smooth – bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge. Guns of smaller gauges than 12 may be used.

9.4.2.2 Release Triggers

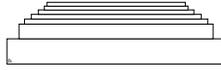
Guns with any form of "release" trigger actions are prohibited

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 of Guns

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 such devices fitted to gun barrels is permitted for Skeet but prohibited in Trap and Double Trap

9.4.2.7 Ported Barrels

Ported barrels and ported interchangeable chokes are acceptable provided the shooter has them inspected by the Jury prior to the start of the competition.

9.4.2.8 Optical Sights

All devices fitted to the gun, which have magnifying, light emitting, forward lead displacement properties, or give visual enhancement of the target, are prohibited

9.4.3 AMMUNITION

9.4.3.1 Cartridge Specifications

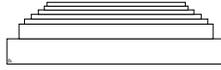
Cartridges permitted in ISSF competitions must meet the following specifications:

- case length after firing must not exceed 70 mm
- shot charge must not exceed 24.5 g
- pellets must be spherical in shape
- pellets must be made of lead, lead alloy or of any other ISSF approved material
- pellets must not exceed 2.6 mm in diameter
- pellets may be plated
- black powder, tracer, incendiary, or other special type cartridges are prohibited
- 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 Jury must implement a cartridge inspection program which must be designed to cause minimal interference to the shooting or shooters during the competition:

- the Referee or Jury Member may remove an unfired cartridge from the shooter's gun for inspection.



- a Jury member or the Referee may take for inspection a shooter's cartridges at anytime when the shooter is in the shooting area.
- if a shooter uses guns or ammunition which are not in accordance with these rules the Jury may decide that all targets fired at with such guns or such ammunition may be declared "**LOST**".
- if the Jury finds that the shooter has committed such a violation deliberately, it may disqualify him from the competition. If, however, the Jury finds that the shooter could not reasonably be aware of the fault and that he, through the fault, has attained no essential advantage, the Jury may decide not to impose a penalty.

9.5.0 COMPETITION OFFICIALS

9.5.1 GENERAL

All persons who are designated to serve as an official in ISSF competitions must possess a valid qualification appropriate to the level of the competition.

9.5.2 JURY

9.5.2.1 Duties Before the Competition Starts

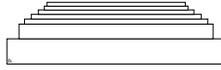
The Jury must ensure that the following conform to the ISSF regulations

- the ranges
- the targets are correctly set
- the organization of the competition

9.5.2.2 Duties During the Competition

The function of the Jury is to:

- supervise the competition
- advise and assist the Organizing Committee
- ensure the correct application of the shooting regulations
- check the competitor's gun, ammunition and equipment
- check after a trap machine breakdown that the targets are set correctly
- deal with protests that are properly submitted
- enforce the Eligibility Rules (see **Section 4**)
- make decisions regarding penalties
- implement sanctions where appropriate
- make decisions in any and all cases which 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 hold a valid ISSF Shotgun Referees or Judges License.

9.5.3.1.1 He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment.

9.5.3.2 The Chief Range Officer is responsible for:

- all technical and logistic issues with regard to preparation and proper conduct of a competition
- performing all of the duties listed in close co-operation 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, in general:

- 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
- 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.
- to give direction and supervise the preparation of clay targets for training and competition
- to provide special ("Flash") targets filled with colored powder for the Finals rounds and any shoot-offs after the Finals
- to ensure that the traps are adjusted according to the settings of the day
- to ensure that all necessary range systems are functioning properly
- to ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the shooters, scorekeepers etc.)
- to provide a metric scale which will weigh in decimals the shot charges and clay targets
- to provide instruments to check the dimensions of targets and shot
- to assist the Organizing Committee to prepare training shooting schedules as well as shooting programs for the competition



- to assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- to take decisions, with the Jury's agreement, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons;
- to instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4 CHIEF of REFEREES

9.5.4.1.1 The Chief of Referees must be appointed by the Organizing Committee.

9.5.4.1.2 He must possess a ISSF Shotgun Referees License—and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.

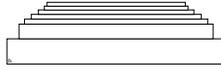
9.5.4.2 The duties of the Chief of Referees, in general, are as follows :

- to assist the Organizing Committee in the selection and appointment of the Referees
- to supervise the Referees and Assistant Referees
- to give instruction and information to the Referees and Assistant Referees
- to prepare the schedules and assignments for the Referees
- to make decisions in conjunction with the Jury, such as when and on which ranges a competitor who had to leave his squad to repair a gun malfunction or was declared "**ABSENT**" may be permitted to complete his round
- to keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges

9.5.5 REFEREES

9.5.5.1 The Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees and must:

- possess a ISSF Shotgun Referees License
- have a wide experience in shotgun shooting
- have a thorough knowledge of Shotgun and of the ISSF Rules applying to the competition



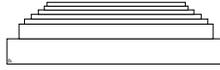
9.5.5.2 The main functions of the Referee are:

- to check before the start of a round, that the correct squad of shooters is present on the range
- to ensure that the correct procedure is used to declare a shooter "**ABSENT**" (see **Rule for "ABSENT" shooter**)
- to make immediate decisions regarding HIT targets (in all doubtful cases the Referee **must** consult the Assistant Referees before making a final decision)
- to make immediate decisions regarding LOST targets
- (the Referee must give a clear and distinct signal for all targets declared "**LOST**")
- to make immediate decisions regarding NO BIRDS and IRREGULAR* targets
- (if possible, the Referee must call "**NO BIRD**" or give some signal before the shooter fires)
- to issue WARNINGS or automatic DEDUCTIONS for rule violations where appropriate
- to ensure that the result of each shot is correctly recorded
- to ensure that the shooters are not disturbed
- to monitor illegal coaching
- to rule on any protests received from a shooter
- to rule on disabled guns
- to rule on malfunctions
- to ensure the correct conduct of the round
- to ensure the application of the safety rules

Note: Irregular targets require an immediate decision by the Referee

9.5.5.3 Warnings Issued by the Referee

- the Referee must give warnings of rule violations (YELLOW CARD) and must note such warnings on the official range score card.
- the Referee may not assess penalties or disqualifications which fall under the responsibility of the Jury



9.5.5.4 Protests Against a Referee's Decision

The Referee's decision may be protested in matters concerning the interpretation and application of the rules

The Referee's decisions are final and no protests are permitted in matters concerning "HIT", "LOST" or "IRREGULAR" targets

9.5.6 ASSISTANT REFEREES

9.5.6.1 The Referee must be assisted by two (2) or three (3) Assistant Referees:

- these are usually appointed in rotation from among the shooters who have fired in the previous squad
- all shooters must serve in this function when designated.
- the Organizing Committee may provide substitute qualified Assistant Referees
- the Referee may accept experienced substitutes

9.5.6.2 The main duties of an Assistant Referee are:

- to watch each target thrown
- to observe carefully whether a target is broken before the shot is fired
- to give immediately after a shot, a signal to the Referee if he observes that in his opinion the target(s) is/are "LOST"
- if required, to mark the result of the Referee's decision of each shot on the official scorecard
- if asked, to advise the Referee on any other matters relating to the targets
- to be positioned such that they can observe the whole shooting area unobstructed
- to indicate to the Referee in a Skeet event if the target is not hit within the boundaries

9.5.6.3 Designated Assistant Referee Absent

If a shooter 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) target from his final result for each refusal.

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.

9.6.0 **SHOOTING EVENTS and COMPETITION PROCEDURES**

9.6.1 **EVENTS**

Shotgun events are:

TRAP

DOUBLE TRAP

SKEET

9.6.1.1 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 rounds of 50)	150 + Finals	---
Double Trap (in rounds of 40)	---	120
Skeet (in rounds of 25)	125 + Finals	75 + Finals

9.6.2 **TRAINING**

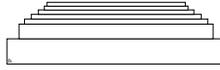
9.6.2.1 **Pre-Event Training**

- must be provided for each event the day before the commencement 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
- all such training must be scheduled fairly between those Nations present in order that no advantage is given

9.6.2.2 **Unofficial Training**

All range availability for unofficial training is the responsibility of the Organizing Committee which must:

- ensure that any such training must not be permitted to interfere with any of the scheduled competition events
- be scheduled fairly between those Nations present in order that no advantage is given
- ensure that all team leaders present are informed of any unofficial training schedules



T.9.6.3 COMPETITION RULES for TRAP

T.9.6.3.1 Conduct of a Round of Trap

Each squad member with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting station. The sixth shooter must stand in the marked area (station 6) behind station 1 ready to move to station 1 as soon as the first shooter has shot at a regular target and the result is known. The Referee must take charge and all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command "**START**"

T.9.6.3.2 Method

- when the first shooter is ready to fire, he must raise the gun to the shoulder and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the target must be thrown at once
- when the result of the shot(s) is/are known the second shooter must do likewise, followed by the third shooter and so on
- when the shooter 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
- two (2) shots may be fired at each target except in the "Finals" round and any shoot offs before and after the "Finals" when only one (1) cartridge must be loaded
- after shooter No.1 has fired at a regular target he must prepare to move to station 2 as soon as the shooter on station 2 has fired at a regular target. The other shooters in the squad must, on their stations, do likewise in rotation from left to right
- this whole sequence must continue until all shooters have each shot at 25 targets
- once the round has started a shooter may close the gun only after the previous shooter has completed his turn
- a shooter having shot, must not leave the station before the shooter on the right has fired at a regular target and a result is registered , except when the shooter has completed shooting on station 5. In this case he must proceed immediately to Station 6 being careful not to disturb the shooters who are on the line as he passes by
- all guns must be carried open when moving between station 1 and 5 and must be carried open and unloaded when moving from station 5 to 6
- no shooter having shot on one station may proceed towards the next station in such a way as to interfere with another shooter or match officials



T.9.6.3.3 Preparation Time Limit

- a shooter must take position, close the gun and call for the target within ten (10) seconds after the previous shooter has fired at a regular target and the result is registered, or after the Referee has given the command “**START**”
- in case of non-compliance with this time limit, the penalties provided in the rules will be applied

T.9.6.4 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 a shooter, before the competition resumes the squad must be allowed to view one (1) regular target from each machine in the group on which the interruption occurred.

T.9.6.5 TARGET DISTANCES, ANGLES and ELEVATIONS

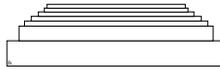
T.9.6.5.1 Trap Setting Table

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 the Jury.

T.9.6.5.2 Preferred Special Settings for the Trap Event

Two (2) Day Competition (75 +50)

	1 st DAY	2 nd 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)		
	1 st DAY	2 nd 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 Day (3) 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
or			
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 Day (3) 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)		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)		

T.9.6.5.3 If the above special settings as in are not used then the squads must be ordered in such a way that if possible, each squad should shoot:

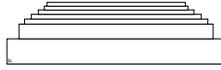
- each range in use the same number of times
- a particular setting the same number of times

T.9.6.5.4 If the Organizing Committee together with the Jury decide that the trap competition for any group of shooters (e.g.: men, women or juniors) is to be conducted on only one (1) separate range , the settings must be changed after all shooters in this group have completed fifty (50) targets (except in a World Cup Final competition).

T.9.6.5.5 Target limits

Each target must be thrown according to the chosen schemes in tables I – IX and within the following limits:

- height at 10 m; 1.5 m to 3.5 m with a tolerance of 0.5 m (1 m minimum to 4 m maximum)
- angle; maximum 45 degrees left or right
- distance 76+/-1 m (as measured from the front edge of the pit roof)



T.9.6.5.6 Trap Setting Procedure

Each machine must be set to throw the target as follows:

- adjust angle to the zero (0) degrees, straight forward, position;
- measure height at 10m forward of the front edge of trap pit roof;
- adjust spring tension and height to obtain the required elevation and distance;
- adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap pit roof.

T.9.6.6 JURY CHECK

T.9.6.6.1 Trial targets

- after the traps have been adjusted and approved by the Jury each day, before the start of the competition one (1) trial target must be thrown from each machine in sequence
- trial targets may be observed by the shooters
- all shooters, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings
- Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.

T.9.6.6.2 Irregular trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

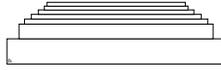
T.9.6.7 REFUSED TARGET

A shooter may refuse a target if:

- a target is not released immediately after the shooter's call
- the shooter is visibly disturbed;
- the Referee agrees that the target was irregular.

T.9.6.7.1 Procedure by Shooter

The shooter refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.



