

# ISSF/IPC 10m AIR PISTOL – Paper Targets

## Before the competition

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets
- Range Incident Forms
- (for competition) check
  - Shooters in the correct bays
  - Pistols and other equipment approved
  - Shooters wearing Start numbers if provided

## Preparation and competition:

### **“ATHLETES TO THE FIRING LINE”**

- Competitors to be allowed \*15 minutes to set up their equipment.
- Dry firing and aiming exercises are permitted. Range Officer checks must be completed during this time.

(Note: all details must be allowed the same amount of time).

### **15 minutes before the competition time call...**

### **“15 MINUTES PREPARATION AND SIGHTING TIME - START”**

- Start stopwatch
- After 14<sup>1</sup>/<sub>2</sub> minutes call....

### **“30 SECONDS”**

- After 15 minutes call....

### **“END OF PREPARATION AND SIGHTING TIME ...STOP”**

### **“CHANGE TARGETS”**

Once all competitors have changed targets (about 30 seconds)

- Reset stopwatch & call.....

### **“MATCH FIRING...START”**

At 80 minutes after Start call
<b>10 MINUTES</b>
At 85 minutes after Start call
<b>5 MINUTES</b>
At 90 minutes after Start call
<b>STOP.....UNLOAD</b>

- Announce bay numbers for random checks
- Clear all pistols for casing and removal
- Complete Range Report, and forward to the RTS Office

**See reverse for common infringements and irregularities**



## **Course of fire**

Athletes should be allowed to occupy their bays 15 mins before the start of preparation time – RO checks to be carried out at this time, then

- 15 minutes, **combined Preparation Time and Sighting shots**
- 60 competition shots in **1 hour 30 minutes**

## **Target**



ISSF 10m Air Pistol Target

### **Note 1:**

Targets are to be handed in in lots of 10 to ensure RTS can keep up to date.

*(rule 4.1 - Paper Target Annex)*

### **Note 2:**

The 15mins at the firing line prior to preparation and sighting time may need to be shortened at Open competitions – but every detail must be given the same amount of time.

*Competitors MUST be discouraged from packing up while others are shooting – it is a courtesy to wait until the end of the match time.*

## COMMON IRREGULARITIES & INFRINGEMENTS

### Malfunctions – rule 6.13

Check whether it is ALLOWABLE (i.e. it is not something the competitor could have reasonably avoided)

- **If ALLOWABLE** – competitor may repair or replace the pistol but no extra time is given. Extra sighters may be allowed if requested.
- **If NON-ALLOWABLE** – while the competitor may be able to repair the pistol he will not be permitted to replace it, nor will any extra sighting shots be permitted.

### Load two (2) pellets – rule 6.11.2.4

- **Unfired** - if the competitor realizes what has happened he must signal the RO who must then oversee the unloading of the gun. No extra time is allowed & there is no penalty.
- **Fired** - if the competitor does not realize until after he has fired the 2 pellets he must signal the RO. If there are 2 hits on the target the highest scoring value shot is credited to the shooter and second shot (i.e. the lowest scoring value shot) is annulled. IF there is only one hit on the target it is counted. No extra time and no penalty.

### Target falls out of the carrier

- If the target has been fired at then make a note for Classification and send it in with the next batch of targets for that competitor. At the end of the match retrieve the target and take it immediately to Classification for scoring.
- If the target has not been fired at then issue a new target (remember to number and initial it) – make a note on the Range report so that Classification are aware of what has happened.

### Dry Firing – rule 6.11.2

Dry Firing without expelling propellant is permitted whenever pistols are able to be handled  
Expelling propellant

- **Before the start of Preparation and Sighting** time will incur a warning for the first occurrence, a 2pt penalty for the 2<sup>nd</sup> time and may be disqualified if it happens again
- **During Preparation and Sighting time** – allowed
- **During the Match** – will count as a shot and be scored as zero.

### Competitor does not hand in his cards after 10 shots -rule 4.1 - Paper Target Annex

- This comes under general rule violations (rule 6.12.6.1)
- If you are **ABSOLUTELY CERTAIN** that at least 10 cards have been shot you should ask the shooter to hand them in – take care not to interrupt the competitor until while in the middle of firing a shot!
- If the competitor refuses an official Warning may be issued – if it happens again a 2pt penalty can be given.