

ISSF/IPC 25m PISTOL / CF – RFS – Paper Targets

Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets and Patches
- Range Incident Report forms
- Score sheets (Registers)
- Be familiar with operation of the timer
- (for competition) check:
 - Shooters in the correct bays,
 - Pistols and other equipment approved
 - Shooters wearing Start Numbers if provided

Preparation and Sighting Series

Check the range is clear of personnel

3 minutes before the competition starts, call...

“PREPARATION TIME BEGINS NOW”

- Start stopwatch

After 3 (three) minutes, reset stopwatch, and call...

“FOR THE SIGHTING SERIES ... LOAD”

- Start stopwatch

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

Clear all pistols – flags to be inserted

Allow scoring personnel forward

After all personnel have returned, call...

“FOR THE FIRST (or NEXT) SERIES ... LOAD”

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

Clear all pistols – flags to be inserted

Allow scoring personnel forward

After all personnel have returned:

Repeat this procedure for a total of six series.

At the end of the relay and all personnel have returned:

- Announce bay numbers for random checks
- Clear all pistols for casing and removal

Complete Range Report, and forward to Classification Office



The Course of Fire

Preparation Time

- 3 minutes

Sighting Series

- 1 series of 5 shots

Competition

- 6 series of 5 shots each

Target



ISSF 25m Rapid Fire Pistol Target

- ISSF 25m Rapid Fire Target
- Targets are scored at the target line

The Ready position



Malfunctions:

For an **ALLOWABLE** malfunction in the **SIGHTING** series the shooter is allowed to complete the series

For a **NON_ALLOWABLE** malfunction in the **SIGHTING** series there is no reshoot allowed.

For an **ALLOWABLE** malfunction in a **COMPETITION** series the shooter is allowed one (1) reshoot during the competition stage.

For a **NON_ALLOWABLE** malfunction there is no reshoot.