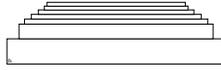
T.9.6.8 "NO BIRD"

T.9.6.8.1 A "NO BIRD" target is one which is not thrown according to these Rules:

- a "NO BIRD" decision is always the Referee's responsibility
- a target declared "**NO BIRD**" by the Referee must always be repeated from the same trap (whether hit or not). However the shooter may not refuse it even if he considers that it was thrown from another machine in the same group
- a referee should attempt to call "**NO BIRD**" before the shooter fires. However, if the Referee calls "**NO BIRD**" as, or after the shooter has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was HIT or not

T.9.6.8.2 A "**NO BIRD**" target must be declared **even if the Shooter has fired** when:

- a broken or irregular target emerges
- a target of a distinctly different color from that of the others being used in the competition or pre event training is thrown
- two (2) targets are thrown
- the target is thrown from a machine in another group
- a shooter shoots out of turn
- another shooter fires at the same target
- the Referee is satisfied that the shooter, after calling for the target; was visibly disturbed by some external cause
- the Referee detects an initial violation of the shooter's foot position in a round
- the Referee detects an initial violation of the time limit
- 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)
- the shot is discharged involuntarily before the shooter has called for the target (however, if the shooter then fires at the target with the second shot, the result must be scored)
- the first shot is a miss and the shooter'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 **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**"



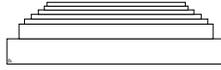
T.9.6.8.3 A "**NO BIRD**" target must be declared **provided that the Shooter has NOT fired** when:

- a target is thrown before the shooter's call
- a target is not released immediately after the shooter's call (see **Note**)
- a target's trajectory is irregular (see **Note**)
- there is an allowable malfunction of gun or cartridge
- the shooter's first shot misfires due to a 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 BIRD**" before, as, or immediately after the shooter 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 shooter fires the result must be recorded

T.9.6.8.4 A target must be declared "**LOST**" when:

- it is not HIT during its flight
- it is only "dusted" and no visible piece is broken from it
- a shooter, for no permitted reason, does not shoot at a regular target for which he has called
- after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun
- a shooter suffers a third or subsequent malfunction of gun or cartridge in the same round
- the first shot is a miss and the shooter 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 shooter is not able to fire his gun because he has not released the safety or has forgotten to load
- the time limit is violated and the shooter has been warned once already in the same round
- the shooter's foot position is violated and the shooter has been warned once already in the same round



T.9.6.8.5 Simultaneous Discharge

T.9.6.8.5.1 A "**NO BIRD**" must not be declared when two (2) shots are discharged simultaneously. The target upon which the simultaneous discharge occurred must be declared "**LOST**" or "**HIT**" according to the result.

T.9.6.8.5.2 If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rules for "DISABLED SHOTGUNS"**.

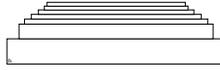
D.9.6.9 COMPETITION RULES for DOUBLE TRAP

D.9.6.9.1 Conduct of a Round of Double Trap

- each squad member with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting station
- the sixth shooter must stand in the marked area behind station 1 (station 6) ready to move to station 1 as soon as the first shooter has shot at a regular Double and the results are known
- the Referee must take charge and all preliminary procedures are completed (names, numbers, Assistants Referees, test firing, viewing of targets etc.) give the command "**START**"

D.9.6.9.2 Method

- when the first shooter is ready to fire, he must raise the gun to the shoulder and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the Double must be thrown within an indefinite period varying randomly from zero (0) to a maximum of one (1) second
- when the result of the shots are known the second shooter must do likewise, followed by the third shooter and so on
- after shooter No.1 has fired at a regular Double he must prepare to move to station 2 as soon as the shooter on station 2 has fired at a regular Double. The other shooters in the squad must, on their stations, do likewise in rotation from left to right
- this whole sequence must continue until all shooters have each shot at the required number of Doubles
- once the round has started a shooter may close the gun only after the previous shooter has completed his turn



- a shooter having shot, must not leave the station before the shooter on the right has fired at a regular Double and the results are registered , except when the shooter has completed shooting on station 5. In this case he must proceed immediately to station 6 being careful not to disturb the shooters who are on the line as he passes by
- all guns must be carried open when moving between station 1 and 5 and must be carried open and unloaded when moving from station 5 to station 6
- no shooter having shot on one station may proceed towards the next station in such a way as to interfere with another shooter or match officials

D.9.6.9.3 Preparation Time Limit

a shooter must take position, close the gun and call for the Double within ten (10) seconds after the previous shooter has fired at a regular Double and the results are registered, or after the Referee has given the command “**START**”

in case of non-compliance with this time limit, the penalties provided in these rules will be applied

D.9.6.9.4 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 a shooter, before the competition resumes the squad must be allowed to view one (1) regular Double from the two (2) machines upon which the interruption occurred.

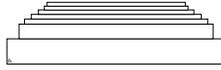
D.9.6.10 TARGET DISTANCES, ANGLES and ELEVATIONS

D.9.6.10.1 Trap Setting Table

Each trap machine must be set before the start of the competition each day according to the following Table:

Setting	Trap No.	Angle (degrees)	Height at 10m (+/- 0.1m)	Distance (+/- 1m)
A	7 (1)	5 Left (max)	3.0m	55m (as measured from the front edge of the pit roof)
	8 (2)	0 (+/- 1)	3.5m	
B	8 (2)	0 (+/- 1)	3.5m	
	9 (3)	5 Right (max)	3.0m	
C	7 (1)	5 Left (max)	3.0m	
	9 (3)	5 Right (max)	3.0m	

the angles between trap machines 7-8 or 8-9 must not exceed five (5) degrees and between trap machines 7-9 must not exceed ten (10) degrees.



D.9.6.10.2 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.

D.9.6.10.3 Trial Targets

- after the traps have been adjusted and approved by the Jury each day, and before each round, one (1) trial regular Double must be thrown
- trial targets may be observed by the shooters
- all shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings

D.9.6.10.3 Double Trap "FINALS" Setting

Setting "C" must be used for all Double Trap "Finals" and all shoot-offs before and after the "Finals". It is important that the height of both targets is the same.

D.9.6.10.4 Irregular trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

D.9.6.11 REFUSED DOUBLE

A shooter may refuse to shoot at a Double if:

- the Double is not released within the required time period after the shooter's call (see Note);
- the shooter is visibly disturbed;
- the Referee agrees that either of the targets were irregular.

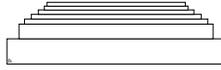
D.9.6.11.1 Procedure by Shooter

The shooter refusing a Double must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

D.9.6.12 "NO BIRD" DOUBLE

D.9.6.12.1 A "NO BIRD" Double occurs when either or both targets are not thrown according to these Rules:

- a "NO BIRD" decision is always the Referee's responsibility
- a Double declared "**NO BIRD**" by the Referee must always be repeated whether either or both targets were HIT or not
- a Referee should attempt to call "**NO BIRD**" before the shooter fires. However, if the Referee calls "**NO BIRD**" as, or after the shooter 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

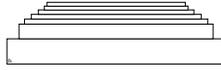


D.9.6.12.2 A "**NO BIRD**" Double must be declared **even if the Shooter has fired** when:

- a broken or irregular target emerges
- a target of a distinctly different color from that of the others being used in the competition or pre-event training is thrown
- only one (1) target is thrown
- the target is thrown from the wrong machine
- both targets are not released simultaneously
- the targets collide
- fragments from one target break the other target
- the first shot breaks both targets
- a shooter shoots out of turn
- another shooter fires at the same Double
- both shots are fired simultaneously
- the Referee is satisfied that the shooter, after calling for the Double was visibly disturbed by some external cause
- the Referee detects an initial violation of the shooter's foot position in a round
- the Referee detects an initial violation of the time limit
- the Referee, for any reason, can not decide whether either target was HIT or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision)
- the shot is discharged involuntarily **before** the shooter has called for the Double. (However, a shooter is permitted only one (1) occurrence in the same round, if the same situation occurs for a second or subsequent time both targets shall be declared "**LOST**") and a WARNING shall be given
- the first shot is a miss and the shooter'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

D.9.6.12.3 A "**NO BIRD**" Double must be declared **provided that the Shooter has NOT fired** when:

- the Double is thrown before the shooter's call
- the Double is not released within the required time period (see **Note**)

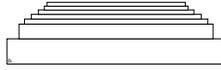


- either target's trajectory is irregular (see **Note**)
- there is an allowable malfunction of gun or cartridge
- the shooter's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored

Note: Unless the Referee calls “**NO BIRD**” before, as, or immediately after the shooter 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 shooter fires the result must be recorded.

D.9.6.12.4 A target must be declared "**LOST**" when:

- it is not HIT during its flight
- it is only "dusted" and no visible piece is broken from it
- a shooter, for no permitted reason, does not shoot at a regular Double for which he has called, the targets must be declared "**LOST**" and "**LOST**"
- a shooter, 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**"
- the shooter shoots at the first target but an allowable malfunction prevents the firing of a second shot, the result of the first shot shall be recorded and the Double repeated to determine the result of the second shot only
- after a malfunction of gun or cartridge, the shooter 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**"
- after a malfunction of gun or cartridge, the shooter 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**"
- a shooter 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**"
- a shooter 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**"



- the **first shot** is declared "**LOST**" and the shooter 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**"
- the shooter 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**"
- a shot is discharged involuntarily **before the shooter calls** the Referee shall declare "**NO BIRDS**" and warn the shooter
- a shot is discharged involuntarily **after the shooter calls** but **before the targets appear** and he shoots a second shot, the first target shall be declared "**LOST**" and the second target must be scored according to the result of the second shot. (However, a shooter is permitted only one (1) occurrence in the same round, if the same situation occurs for a second or subsequent time both targets shall be declared "**LOST**").
- a shot is discharged involuntarily **after the shooter calls** but **before the targets appear** and he does **not** shoot a second shot, the first target shall be declared "**LOST**" and the Double must be repeated to determine the result of the second shot only.
- (However, a shooter is permitted only one (1) occurrence in the same round, if the same situation occurs for a second or subsequent time both targets shall be declared "**LOST**").
- the time limit is violated and the shooter has been warned once already in the same round the targets must be declared "**LOST**" and "**LOST**"
- the shooter's foot position is violated and the shooter has been warned once already in the same round the targets must be declared "**LOST**" and "**LOST**"

D.9.6.13 Simultaneous Discharge

A "**NO BIRD**" must not be declared when two (2) shots are discharged simultaneously. The target upon which the simultaneous discharge occurred must be declared "**LOST**" or "**HIT**" according to the result.

- D.9.6.13.1** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in Rule "Actions after Malfunctions are declared".



S.9.6.14 COMPETITION RULES for SKEET

S.9.6.14.1 Conduct of a Round of Skeet

The squad must assemble on the range with sufficient ammunition and all equipment necessary to complete the round in an area next to Station 1.

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**".

S.9.6.14.2 Method

After the command "**START**" is given:

- the first shooter must move onto Station 1, load the gun with one (1) cartridge only, adopt the READY POSITION and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command 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
- when the result of the shot is known, the first shooter must remain on the station, adopt the READY POSITION and load the gun with two (2) cartridges, call and fire at a regular Double
- when the results of both shots are known the first shooter must leave the station
- the second shooter must then do likewise, followed by the third shooter and so on until all the members of the squad have each shot the required sequence on Station 1
- shooter No.1 must then move onto Station 2 and shoot the required number of targets in the required sequence followed in turn by each member of the squad. This rotation will continue until all the required stations have been shot by all members of the squad
- no shooter in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous shooter has completed his shooting and has left the station
- no shooter having shot on one 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 shooter or impede the duties of the match officials



S.9.6.14.3 Preparation Time Limits

S.9.6.14.3.1 After the Referee has given the signal to "**START**" or after the previous shooter has left the station, within **fifteen (15) seconds** a shooter must:

- stand with both feet entirely within the station boundaries
- take position
- load the gun
- adopt the READY position
- call for the first target in the required sequence for the station

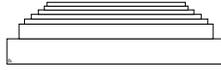
S.9.6.14.3.2 When a further single target and /or a Double is to be fired at from the same station:

- this should be completed in the shortest time possible
- but **not to exceed ten (10) seconds** between shooting at the second (or only single) target and calling for the Double or next single target on that station
- in case of non-compliance with these time limits, the penalties provided for in these rules will be applied

S.9.6.14.3.3 Target Shooting Sequence for Qualification and "Finals" 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
	Double	High – Low
	Double	Low – High
5	Single	Low
	Double	Low – High
6	Single	Low
	Double	Low – High
7	Double	Low - High
8	Single	High
	Single	Low



S.9.6.14.4 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.

S.9.6.14.5 After the Referee has declared "**START**" each shooter in turn must:

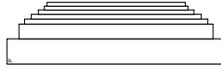
- take position for the HIGH house target
- load the gun with one (1) cartridge only
- adopt the READY position
- call for the target
- shoot at the high house target

Then turn clockwise (to the right , in the direction of the target crossing post):

- take position for the LOW house target
- load the gun with one (1) cartridge only
- adopt the READY position
- call for the target
- shoot at the low house target
- when the result of this last shot is known, the shooter must leave the station and move to the rear of the line of the shooters who have still to shoot. Each shooter must do the same in succession

S.9.6.14.6 CARTRIDGE LOADING SEQUENCE

- on station 8 for both the "High" and "Low" targets and other stations where only one (1) single target is to be shot , the gun must be loaded with one (1) cartridge only
- 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
- in case a shooter forgets to load the second barrel in singles on station 4 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**"
- cartridges must not be placed in any part of the gun until the shooter is standing on the shooting station
- when shooting is interrupted, the gun must be opened and be made empty
- no shooter must turn from the shooting station before his gun is open and empty



S.9.6.14.7 TRIAL TARGETS

A regular target from each of the "High" and "Low" houses may be seen by the squad:

- from Station 1 immediately prior to the start of their first round on each day of competition
- if the Referee declares "**NO BIRD**" the shooter 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
- if a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of a shooter, before the competition resumes the squad must be allowed to view one (1) regular target from each trap

S.9.6.14.8 SIGHTING on the RANGES

Aiming and sighting exercises with a closed but empty gun:

- may be conducted immediately before a round on **stations 1, 2 and 3 only** but only with the permission of the Referee.
- a shooter is **not** permitted to go beyond station 3 prior to the start of the round.
- after the Referee has ordered "**START**" only on stations 1 and 8 before calling for the target(s), is the shooter permitted to raise the gun to the shoulder and sight for a few seconds .
- the shooter must then return to the READY position before calling the target(s)

S.9.6.14.9 TARGET DISTANCES and ELEVATIONS

Skeet traps must be set before the start of the competition according to the specifications. The settings must be examined, approved and sealed by the Jury prior to each day of competition.

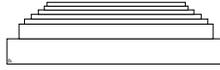
S.9.6.14.10 Irregular Trajectory

Any target flying along a path other than specified in angle, elevation or distance must be considered irregular.

S.9.6.14.11 READY POSITION

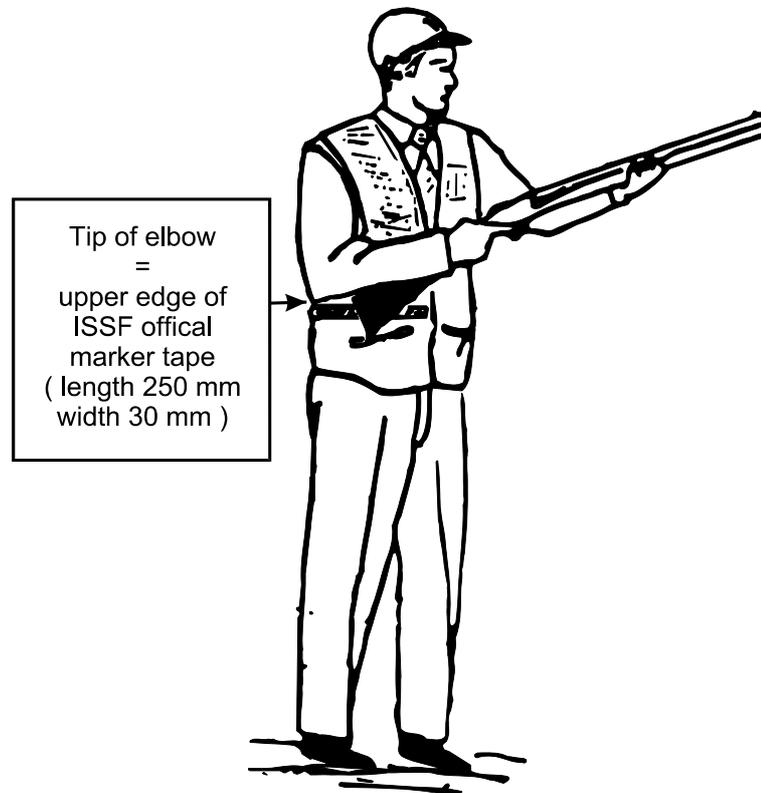
At the moment the shooter calls and until the target (s) appears the competitor must stand in the READY position with:

- both feet entirely within the shooting station boundaries
- holding the gun with both hands
- the gun stock in contact with body



- the toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position

Ready position



S.9.6.14.12 MARKER TAPE

To aid the Referee in controlling the position of the gun the **ISSF official marker tape** must be affixed to the shooting vest (outer garment)

S.9.6.14.12.1 The ISSF official marker tape being:

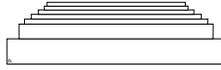
- 250mm long, 30mm wide, yellow in color with a black border
- permanently affixed to the appropriate side of the shooting vest

S.9.6.14.12.2 Marker Tape Check

The Jury must implement a program during the hours of pre-event training to check the position of all competitors' official marker tapes

S.9.6.14.12.3 The correct position of the marker tape must be checked as follows:

- all pockets of the shooting vest must be empty



- the trigger arm, touching the body , must then be bent into the fully closed upward angled position with no upward lift of the shoulders
- the marker tape must be affixed permanently, horizontally below the tip of the elbow (see drawing above)
- an indelible mark must be made on the shooting vest below the marker tape
- all illegal markers will be required to be properly positioned and subjected to re-check before the shooter is permitted to compete

S.9.6.14.13 REFUSED TARGET

A shooter may refuse a target if:

- a target is not released within the proper time
- in a "Double" the targets are not released simultaneously
- the shooter is visibly disturbed
- the Referee agrees that a target was irregular because of a faulty trajectory.

S.9.6.14.13.1 Procedure by the shooter

The shooter refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

S.9.6.14.14 "NO BIRD"

- a "NO BIRD" target is one which is not thrown according to these Rules;
- the "NO BIRD" decision is always the Referee's responsibility;
- a target declared "**NO BIRD**" by the Referee must always be repeated whether hit or not;
- the Referee should attempt to call "**NO BIRD**" before the shooter fires. However, if the Referee calls "**NO BIRD**" as, or as soon as possible after the shooter has fired, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were "HIT" or not.

S.9.6.14.14.1 A "NO BIRD" or " NO BIRDS" must be declared even if the shooter has fired when:

- a "broken" target emerges
- a target of distinctly different color from that of the others being used in the competition or pre event training is thrown
- two (2) targets are thrown in "singles"



- a target is thrown from the wrong trap house
- a shooter shoots out of turn
- a shooter suffers a simultaneous discharge no more than twice in a round
- the shooter's READY position is incorrect and the shooter has not received a previous warning in that round
- the Referee detects an initial violation of the time limit
- the Referee detects an initial violation of the shooter's foot position in a round
- the Referee is satisfied that the shooter was visibly disturbed by some external cause, after calling for the target(s)
- the Referee for some reason, cannot decide whether the target was "HIT" , "LOST" or "NO BIRD". In this case the Referee must always consult the assistant Referee before making a final decision
- a shooter suffers an allowable malfunction of gun or cartridge

S.9.6.14.14.2 A "NO BIRD" must be declared provided the shooter has NOT fired when:

- a target is thrown before the shooter's call
- a target is thrown after a period exceeding three (3) seconds
- a target's trajectory is irregular
- there is an allowable malfunction of gun or cartridge

S.9.6.14.14.3 Additional "NO BIRD" Rules applying to doubles

Both targets must be declared "**NO BIRD**" and a repeat double thrown, to determine the result of both shots when:

- either target is irregular (see note)
- a single target is thrown in "Doubles"
- the first shot breaks both targets (a shooter 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**")
- fragments from the first target break the second target (a shooter 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**")



- the targets collide
- the shooter suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot
- both shots are fired simultaneously

Note: Unless the Referee calls "**NO BIRD(s)**" before , as , or immediately after the shooter 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 shooter fires the result(s) must be recorded.

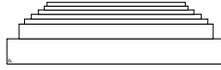
S.9.6.14.15 SIMULTANEOUS DISCHARGE

- the single or double must be declared "**NO BIRD(s)**" when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round
- if a shooter has a third or subsequent occurrence in the same round when shooting at a single target it must be scored "**LOST**" whether it was hit or not
- if a shooter has a third or subsequent occurrence in the same round when shooting at "Doubles" the targets must be scored "**LOST**" and "**LOST**" whether the targets were hit or not
- if after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in Rules for "DISABLED SHOTGUNS".

S.9.6.14.16 LOST TARGET

A target(s) must also be declared "**LOST**" when:

- it is not "HIT"
- it is "HIT" outside the boundaries
- it is only "dusted" and no visible piece is broken from it
- a shooter, for no permitted reason, does not shoot at a regular target for which he has called
- the shooter is unable to fire his gun because he has not released the safety or has forgotten to load
- after a malfunction of gun or cartridge , a shooter opens the gun or touches the safety catch before the Referee has inspected the gun
- a shooter suffers a third or subsequent malfunction of gun or cartridge in the same round
- a shooter's READY position is not according to the rules



- and the shooter has been warned once already (YELLOW CARD) in the same round
- the shooter's foot position is violated and the shooter has been warned once already (YELLOW CARD) in the same round
- the time limit is violated and the shooter has been warned once already (YELLOW CARD) in the same round
- in singles, a shot is discharged involuntarily **after the shooter has called** for the target but before the target (s) appears

S.9.6.14.16.1 Additional "LOST" target rule applying to Doubles

In addition the following must also apply in the case of "Doubles":

- when a shooter for no permitted reason fails to fire at the **first target** of a regular double for which he has called the targets shall be declared "**LOST**" and "**LOST**"
- when a shooter for no permitted reason fails to fire at the **second target** of a regular double for which he has called the first target shall be recorded according to the result and the second target shall be declared "**LOST**"
- a shooter 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 shooter must always shoot at both targets in the repeated double(s)
- a shot is discharged **involuntarily after** the shooter has called but **before** the targets appear, the first target shall be declared "**LOST**" and the double must be repeated to determine the result of the second shot only. The shooter must shoot at both targets in the repeated double.
- for a second or subsequent involuntary discharge in the same round the targets must be declared "**LOST**" and "**LOST**" and the Referee shall issue a "WARNING" (YELLOW CARD)
- if a shooter **misses** the first target in a Double and suffers 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 shooter must shoot at both targets in the repeated double.



- if the shooter **breaks** the first target in a Double and suffers 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 shooter must shoot at both targets in the repeated double.

9.7.0 MATCH ADMINISTRATION

9.7.1 SHOOTING SCHEDULES

- shooters 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
- shooters and team officials must be informed of the range schedules for the pre-event training by 18:00 hours on the day before
- if it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately

9.7.2 REPLACEMENT of a SHOOTER

If a shooter 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.

9.7.3 PROGRAM INTERRUPTIONS

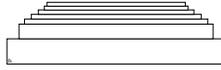
Once shooting has been started it must continue without interruption according to the program, except for safety reasons, mechanical breakdown, poor lighting conditions, extreme weather conditions, or other enforced delays in the program that would seriously affect the quality of competition.

Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

9.7.4 SQUADDING

9.7.4.1 Squad Composition

- a squad must be composed of six (6) members except when the drawing does not permit a totally even distribution
- squads of **less than five (5) are not permitted** in ISSF supervised events except when a competitor is declared "**ABSENT**" at the commencement of a round or a competitor has to leave a round for any reason.



9.7.4.2 Auxiliary Shooters (“Fillers”)

The Organizing Committee should have available proficient shooters who may be required to act as Auxiliary shooters:

- in ISSF supervised competitions, if the squad consists of less than five (5) members drawn by lot, it should be filled with non-competing shooters of a proficient standard
- these auxiliary shooters 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

9.7.4.3 Squadding Draw

- in ISSF supervised competitions, the drawing for the qualification rounds must be made so that the shooters of each country are distributed in such a way that no squad will contain more than one (1) shooter from each nation (except the World Cup Final and Olympic Games if necessary)
- the allocation of shooters 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
- the random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s)

9.7.4.4 Squad Adjustments

The Jury in conjunction with the Organizing Committee and the approval of the Technical Delegate(s) may adjust the draw but only to ensure that the requirements of the Squadding Draw are met.

9.7.4.5 Shooting Order

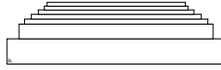
The shooting order of the squads and within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and the members of each squad shoot in reverse order or by splitting the squads.

9.8.0 MALFUNCTIONS

9.8.1 NUMBER of MALFUNCTIONS PERMITTED

The shooter is permitted a maximum of two (2) malfunctions per round whether or not he has changed his gun or ammunition.

- #### **9.8.1.1**
- 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 shooter attempted to fire



9.8.2 **BARREL SELECTION**

Where a shooter is using a double-barreled shotgun, it will be assumed that the shooter is firing the bottom barrel first (or right hand barrel, in the case of a side-by-side), unless the shooter indicates to the Referee **before** each of his rounds that he intends otherwise.

9.8.3 **PROCEDURE in the EVENT of a MALFUNCTION**

Decisions on malfunctions of either gun or cartridge must be made by the Referee.

9.8.3.1 In the event of misfire due to any reason, the shooter must:

- keep the gun pointed to the target flight area
- not open the gun
- not touch the safety catch
- hand the gun safely to the Referee for examination if asked
- answer any questions put by the Referee

9.8.3.2 The following are **not considered malfunctions**:

- faulty manipulation of the mechanism by the shooter
- failure to place a cartridge in the correct chamber of the gun
- any fault attributable to the shooter

9.8.3.3 **Ammunition Malfunctions (Misfires)**

Decisions on ammunition malfunctions must be made by the Referee.

9.8.3.3.1 The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

- the powder charge is not ignited;
- only the primer fires;
- the powder charge is omitted;
- some components of the load remain in the barrel.

9.8.3.3.2 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 subject the individual to penalties for careless gun handling)

9.8.4 **ACTIONS after MALFUNCTIONS are DECLARED**

9.8.4.1 If the Referee decides that the disabled gun or malfunctioning of gun or ammunition is not the fault of the shooter, and that the gun is not repairable quickly enough, the shooter may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared "**DISABLED**".



OR

9.8.4.2 The shooter 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

9.8.5 DISABLED SHOTGUNS

Decisions on disabled shotguns must be made by the Referee.

9.8.5.1 A shotgun may be considered disabled if:

- it cannot be fired
- the shooter having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it
- it fails to eject due to mechanical defect
- for any other reason that renders the gun unusable

9.8.6 PROCEDURES for COMPLETING a MAKE -UP ROUND

9.8.6.1 Trap

The shooter 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 shooter must then move on to the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.8.6.2 Double Trap

The shooter having been allocated a time and Range having the correct scheme, must stand **behind the station to be shot** and there be permitted to view a regular double, after which the Referee must give the command "**START**". The shooter 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.

9.8.6.3 Skeet

The shooter having been allocated a Range and time, must stand **behind the station to be shot** and there be permitted to view a regular High and Low target, the Referee must then give the command "**START**". The shooter 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.



9.8.7 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 shooter and the Referee, before the card is taken to the Classification Office.

9.9.0 RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS

See Technical Rules – Section 6.

9.9.1 Competitors Clothing (See also Technical Rules – Section 6)

9.9.1.1 Sports trousers, training (warm –up) trousers and jackets, for men and women and similar sports blouses, skirts/ dresses for women are allowed.

9.9.1.2 Sneakers, sandals or any other similar footwear without a strap or full support at the heel, without a medical certificate are not allowed.

9.9.1.3 Shorts which have the bottom of the leg not more than 15cm above the center of the knee cap are allowed.

9.9.1.4 Shirts, T-shirts and similar garments with sleeves less than 10 cm in length or without sleeves are not allowed.

Clothing made of camouflage material is prohibited.

9.9.2 Bib (start) Numbers

Bib (start) Numbers must be worn by all shooters:
on their backs and above the waist

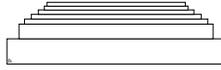
at all times while participating in pre-event training and in competition

if the start (Bib) Number is not worn, the shooter may not commence or continue

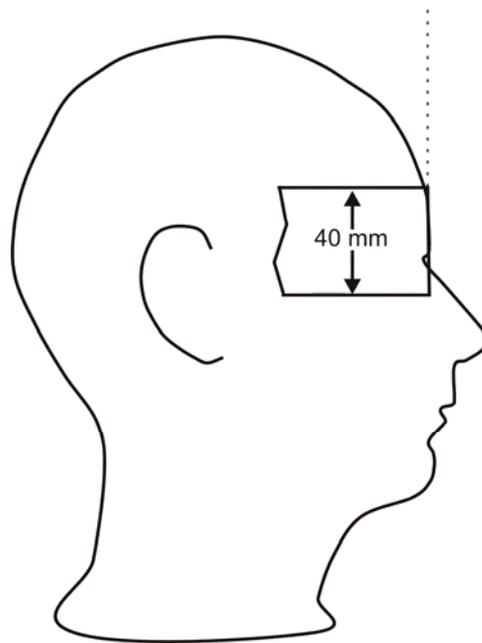
the Bib (start) Number must display the allocated number as large as possible but should not be less than 20mm high

9.9.3 National IOC Identity

The IOC abbreviation of the nation of the shooter and the name and first initial in Latin letters must be displayed (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib (start) Number).



9.9.4



Side Blinders Side blinders attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40mm deep are permitted. These blinders should not extend further forward than to a line from the center of the forehead.

9.10.0

CLASSIFICATION and SCORING PROCEDURES

9.10.1

CLASSIFICATION OFFICE

9.10.1.1

It is the duty of the Classification Office **BEFORE** the competition to:

- prepare score cards for each squad
- ensure that the correct score card is with the correct squad on the correct range

9.10.1.2

It is the duty of the Classification Office **AFTER** each round to:

- receive and check the totals of the targets hit and verify results
- tabulate scores
- post preliminary scores on the public bulletin board immediately
- if any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted

9.10.1.3

It is the duty of the Classification Office at the **CONCLUSION** of the shooting each day to:

- total the official scores within the shortest possible time
- prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s)
- prepare and publish an accurate final results bulletin immediately;



- at the close of any applicable protest period publish, as soon as possible, the correct final results lists (these should contain the full family name, full first name, without abbreviations, BIB start numbers and the IOC abbreviations of each shooter's Nation).
- it is the duty of the Organizing Committee and the Technical Delegate must ensure that on the last day of each event one (1) copy of the official results of the event immediately after it has been verified is sent to the ISSF Secretariat by fax or e-mail
- it is the duty of the Organizing Committee and the Technical Delegate must ensure, that within three (3) days after the conclusion of the competition three (3) copies of the verified official results lists for each event are sent to the ISSF Secretariat

Note: 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.

9.10.2

SCORING PROCEDURE

Scoring is done officially on each range for each round of 25 targets in Trap and Skeet, 25 doubles for Men or 20 doubles for Women in the Double Trap events:

- in all ISSF supervised competitions the individual scores must be kept on each range by two (2) separate persons, these are usually Assistant Referees.
- one person must maintain a permanent official scorecard
- the second person must maintain a manual visible scoreboard. Except that where an electronic visible score board is used, it must be maintained by the Referee

9.10.3

VISIBLE SCOREBOARDS

9.10.3.1

Ranges with Electronic Visible Scoreboards

The Referee must control the operation of the electronic visible Scoreboard.

9.10.3.2

Two (2) or three (3) other persons must be appointed as Assistant Referees as follows:

- the first person, usually the appointed Assistant Referee, must be in a suitable position at the rear of the firing line to maintain a permanent official scorecard



- the second person, again usually an appointed Assistant Referee must be positioned near the electronic scoreboard to ensure that the scores are being shown correctly and to advise the Referee immediately if a score is incorrectly registered

9.10.3.3 Electronic Visible Scoreboard Errors

If at any stage the electronic visible scoreboard should display an incorrect score, the Referee must stop the shooting and with minimum delay take whatever action is required to correct it.

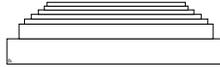
9.10.3.3.1 If for any reason, it is not possible to correct the display, the following action will be taken:

- the official scoreboard must be examined and verified up to the point where the electronic visible scoreboard failed
- then, if possible to substitute quickly a manual visible scoreboard, enter the scores upon it up to the point of failure and continue the round
- if it is not possible to substitute a manual visible 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
- 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.

9.10.3.4 Ranges with Manual Visible Scoreboards

Three (3) persons must be appointed as Assistant Referees, as follows:

- the first person must be positioned at the rear of the firing line to maintain a permanent official scorecard
- the second person must act as a Assistant Referee and also maintain the visible manual scoreboard
- the third person must act as a Assistant Referee on the side opposite the visible manual scoreboard and also to check that the scores shown on it are registered correctly
- each scorer must mark the card or board independently but based only on the decision given by the Referee
- 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 Office



- the scores shown on the large score board must prevail if there are unresolved differences

9.10.4 SCORE CERTIFICATION

9.10.4.1 When a round has been completed and the individual results have been compared, read aloud and agreed by each shooter, the Referee and each shooter must sign or initial the scorecard, unless the shooter does not agree with the result shown for him and it is his intention to make a protest.

9.10.5 RESULTS

9.10.5.1 Individual Events

for each shooter the results of each round must be recorded legibly on official scorecards

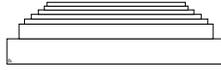
9.11.0 TIES and SHOOT-OFFS

9.11.1 COMPETITIONS WITH FINALS

Ties in Olympic events for men and women (specified in **Article 3.2 General Regulations**) and other competitions with Finals will be decided according to the following Rules.

9.11.1.1 Ties Before the Finals:

- if there are tied scores within the first six (6) shooters, after the qualification rounds, then to determine the order in which such shooters must shoot in the Finals; the "Count Back" rule must apply.
- if the ties can not be broken according to the "Count Back" rule i.e. two or more shooters have perfect scores, the Jury will decide the shooting order for these shooters by drawing of lots.
- when there are more than six (6) eligible shooters for the Finals because of tied scores, i.e. more tied shooters than corresponding places, these ties must be broken by a shoot-off in accordance with the Rules for Trap, Double Trap or Skeet.
- any shooter 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.
- whenever possible, tie shooting **before** Finals should take place on a range other than that to be used for the Finals
- after a shoot off to determine the six (6) participants in the Finals, the shoot-off result will decide the ranking of all shooters who participated in this shoot-off. Any remaining shooters with the same shoot-off result must have their rankings determined according to the "**Count Back**" rule.



9.11.1.2 Ties After the Finals

Any ties remaining after the Finals for the first six (6) places will be decided by shoot-off according to the following:

- starting positions will be decided by lot, drawn by the Jury
- when several shooters are tied for more than one (1) ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) shooters tied for the fifth place (places 5 and 6), they will all shoot off on the same range to determine the individual ranking
- the tie for the lowest ranking position must always be broken first, followed by the next higher ranking position until all ties are broken

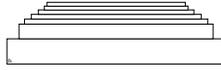
9.11.2 Four (4) or More Tied Shooters for More than One (1) Ranking Place

If during this shoot-off, two (2) or more shooters miss their targets such that there are then two (2) or more groups of shooters with different tied scores, the following procedures to break the ties must be followed:

- the tied shooters with the lowest tied scores must continue their shoot-off for the lowest ranking position until the ties are broken.
- those not in the tie for the lowest ranking positions must leave their Stations and wait, together with their shotguns (safely empty and open) within an area indicated by the Referee
- only when this shoot-off is completed shall any other tied shooters then shoot-off for the next higher ranking position
- when the shoot-off for the next higher ranking position resumes, the tied shooters must retain their original shooting order
- this procedure will then continue as necessary in order to determine all the required rankings
- in the case where one (1) shooter of the tied group breaks the tie, he shall be allocated the higher ranking and must retire, leaving the remaining tied shooters to continue to shoot-off until all their ties are broken and their rankings determined

9.11.2.1 Count Back Rule

Any ties to be broken by this method must be operated as follows:



- the scores of the last round of 25 targets (Double Trap 25 doubles for Men or 20 for Women) must be compared. The winner is the shooter with the highest score in that round
- in the 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
- if the results of all the rounds are still equal, ties must be decided by counting **forward** from the **first target** of the **last round** (and if necessary, the next to the last round etc.) until a "zero" (0) is found. The shooter with the most hits in succession before the zero (0) will be given the higher place

9.11.2.2 **Rankings**

Individual scores ranking 7th place and below, not decided by a shoot-off must be listed in ranking order according to the Qualification Result. If two (2) or more shooters have equal scores then their ranking must be decided according to the "**Count Back**" rule.

9.11.3 **COMPETITIONS WITHOUT FINALS**

9.11.3.1 **Individual Ties**

Ties in non-Olympic events and categories and other competitions without Finals will be decided as follows;

9.11.3.2 **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.

9.11.3.3 **Ties for the first six (6) places**

These must be decided by a shoot-off:

- starting positions will be decided by lots, drawn by the Jury
- when several shooters are tied for more than one ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) shooters tied for fifth place (places 5 and 6), they will all shoot off on the same range to determine the individual ranking;
- 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 shooters will be ranked according to the score from the shoot off series.

9.11.3.4 **Ties for 7th Place and Below**

Individual tied scores ranking 7th place and below, not decided by a shoot-off must be ranked equally but listed according to the "**Count Back**" rule



9.11.4 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.

9.11.5 SHOOT-OFFS

9.11.5.1 General

If the shoot-off time is not announced in advance, the shooters 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.

9.11.5.1.1 Any shooter who is not in his assigned position and ready to shoot at the official starting time will be declared "**ABSENT**" and 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.

9.11.5.2 Shoot-offs BEFORE Finals

Shoot-offs **before** Finals must be conducted on standard targets and should be started within a maximum of **thirty (30) minutes** after regular shooting is completed

9.11.5.3 Shoot-offs AFTER Finals

Shoot-offs **after** Finals must be conducted on "flash" targets and must commence immediately after the end of the Finals.

9.11.5.4 Shooter Preparation Time

After the Referee has given the command "**START**", or after the preceding shooter has fired at a regular target, a shooter must take position, load his gun and call for the target, or double, within twenty (20) seconds.

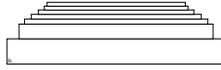
9.11.5.4.1 In case of non-compliance with this time limit penalties will be applied.

9.11.6 SHOOT-OFF PROCEDURES (Trap, Double Trap, Skeet)

9.11.6.1 SAFETY : No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot

9.11.6.2 TRAP

- all tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular target in the order decided by the Jury by drawing of lots

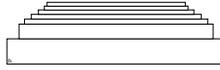


- the first shooter must always be permitted to see the target to be shot on every Station before he shoots, the target to be seen, must be released from the trap machine by the Referee, before the shooter moves on to the Station). Each shooter in the shoot-off must receive a target from the same machine
- after the Referee declares "START" the first shooter must load only one (1) cartridge and shoot at the target. He must then leave the station and go to stand **a minimum of 1 meter** immediately behind the next Station. The remainder of the shooters who have yet to shoot on that station must then stand in a line behind the first shooter;
- all shooters remaining in the tie must in turn do likewise.
- the first shooter must not move on to a Station until the Referee commands "**START**"
- if a shooter loads two (2) cartridges and fires a second shot, the target must be declared "**LOST**" whether or not it was hit by either of the shots
- the shooter(s) who miss their target on the respective Station are the losers and must retire
- all those who remain tied must move on to the next Station
- this process will continue until all ties are broken

9.11.6.3

DOUBLE TRAP

- all tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular double in the order that will be decided by the Jury by drawing of lots
- at Station 1 only, the shooters must be permitted to see one (1) regular Double, before the first shooter shoots
- after the Referee declares "**START**" the first shooter must load and shoot at the Double. He must then leave the Station and go to stand **a minimum of 1 meter** immediately behind the next Station. The remainder of the shooters who have yet to shoot on that Station must then stand in a line behind the first shooter
- all shooters remaining in the tie must in turn do likewise
- the first shooter must not move on to a Station until the Referee commands "**START**"
- the shooter(s) who miss the most number of targets on the respective Station are the losers and must retire
- this process will continue until all ties are broken



9.11.6.4

SKEET

- before the shoot-off starts, the first shooter must stand immediately behind Station 4 and be permitted to see one (1) regular Double
- all tied shooters will then shoot in turn on Station 4 in the order that will be decided by the Jury by drawing of lots
- after the Referee declares "**START**" the first shooter 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 shooters who have yet to shoot
- all shooters in the tie must in turn do likewise
- the shooter(s) who miss the most number of targets after each Double are the losers and must retire
- all those who are still tied must remain, and the first shooter 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 shooters who have yet to shoot
- all shooters still in the tie must in turn do likewise
- if any ties remain unbroken, this procedure of shooting at a **regular double** and a **reverse double** must continue until all results are determined

9.12.0

PROTESTS and APPEALS

9.12.1

RULE VIOLATIONS

The Jury, the Chief of Referees and the Referee will generally determine upon three (3) main classes of infringements or violations of the Rules:

- "**OPEN**" – unconcealed;
- "**TECHNICAL**" – minor rule infringements ;
- "**CONCEALED**" – deliberate or very serious breaches of the rules or of safety.

9.12.2

The Jury must be responsible for examining and deciding the degree of penalty to be imposed for all reported violations, other than those not imposed automatically from within these rules.

9.12.2.1

When any of these cards are shown they must be accompanied by the command "**WARNING**", "**DEDUCTION**" or "**DISQUALIFICATION**" as appropriate, in a manner that leaves no doubts in the offender's mind of the meaning of the action taken.

9.12.2.2

It is not necessary to show a warning card prior to the issue of any deduction or disqualification card.



9.12.3 WARNING (YELLOW CARD)

9.12.3.1 Open violations

In the case of initial open violations of the rules, such as:

- dress code irregularity
- unnecessary interruption of the shooting
- receiving coaching during the competition
- unauthorized intrusion into the competition area
- unsportsmanlike conduct
- deliberate attempt to evade the spirit of the rules
- any other incident which requires that a warning be issued.

9.12.3.2 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 shooter, Coach or Team Official may have the opportunity to correct the fault.

9.12.3.3 If a shooter does not correct the indicated fault within the stipulated time, penalties will be imposed

9.12.3.4 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 shooter may be penalized

9.12.3.5 Technical violations

9.12.3.5.1 In the case of initial **Technical violations** during a competition round namely:

- foot fault
- exceeding the time limit allowed to call for the shot
- in Skeet the shooter's READY position is not according to the rules
- in Skeet except on station 8 the shooter opens the gun between the two (2) single shots on the same station;
- following or pointing with the gun at a "slow" or "fast" pull target without shooting.
- a WARNING (Yellow Card) indicated on the relevant scorecard, will be shown to any offending shooter by a Referee.
- any target declared as "**ZERO**" by the Referee for any second or subsequent occurrences in a round for any of the violations listed must be indicated on the scorecard by the Referee before the card is sent to the classification office.



9.12.4 DEDUCTION (GREEN CARD)

9.12.4.1 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) target must be given in each instance for:

- impeding another shooter in an unsportsmanlike manner
- failure to be present or provide a suitable substitute when required to act as Assistant Referee
- if when asked to give an explanation for an incident, a shooter consciously and knowingly gives false information.

9.12.4.2 Uncompleted Round

Deduction of all remaining targets in the round must be given by a majority of the Jury in instances when a shooter leaves the range without completing the round and without the permission of the Referee.

9.12.4.3 Absent Shooter

If a shooter is not present on the range when his name is checked with the scorecard, the Referee must have the shooter's BIB (Start) number and name called out loudly three (3) times within one (1) minute. If the shooter 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.

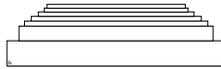
9.12.4.4 Make up Round of Absent Shooter

9.12.4.4.1 A competitor who is declared "**ABSENT**" must present himself to the Chief of Referees before the squad has finished that round and request permission to shoot the missed round. Failure to do so may result in disqualification.

9.12.4.4.2 The shooter 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) targets from the make up round.

9.12.4.5 Exceptional circumstances

If a shooter 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 deducted.



9.12.5 DISQUALIFICATION (RED CARD)

9.12.5.1 Disqualification may be imposed by a unanimous or majority decision of the Jury.

9.12.5.2 Disqualification of a shooter, or the banning of a Team Official or coach from the shooting ranges may be given for:

- serious breaches of safety and violations of the safety rules
- handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration)
- handling of a loaded gun after a “**STOP**” command has been given
- repetition of incidents that have already been the subject of a warning or deduction
- deliberate use of cartridges not in accordance with ISSF rules to obtain advantages
- deliberate abuse of any team or range official
- continued refusal by a shooter to act as an Assistant Referee
- deliberate failure to shoot a previously missed round
- consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases
- cases where violations are deliberately concealed.

9.12.6 DISQUALIFICATION in FINALS

If a shooter is disqualified for any reason during a Final he will be ranked as last of the participating finalists but will retain his qualification score in the published results.

9.12.7 VERBAL PROTESTS

9.12.7.1 Right to Protest

Any shooter or team official has the right to protest regarding a condition of the competition, or a decision or action **immediately and verbally** to a competition official (Jury member, Chief Range Officer, Chief of Referees, etc).

9.12.7.1.1 Such protests may be made on the following matters:

- that the ISSF Rules or Regulations were not followed that the competition program was not followed
- disagreement with a decision or action of any competition official or Jury member (except that only the shooter concerned may query a decision by the Referee on a HIT, LOST, NO BIRD, or IRREGULAR target)



- that a shooter was impeded or disturbed by another shooter, a competition official, spectators, the media or other persons or causes

9.12.7.1.2 Competition officials receiving any verbal protests must consider these immediately and take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily suspended if absolutely necessary.

9.12.7.2 WRITTEN PROTESTS

9.12.7.2.1 Right to Protest

Any shooter or team official who does not agree with the action or decision taken on a verbal protest may make a formal protest in writing to the Jury.

9.12.7.2.2 A written protest may be submitted without first making a verbal protest

9.12.7.2.3 Protest Time Limit

Any written protest must be **received within thirty (30) minutes** after the end of the round in which the incident is alleged to have occurred. The protest must be accompanied by the appropriate fee.

9.12.7.3 APPEALS

9.12.7.3.1 Right to Appeal

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal.

9.12.7.3.2 Appeal Time Limit

Such appeals must be submitted in writing **not later than one (1) hour** after the Jury decision has been announced. The appeal must be accompanied by the appropriate fee.

9.12.7.3.3 Special Circumstances

In special circumstances, the time for submitting appeals may be extended up to **twenty four (24) hours** by a decision of the Jury of Appeal. Such a decision may postpone the victory ceremony for the event under appeal.

9.12.7.3.4 Jury of Appeal Decision

The decision of the Jury of Appeal is **FINAL**.



9.12.8 **DISAGREEMENT with a REFEREE'S DECISION**

9.12.8.1 **Action by Shooter**

If a shooter disagrees with a Referee's decision regarding a particular target he must act immediately **before the next shooter fires**, raising an arm and saying "**PROTEST**".

The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.

9.12.8.2 **Action by Team Official**

If a team official is not satisfied with the final decision of the Referee, except for HIT, LOST, NO BIRD or IRREGULAR targets, he must not delay the shooting but must attract the Referee who will make a notation on the scorecard that the shooter is continuing under protest. The protest must be resolved by the Jury.

9.13.0 **FINALS**

9.13.1 **SHOTGUN EVENTS**

Event	Men (Qualifications + Finals)	Women (Qualifications + Finals)
Trap	125 (5x25) + Final (25)	75 (3x25)+ Final (25)
Double Trap	150 (3x50) + Final (50)	-
Skeet	125 (5x25) + Final (25)	75 (3x25)+ Final (25)

The technical rules for each event must apply also to these same events in the Olympic Games except where here shown

9.13.2 **NUMBER OF FINALISTS IN EACH EVENT**

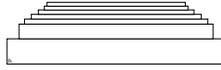
Six (6) competitors will take part in each event Finals.

9.13.3 **ORDER OF SHOOTING IN THE FINAL**

- each finalist will shoot in the order as decided by their qualification score. The shooter with the highest qualification score will shoot at position No.6, the next highest qualification at No.5 and so on (6-5-4-3-2-1).
- shooters entering the Finals with tied scores will have their shooting order determined according to the "**Count Back**" rule
- the shooting order of shooters with perfect scores must be decided by the Jury by drawing lots

9.13.4 **RANGE COMMANDS**

All range commands will be given in the English language.



9.13.5 REPORTING TO THE RANGE FOR THE FINALS

Team leaders are responsible for ensuring that their shooters are presented to the Jury in the designated preparation area at least twenty (20) minutes before the scheduled starting time, properly dressed and equipped with all that is necessary to shoot in the Finals.

9.13.6 STARTING TIME

As printed in the official shooting program unless amended:

- any alteration to this published time must be given to the team leaders concerned as soon as possible.
- a separate notice must be displayed on the Finals range and the official information board.
- a public announcement must be made giving notice of the amended times

9.13.7 LATE OR ABSENT SHOOTER

Any finalist who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the Final and will automatically be given the last place in the Finals results using his qualification score.

9.13.8 “FINALS” COMPETITION PROCEDURES

9.13.8.1 Except where otherwise shown in this section, the normal rules for Trap, Double Trap and Skeet will be applied for the appropriate Finals event

9.13.8.2 Trap

- on station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 to 12 seconds after the shooter on station 5 has fired, gives the command “**READY**”. The shooter's normal preparation time limit must then start
- each shooter must load only one (1) cartridge to shoot at the target
- if a shooter loads two (2) cartridges and fires a second shot, the target must be declared “**LOST**” whether or not it was “**HIT**” by either of the shots

9.13.8.3 Double Trap

On station 1 only , a shooter must not close the gun or prepare to shoot until the Referee , after a period of 10 to 12 seconds after the shooter on station 5 has fired , gives the command “**READY**” . The shooter's normal preparation time limit must then start.



9.13.8.4 Skeet

The first shooter in the squad must not move onto the next station until the Referee, after a period of 20 seconds after the last shooter on the previous station has fired, gives the command **“READY”**. The shooter’s normal preparation time limit must then start.

9.13.9 FLASH TARGETS

9.13.9.1 In Finals events and shoot-offs required after the Finals , "flash" targets containing colored powder of non –toxic material must be used.

9.13.9.2 A “flash” target is declared **"HIT"** when it is shot at according to the rules when at least one (1) visible piece is broken from it or colored powder becomes visible after the shot is fired.

9.13.10 MALFUNCTIONS of SHOTGUN or AMMUNITION

9.13.10.1 If the Referee decides that a disabled shotgun, or malfunctioning of the shotgun or ammunition, is not the fault of the shooter, the Final must be temporarily postponed and the shooter given five (5) minutes time in which to repair the shotgun or obtain another approved gun , or replace his ammunition . After the expiry of the five (5) minutes the Final must continue.

9.13.10.2 Number of malfunctions

- the shooter is allowed a maximum of two (2) malfunctions during the Finals, including any shoot- off after the Finals, whether or not he has tried to correct the malfunction
- any regular targets on which any further malfunction of shotgun or ammunition occurs will be declared **"LOST"** whether or not the shooter attempted to fire or not.

9.13.11 PROTESTS DURING a FINAL

Any protest received will be decided immediately and the decision is final. (

9.13.12 FINALS RANGE EQUIPMENT FAILURE

9.13.12.1 Procedure

If a malfunction of the Finals range equipment occurs, the completed shots at the stage of the breakdown will be scored as a sub-total and the following course of action applied:

- if the equipment can be repaired **within one (1) hour** the remaining shots will be completed
- if it is decided that repairs can not be completed within that time and it is possible to move to another range with the same setting within that hour, the Finals will be completed on this new range



- no protest against an uneven distribution of targets in Trap will be considered

9.13.12.2 Termination of Uncompleted Finals

If the Finals cannot be continued on any suitable range by the end of one (1) hour after the breakdown the Jury must declare the Finals terminated.

9.13.12.3 Ranking procedure after an uncompleted Finals

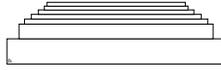
The following ranking procedure will then apply:

- the record of the shots taken in the Finals up to the point of break down must be examined
- at a point where all the shooters have shot at the same number of targets a " sub-score" will be recorded
- this "sub-score" plus the score of the qualification rounds will be the total for the event
- shooters with tied scores must have their ranking determined by the "count back rule"
- awards will then be made on this basis

9.13.13 TIED SCORES

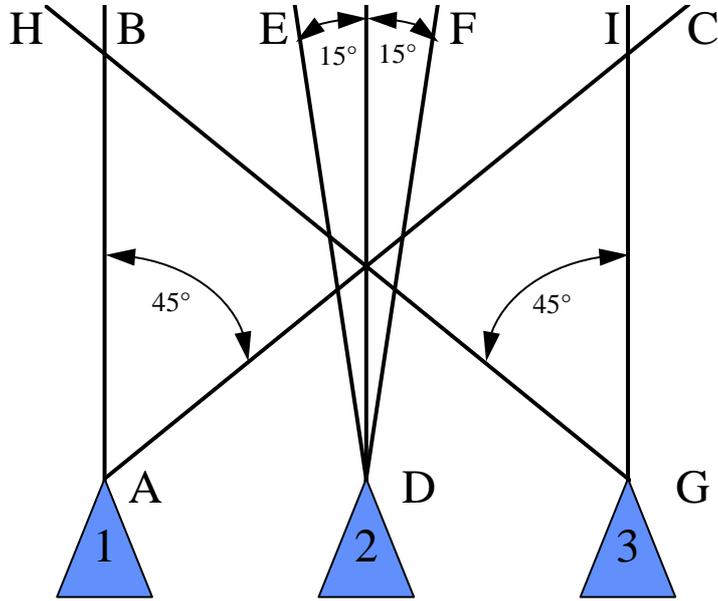
Remaining after a completed Finals

Any shooters having shot the Finals and still having tied scores at the completion of the Finals will have their ties broken by a " shoot-off" according to the rules for the event:



9.14.0 DRAWINGS AND TABLES

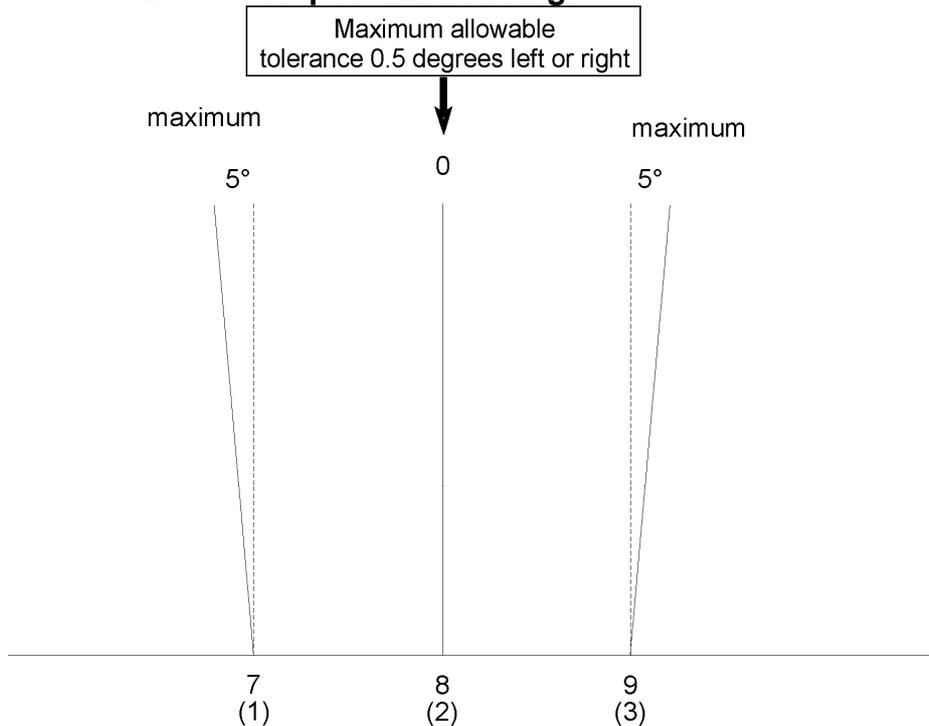
9.14.1 Trap Horizontal Angles

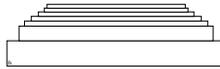


Maximum horizontal angles for first second and third trap in each group.

- 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.

9.14.2 Double Trap Horizontal Angles





9.14.3 Trap Setting Tables (I-IX)

Table I					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory For all traps	NOTE
1	1	25 degrees to right	2.00 m	76 m +/- 1 m	
	2	5 degrees to left	3.00 m		
	3	35 degrees to left	1.50 m		
2	4	20 degrees to right	2.50 m		
	5	10 degrees to right	1.80 m		
	6	35 degrees to left	3.00 m		
3	7	35 degrees to right	3.20 m		
	8	5 degrees to left	1.50 m		
	9	45 degrees to left	1.60 m		
4	10	40 degrees to right	1.50 m		
	11	0 degrees	3.30 m		
	12	25 degrees to left	2.60 m		
5	13	45 degrees to right	2.40 m		
	14	5 degrees to right	1.90 m		
	15	35 degrees to left	3.50 m		
Table II					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	25 degrees to right	3.20 m	76 m +/- 1 m	
	2	5 degrees to left	1.80 m		
	3	40 degrees to left	2.00 m		
2	4	40 degrees to right	2.00 m		
	5	0 degrees	3.00m		
	6	45 degrees to left	1.60 m		
3	7	45 degrees to right	1.50 m		
	8	0 degrees	2.80 m		
	9	40 degrees to left	2.00 m		
4	10	15 degrees to right	1.50 m		
	11	5 degrees to right	2.00 m		
	12	35 degrees to left	1.80 m		
5	13	40 degrees to right	1.80 m		
	14	5 degrees to left	1.50 m		
	15	40 degrees to left	3.30 m		



Table III					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	30 degrees to right	2.50 m	76 m +/-1 m	
	2	0 degrees	2.80 m		
	3	35 degrees to left	3.50 m		
2	4	45 degrees to right	1.50 m		
	5	5 degrees to left	2.50 m		
	6	40 degrees to left	1.70 m		
3	7	30 degrees to right	2.80 m		
	8	5 degrees to right	3.50 m		
	9	45 degrees to left	1.50 m		
4	10	45 degrees to right	2.30 m		
	11	0 degrees	3.00 m		
	12	40 degrees to left	1.60 m		
5	13	45 degrees to right	2.00 m		
	14	0 degrees	1.50 m		
	15	35 degrees to left	2.20 m		

Table IV					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	40 degrees to right	3.00 m	76 m +/-1 m	
	2	10 degrees to right	1.50 m		
	3	30 degrees to left	2.20 m		
2	4	30 degrees to right	1.60 m		
	5	10 degrees to left	3.00 m		
	6	35 degrees to left	2.00 m		
3	7	45 degrees to right	2.00 m		
	8	0 degrees	3.30 m		
	9	20 degrees to left	1.50 m		
4	10	30 degrees to right	1.50 m		
	11	5 degrees to left	2.00 m		
	12	45 degrees to left	2.80 m		
5	13	35 degrees to right	2.50 m		
	14	0 degrees	1.60 m		
	15	30 degrees to left	3.00 m		

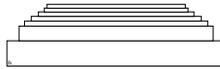


Table V									
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NO T E				
1	1	45 degrees to right	1.60 m	76 m +/-1 m					
	2	0 degrees	3.00 m						
	3	45 degrees to left	2.00 m						
2	4	40 degrees to right	2.80 m		76 m +/-1 m				
	5	10 degrees to left	1.50 m						
	6	45 degrees to left	2.00 m						
3	7	35 degrees to right	3.00 m			76 m +/-1 m			
	8	5 degrees to left	1.80 m						
	9	40 degrees to left	1.50 m						
4	10	25 degrees to right	1.80 m				76 m +/-1 m		
	11	0 degrees	1.60 m						
	12	30 degrees to left	3.40 m						
5	13	30 degrees to right	2.00 m					76 m +/-1 m	
	14	10 degrees to right	2.40 m						
	15	15 degrees to left	1.80 m						

Table VI									
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E				
1	1	40 degrees to right	2.00 m	76 m +/-1 m					
	2	0 degrees	3.30 m						
	3	35 degrees to left	1.50 m						
2	4	35 degrees to right	2.50 m		76 m +/-1 m				
	5	10 degrees to right	1.50 m						
	6	35 degrees to left	2.00 m						
3	7	35 degrees to right	2.00 m			76 m +/-1 m			
	8	5 degrees to left	1.50 m						
	9	40 degrees to left	3.30 m						
4	10	45 degrees to right	1.50 m				76 m +/-1 m		
	11	10 degrees to left	3.00 m						
	12	25 degrees to left	2.60 m						
5	13	25 degrees to right	2.40 m					76 m +/-1 m	
	14	5 degrees to right	1.50 m						
	15	45 degrees to left	2.00 m						

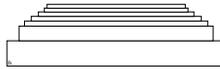


Table VII					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	35 degrees to right	2.20 m	76 m +/-1 m	
	2	5 degrees to left	3.00 m		
	3	20 degrees to left	3.10 m		
2	4	40 degrees to right	2.00 m		
	5	0 degrees	3.50 m		
	6	45 degrees to left	2.80 m		
3	7	20 degrees to right	3.00 m		
	8	0 degrees	2.00 m		
	9	40 degrees to left	2.20 m		
4	10	45 degrees to right	1.50 m		
	11	5 degrees to right	2.00 m		
	12	35 degrees to left	1.80 m		
5	13	40 degrees to right	1.80 m		
	14	5 degrees to left	1.50 m		
	15	45 degrees to left	2.00 m		

Table VIII					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	25 degrees to right	3.00 m	76 m +/-1 m	
	2	5 degrees to right	1.50 m		
	3	45 degrees to left	2.00 m		
2	4	40 degrees to right	1.50 m		
	5	0 degrees	3.00 m		
	6	45 degrees to left	2.80 m		
3	7	35 degrees to right	3.20 m		
	8	5 degrees to left	2.50 m		
	9	20 degrees to left	2.00 m		
4	10	45 degrees to right	1.80 m		
	11	0 degrees	1.50 m		
	12	30 degrees to left	3.40 m		
5	13	30 degrees to right	2.00 m		
	14	10 degrees to right	3.40 m		
	15	15 degrees to left	2.20 m		



Table IX

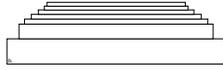
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	40 degrees to right	3.50 m	76 m +/- 1 m	
	2	0 degrees	1.80 m		
	3	20 degrees to left	3.00 m		
2	4	15 degrees to right	3.20 m		
	5	10 degrees to left	1.50 m		
	6	35 degrees to left	2.00 m		
3	7	45 degrees to right	1.60 m		
	8	0 degrees	2.80 m		
	9	30 degrees to left	3.00 m		
4	10	30 degrees to right	2.00 m		
	11	5 degrees to left	2.00 m		
	12	15 degrees to left	3.00 m		
5	13	35 degrees to right	2.90 m		
	14	0 degrees	1.60 m		
	15	45 degrees to left	2.20 m		



9.15.0 INDEX for Shotgun Rules

The Index for the Shotgun Rules will be written after approval of all rules.

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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

50 m and 10 m

Edition 2009 (First Printing, 06/2008)

Effective 1st January 2009



CHAPTERS

- 10.1.0 GENERAL**
- 10.2.0 SAFETY**
- 10.3.0 RANGE AND TARGET STANDARDS**
- 10.4.0 GENERAL STANDARDS FOR 50 m AND 10 m RIFLES**
- 10.5.0 COMPETITION OFFICIALS**
- 10.6.0 SHOOTING EVENT PROCEDURES AND COMPETITION RULES**
- 10.7.0 MALFUNCTIONS**
- 10.8.0 FAILURE OF 10 m EST**
- 10.9.0 TIE-BREAKING**
- 10.10.0 RUNNING TARGET TABLE**
- 10.11.0 DRAWINGS**
- 10.12.0 INDEX**

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



10.1.0 GENERAL

10.1.1 These Rules are part of the Technical Rules of the ISSF and apply to all Running Target events at 50 m and 10 m.

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

10.1.3 When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.

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.

10.2.0 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See Technical Rules – Section 6.

10.3.0 RANGE AND TARGET STANDARDS

Target and range standards may be found in the Technical Rules – Section 6.

10.4.0 General Standards for 50m and 10m Rifles

See: RUNNING TARGET RIFLE SPECIFICATION TABLE

10.4.1 Any rifle is permitted which meets the following standards.

10.4.1.1 The weight of the rifle and sight together must not exceed 5.5 kg.

10.4.1.2 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 150 mm. 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).

10.4.1.3 Sights

The height of the center line of the telescope above the center line of the rifle bore must not be more than 75 mm.

10.4.1.3.1 50m Rifles

Any types of sights are permitted.



10.4.1.3.2

10m Rifles

Any type of sights are permitted except that optical sights are limited to a maximum length of 300 mm and non-variable of maximum four power (4 x) magnification (tolerance = +0.4 x). Examination of magnification power will be done by mechanical or optical devices authorized by ISSF.

10.4.1.4

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.

10.4.1.5

Only barrel weights within a radius of 60 mm from the center of the barrel are permitted and must not be added or removed after equipment control. They must bear the seal of the equipment control.

10.4.1.6

The same rifle, including the sight, weights and trigger system, must be used for slow and fast runs in any event.

10.4.2

Specific Standards for 50m Rifles

10.4.2.1

The trigger pull weight must be not less than 500 grams.

The weight of the trigger pull must be measured with the barrel held vertically.

10.4.2.2

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.

10.4.2.3

Ammunition

Only caliber 5.6 mm (.22") Long Rifle ammunition is permitted.

10.4.3

Specific Standards for 10m Rifles

10.4.3.1

The trigger pull weight is unlimited. A set trigger must not be used.

10.4.3.2

The length of the system measured from the rear of the mechanism to the foremost end of the system, including any extension (whether part of the barrel or not), must not exceed 1000 mm.

10.4.3.3

Ammunition

Pellets of any shape, made of lead or other soft material, with a caliber of 4.5 mm (.177") are permitted.

10.4.4

Clothing Regulations

10.4.4.1

Marker Tape

10.4.4.1.1

The ISSF Official Marker Tape must be worn to allow the Range Officer or Jury Member to see the position of the rifle stock. The Marker Tape must be as available from the ISSF:



- 10.4.4.1.2 250 mm long, 30 mm wide and of yellow color with a black border
- 10.4.4.1.3 this must be permanently affixed on the right side of the outer garment.
- 10.4.4.1.4 The correct position of the Marker Tape must be checked as follows:
- 10.4.4.1.5 any pockets of the outer garment must be empty;
- 10.4.4.1.6 the trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;
- 10.4.4.1.7 the Marker Tape must be affixed permanently, horizontally, below the tip of the elbow (see Drawing).
- 10.4.4.1.8 This Marker Tape must be checked by the Equipment Control Section prior to the competition and marked with a seal or stamp. This must also be recorded on the Equipment Control Card.
- 10.5.0 **COMPETITION OFFICIALS**
- 10.5.1 **Duties and Functions of the Chief Range Officer**
- 10.5.1 A Chief Range Officer must be appointed for each event on a specific range. The Chief Range Officer is:
 - 10.5.1.1 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, he will be responsible for all range commands;
 - 10.5.1.2 responsible for assuring the co-operation of all Range Personnel with the Jury;
 - 10.5.1.3 responsible for the rapid correction of any equipment failures and for making available the necessary experts and material to operate the range. The Chief Range Officer must resolve any irregularities which other Range Officers cannot resolve. 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;
 - 10.5.1.4 responsible for the efficient and rapid scoring of all targets in co-operation with the Chief Classification Officer;
 - 10.5.1.5 if necessary, participates in the drawing of lots for the assignment of firing points.



10.5.1.6 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.

10.5.2 Duties and Functions of the Range Officer

10.5.2.1 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:

10.5.2.2 calls the shooters and announces the preliminary result of the series;

10.5.2.3 check the names and Bib (Start) Numbers of shooters 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;

10.5.2.4 ensures that rifles and sights were examined and approved by the Equipment Control Section and that no changes have been made in rifles, sights or weights since the examination;

10.5.2.5 gives the necessary competition commands;

10.5.2.6 continually watches the Ready and Shooting Positions;

10.5.2.7 is responsible for the coordinated work of the Register Keeper, when using Paper Targets, and other range officials;

10.5.2.8 supervise the correct operation of the targets;

10.5.2.9 receives protests and pass them on to the Jury Member;

10.5.2.10 records all disturbances, disciplinary actions, malfunctions, additional sighting shots, repeats, etc. on the Register Keeper's score card.

10.5.3 Duties and Functions of the Register Keeper – Paper Targets

10.5.3.1 Examines the entries on the range assignment list and score cards to assure that the name of the shooter, bib (start) numbers, range numbers and nations agree.

10.5.3.2 Writes down the indicated score and compares this with the TV monitor when it is in use. Entries on the score cards are to be made in such a way that the Classification Office can identify right and left runs.



10.5.4 Duties and Functions of the Line Officer

10.5.4.1 The Line Officer must be located so that he can observe the readiness of the shooter and is able to hear the shooter's READY command. 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.

10.5.4.2 The Line Officer operates the starting button, the stop button, and the switch to change from slow to fast runs. 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.

10.5.5 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. The Pit Officer is responsible for:

10.5.5.1 ensuring that the correct targets are attached to the frame in the specified sequence;

10.5.5.2 correctly positioning 50m half targets or repair centers. Correctly applying patches to cover bullet holes. Establishing the rhythm of score indicating, etc.,

10.5.5.3 examining the target after each run and ensuring that every shot is correctly signaled for both value and location;

10.5.5.4 ensuring that the target is facing in the correct direction before each run;

10.5.5.5 bullet holes close to a scoring ring must be given the lower value when indicating the score.

10.5.5.6 at the conclusion of each stage, the targets must be removed from the frame and placed in a secure container to await transfer to the Classification Office. Target couriers must transmit targets and report sheets to the Classification Office at least after every second shooter finishes firing.

10.5.5.7 Sighting shots on 50m targets must be covered with black patches.

10.5.5.8 Each series begins with 4 sighting shots. If the shooter does not shoot the sighting shots, black patches must be stuck on the corresponding targets outside the rings.

10.5.5.9 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 Classification Office in scoring. The last hit on each target must remain uncovered.



10.5.6 Specific Rules for 10m Competition

10.5.6.1 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.

10.5.7 Technical Officers – Electronic Scoring Targets

Technical Officers may be appointed to operate and maintain the Electronic Scoring Target equipment, they may offer advice to range officers and Jury Members but must not take any decisions.

10.6.0 SHOOTING EVENTS PROCEDURES and COMPETITION RULES

10.6.1 Positions

10.6.1.1 Until the moment that any part of the target becomes visible in the opening, the shooter must assume 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 shooter is in the ready position.

10.6.1.2 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 shooter) must not rest on the hip or the chest. The shooter 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.

10.6.1.3 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.

10.6.2 50m and 10m Events

10.6.2.1 50m and 10m, **30 + 30 shots** (Men and Junior Men):

10.6.2.1.1 4 sighting shots and 30 shots slow runs, each in 5.0 seconds (+0.2 seconds).

10.6.2.1.2 4 sighting shots and 30 shots fast runs, each in 2.5 seconds (+0.1 seconds).

10.6.2.2 10m, **20 + 20 shots** (Women and Junior Women):

10.6.2.2.1 4 sighting shots and 20 shots slow runs, each in 5.0 seconds (+0.2 seconds).



- 10.6.2.2.2** 4 sighting shots and 20 shots fast runs, each in 2.5 seconds (+0.1 seconds).
- 10.6.2.3** 50m and 10m, 40 shots, **Mixed Runs** (Men and Men Junior):
- 10.6.2.3.1** The event will be fired in two series of 4 sighting shots (1 slow and 1 fast run from each side) and 20 mixed runs.
- 10.6.2.3.2** Each mixed run event must have 10 slow and 10 fast runs from each side, arranged in such a way that the shooter 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 shooter can anticipate whether the next run is slow or fast. There must not be more than 5 continuous (combined right and left) runs at the same speed.
- 10.6.2.3.3** 10 m, 40 shots; **Mixed Runs** (Women and Women Junior).
- 10.6.2.4** 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 will be conducted each day.
- 10.6.3** **Competition Rules**
- 10.6.3.3** Before the start of the competition, the first shooter must be given the opportunity to **dry fire** a full series in the event being shot. If the first shooter does not wish to dry fire a full series, it is still necessary to run a full series.
- 10.6.3.3.1** At ISSF supervised Competitions / Championships, the Organizing Committee must open the day's competition by having a test shooter (someone not in the competition) shoot a full series commencing at the official start time, so that the first shooter may complete the dry firing series under competition conditions.
- 10.6.3.3.2** Only the next shooter in succession may dry fire, at a specially marked point on the firing line (see Technical Rules – Section 6).
- 10.6.3.4** The competition series always starts with a run from the right to left.
- 10.6.3.4.1** Only one shot may be fired on each run.
- 10.6.3.5** **Indication of shots**
- 10.6.3.5.1** Different methods for indicating the score and location of hits may be used. The method used must allow the shooter to be certain of the score and location of the shot.
- 10.6.3.5.2** Television or similar monitoring devices that indicate scores and hit locations are permitted for any competition and are compulsory in ISSF supervised Competitions / Championships.



- 10.6.3.5.3** The shooter 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.
- 10.6.3.5.4** If a shooter 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.
- 10.6.3.6** After the shooter is called to the shooting station, he must be granted a preparation time of two (2) minutes before the first **"READY"** is to be given.
- 10.6.3.6.1** When the shooter has finished his preparation on the range, he must call **"READY"** before each sighting shot and also before the first shot of the series. The Range Officer must start the target immediately. If the target does not appear in 4 seconds after the order to start has been 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 shooter are ready, after which he will start the target again. If the target is started before the shooter has called **"READY"**, he should refrain from shooting. However, if he shoots, the result must be scored.
- 10.6.3.6.2** If the Range Officer finds that the shooter 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** for delay of competition. On the second occurrence a two (2) point **DEDUCTION** will be given. Any subsequent violation could result in **DISQUALIFICATION** by the Jury.
- 10.6.3.7** After completing the sighting runs, the shooter may pause for up to 60 seconds to adjust his sight. The competition series will then be started.
- 10.6.3.8** 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 shooter for the continuation of the series.
- 10.6.3.9** 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.
- 10.6.3.9.1** In the **50m competition**, 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 shooter must be ready for the target to be released in not more than 18 seconds.



- 10.6.3.9.2** In the **10m competition**, 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 shooter must be ready for the target to be released in not more than 20 seconds.
- 10.6.3.9.3** The Range Officer and the Jury Members must control carefully the timings of 18 and 20 seconds respectively and penalize a shooter who does not respect the rules above immediately.
- 10.6.3.9.4** When the shooter 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.
- 10.6.3.9.5** The timing for the 18 seconds (50m), 20 seconds (10m) limit begins when the target disappears at the end of each run. The timing stops when the target begins its return run.
- 10.6.3.9.6** The Jury must verify the correct timing of the targets during the competition.
- 10.6.3.9.7** If the target is started from the wrong side or tail first, the run must be cancelled and repeated, even if the shooter has fired.
- 10.6.3.10** In case anything should occur which might be dangerous, disturb the shooter, or otherwise interfere with the competition, the Range Officer must stop the shooting. Should the shooter fire at the moment of the command, he is entitled to have the run cancelled if he requests it.
- 10.6.3.11** If a series is interrupted for more than 5 minutes or the shooter 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.
- 10.6.3.12** If a shooter should be unable to fire during a run, a miss must be scored, unless the Rules which entitle the shooter to reshoot apply.



- 10.6.3.13** If the Range Officer neglects to stop the shooting when the respective Rules apply, the shooter 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 shooter justified, he may continue shooting after a check of the situation according to Rules respectively. If the shooter is not justified, the Range Officer must give the command to repeat the run and the shooter must be penalized by deducting two (2) points from the value of that shot.
- 10.6.3.14** **Misses**
- 10.6.3.14.1** Every shot prior to the appearance of the competition target must be scored as a miss. 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.
- 10.6.3.14.2** Hits **outside the scoring rings** must be scored as zero(es) and recorded as "X".
- 10.6.3.14.3** If the shooter **does not shoot**, the run is scored as zero and recorded as "-".
- 10.6.3.14.4** Shots not hitting the target are scored as zero(es) and recorded as "Z".
- 10.6.3.14.5** Skid shots and ricochets must be scored as zero(es).
- 10.6.3.15** **Misses and penalties in 10m events:**
- 10.6.3.15.1** The shooter must not discharge propellant gas from his rifle (see 10.2.5.3.1 and 10.6.3.3). For the first such offense, two (2) points will be deducted from the score of the next shot. For the second offense, the shooter must be disqualified from further competition.
- 10.6.3.15.2** Any **release of the propelling charge**, after the first competition target is in place, without a hit on the target will be scored as a miss.
- 10.6.3.15.3** It is the responsibility of the competitor 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 period of five minutes to renew the supply. He may then continue the series but without any additional sighting shots.



10.6.4 Infringements and Disciplinary Rules

10.6.4.1 If a shooter begins an event with an unapproved rifle or equipment, he must be penalized with the deduction of two (2) points from the result of the first competition series (50m from the total of the stage). He must not be permitted to continue until his rifle or equipment has been approved by the Equipment Control Section. He may only resume firing at a time determined by the Jury.

10.6.4.2 The shooter must not exceed the preparation time of two (2) minutes without justification, or wait longer than 60 seconds after conclusion of the sighting shots to begin competition shots. After 30 additional seconds, the target must be started and the result counted whether the shooter is in the shooting position or not.

10.6.4.3 If a shooter does not report at the appointed time with approved equipment, the Range Officer must call his name out loud three (3) times within one (1) minute. If the shooter 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 shooter was late was beyond his control no penalty will be enforced.

10.6.4.4 If a shooter's equipment has been passed by the Equipment Control Section, but the shooter is unable to produce the Equipment Control Card at the start of the event, the shooter may commence, but will be penalized with a deduction of two (2) points from the first series (50m from the total of the stage), if he (or his coach or team officials) cannot obtain confirmation that the equipment has been previously passed by the Equipment Control Section before the official end of the shooting time for that event. The responsibility rests with the shooter (or his coach or manager) to visit the Equipment Control Section for this purpose. No extra shooting time will be allowed.

10.6.4.5 A shooter who violates the Rules concerning shooting position must be given a WARNING after the first violation. After repeated violations of these rules the Jury may penalize him by counting a fired shot(s) as misses.

10.7.0 MALFUNCTIONS

10.7.1 If the shooter experiences technical problems with his rifle or ammunition, making it impossible to shoot, the rifle must be placed on the bench or table without further touching it. The Range Officer must be called and shown the malfunction or rifle defect. The Range Officer must interrupt the series of target runs and start the timer to determine the length of the interruption.



- 10.7.2** If the Range Officer determines, after examining the rifle and ammunition, that the malfunction was not caused by the shooter, the run may be repeated.
- 10.7.3** **The shooter must not be considered at fault if:**
- 10.7.3.1** the rifle is found in a discharged condition, the chamber is found to contain a cartridge of the same type the shooter is using, the cartridge shows a clear impression of the firing pin and the bullet has not left the barrel; or,
- 10.7.3.2** the reason for not shooting was caused by a malfunction of the rifle which is not likely to have been caused by the shooter or could not reasonably have been prevented by him.
- 10.7.4** If the Range Officer determines that the malfunction was caused by the shooter, a miss must be scored.
- 10.7.5** **The shooter must be considered at fault if:**
- 10.7.5.1** he has not placed the rifle on the bench or table;
- 10.7.5.2** he changed something on the rifle before placing it on the table;
- 10.7.5.3** the safety catch has not been released;
- 10.7.5.4** the breech was not closed all the way;
- 10.7.5.5** the rifle was not loaded;
- 10.7.5.6** the rifle was loaded with the wrong kind of ammunition.
- 10.7.6** 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 shooter has the right to continue shooting immediately with another rifle which has been approved by the Equipment Control Section or to withdraw to repair his rifle. The Range Officer, with the consent of the Jury, must then decide when the shooter 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, according to Rule 10.6.3.12.
- 10.7.6.1** The Range Officer should continue as if the shooter did not withdraw in order to allow the next shooter to complete his dry firing.



10.7.7 Faulty Sights

10.7.7.1 If the shooter 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 approved by the Equipment Control Section is available. After the change the shooter must receive sighting shots in accordance with Rule 10.6.3.12.

10.7.7.2 The shooter 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.

10.7.7.3 If the sight becomes loose during a competition series because it was not properly tightened, all shots must be scored.

10.8.0 Failure of 10m Electronic Scoring Target Systems

10.8.1 **If there is a failure of ALL targets on a range** - also applicable to conventional ranges:

10.8.1.1 the actual time must be recorded by the Chief Range Officer and the Jury;

10.8.1.2 all completed competition shots of each shooter 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;

10.8.1.3 after the failure is rectified and the full range is in operation the shooters will be allowed a one (1) minute preparation time to allow the shooters to resume their position. The time for recommencing is to be announced over the loudspeaker system at least 5 minutes beforehand. At the end of the preparation time, the shooters will be allowed four 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.

10.8.2 In the event of the failure of a Single Target

10.8.2.1 If a single target fails to function the same procedure must be followed as for conventional targets.

10.8.3 **Complaint concerning failure to register or display a shot** on the monitor of an Electronic Scoring Target System.

10.8.3.1 The shooter 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.



- 10.8.3.2** The shooter will be directed to fire one more aimed shot at his target. The shooter must call "**READY**".
- 10.8.3.3** If the value and location of this shot is registered and displayed on the monitor, the shooter will be directed to continue the competition. The value and location of this **extra** shot must be recorded. The time of firing this extra shot, its shot-number (having included 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.
- 10.8.3.4** After the end of that relay of the competition, the electronic scoring target computer record will be examined by the Jury together with the black paper strip. A Jury Member must examine the face of the electronic scoring target, and the frame, and record the location of any shots outside the black aiming mark. He must also obtain the backing card from the rear of that target (50m). Using this information and the time of the extra shot and its location, the Jury will determine whether all shots, including the extra shot are recorded on the computer record.
- 10.8.3.5** If all the shots are recorded correctly, then the questioned shot will be counted in the score of the shooter, as will the shot fired immediately after (as the "extra" shot), but the last shot fired (extra to the competition) will be annulled.
- 10.8.3.6** If the questioned shot has not been located in the computer memory, or on the black paper strip, or on the non-scoring area of the target, or elsewhere, then only those correctly recorded shots excluding the "extra" shot are to be counted in the score of the shooter.
- 10.8.3.7** If the extra shot fired as directed does not register or display and the Electronic Scoring Targets cannot be repaired within five (5) minutes, the shooter will be moved to a reserve position. He will be permitted two (2) minutes to resume his position and then allowed sighting shots per Rule. 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 shooter will be credited with the score of all the shots which were displayed on the monitor of the first target plus the score of all the properly fired competition shots which were displayed on the second target used. If the two (2) extra shots were later found in the computer memory record of the first target they will be annulled.



10.9.0 TIE-BREAKING

10.9.1 Individual Ties in 50m and 10m Events

Ties for shooters with perfect scores will not be broken.

10.9.1.1 Ties for places 1 - 3

If two or more shooters shoot equal scores, ties for the first three places must be decided by a shoot off under arrangements made 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.

10.9.1.1.1 In the event of a further tied score the shoot-off will be continued until the tie is broken. Once the tie for the third place is resolved, any remaining ties for lower places are ranked according to the count back rules.

10.9.1.1.2 Rules for Shoot-Offs

10.9.1.1.2.1 The shoot-off must begin as soon as possible and practical after the protest time has expired. 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.

10.9.1.1.2.2 Shooters with tied scores will be allocated adjacent firing points by drawing of lots under the supervision of the Jury. If more shooters have equal scores the firing sequence will also be determined by the drawing of lots. When several shooters 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.

10.9.1.1.2.3 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 ranking from 4th place.

10.9.1.1.2.4 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.

10.9.1.2 Ties from 4th place, if not resolved by any shoot-off, must be decided by:

10.9.1.2.1 10m Events

10.9.1.2.1.1 The highest score of the last ten shot series working backward by 10 shot series until the tie is broken.

10.9.1.2.1.2 The highest number of 10's, 9's, 8's, etc.



- 10.9.1.2.1.3** The highest number of inner tens.
- 10.9.1.2.1.4** If any ties remain, the shooters must have the same ranking.
- 10.9.1.2.2** **50m Events**
- 10.9.1.2.2.1** **For 50m Running Target 30 + 30**
- 10.9.1.2.2.1.1** The highest total of the fast run.
- 10.9.1.2.2.1.2** Comparing the lowest value shot(s) in the total competition for the tied individuals. The shooters with the lowest value shot(s) is declared the loser.
- 10.9.1.2.2.1.3** If any ties remain, the shooters must have the same ranking.
- 10.9.1.2.2.2** **For 50m Running Target Mixed Runs**
- 10.9.1.2.2.2.1** The highest total of the second stage
- 10.9.1.2.2.2.2** Comparing the lowest value shot(s) in the total competition for the tied individuals. The shooters with the lowest value shot(s) is declared the loser.
- 10.9.1.2.2.2.3** If any ties remain, the shooters must have the same ranking.
- 10.9.2** **Team Ties**
- 10.9.2.1** **Team Ties in 10m Events / 50 m Events**

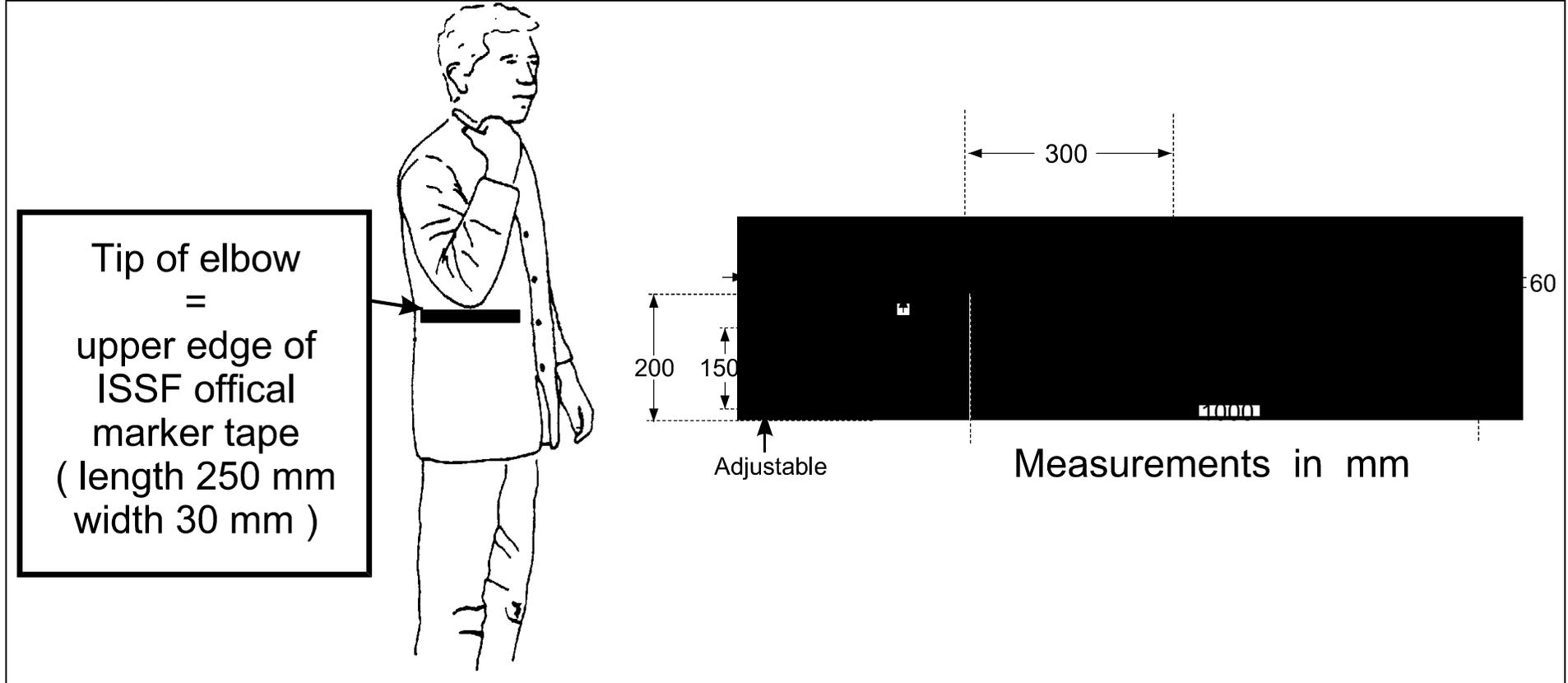
Ties in team events must be decided by totaling the results of all members of a team and following the procedures for breaking individual ties 10 m / 50 m.



10.10.0 RUNNING TARGET SPECIFICATION TABLE									
Event	max. weight	Trigger pull	Butt plate	Sights	Barrel weights	Ammunition	Competition shots	Miscellaneous	Target
10 m Running Target	5.5 kg including telescope	Free, No set trigger	Depth: lowest point 200 mm Length: max. 150mm Depth/height of curve maximum 20mm	Any sights, telescope with non variable maximum four power (tolerance + 0.4 x) magnification, Length: max. 300mm	Within a radius of 60 mm	4.5 mm (.177")	Men: 30 slow runs 30 fast runs	No changes of or to the rifle permitted during slow and fast runs. Rifles to be marked so that an exchange of sight or added weights may be seen.	6.3.2.7.2
10m Running Target mixed							Women: 20 slow runs 20 fast runs		
50m Running Target	5.5kg including telescope	500g, 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		6.3.2.7.1
50m Running Target mixed							40 shots mixed runs		



10.11.0	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 1000mm.





7.10.0 INDEX Running Target Rules

The Index for the Running Target Rules will be written after approval of all rules.

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