

25m RAPID FIRE PISTOL

Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets
- Patches
- Score sheets (Registers)
- Be familiar with operation of the timer

Preparation and sighting series:

Check the range is clear of personnel, call...

“PREPARATION TIME BEGINS NOW”

- Start stopwatch
- (for competition) check:
 - Shooters in the correct bays,
 - Pistols and other equipment approved
 - Shooters wearing Start Numbers if provided

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

“8 SECONDS SIGHTING SERIES ... LOAD”

- Start stopwatch

After 1 minute, call...

“ATTENTION turn the targets away

...3...2...1...START” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

- Clear all pistols
- Allow scoring personnel forward

Competition series:

After all personnel have returned, call...

“8 (or 6 or 4) SECONDS SERIES ... LOAD”

- Start stopwatch

After 1 minute, call...

“ATTENTION turn the targets away

...3...2...1...START” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

- Clear all pistols
- 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:

- Clear all pistols for casing and removal
- Complete Range Report, and forward to Classification Office

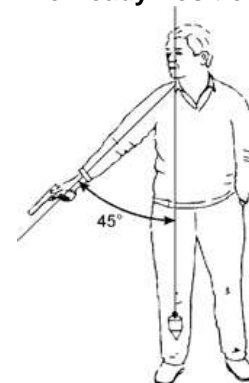
Targets

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



ISSF 25m Rapid Fire Pistol Target

The Ready Position



Course of Fire

Preparation Time

- 3 minutes

Sighting series

- 1 series of 5-shots in 8 seconds

Competition series

- 2 series of 5-shots in 8 seconds
- 2 series of 5-shots in 6 seconds
- 2 series of 5-shots in 4 seconds



- For the Rapid Fire Stage, the shooters **must** be at the ready position for the start of each series.
- For an **ALLOWABLE** malfunction in the **SIGHTING** series, the shooter is allowed another sighting series sequence to **complete the unfired shots** (8.7.4.2).
- For a **NON-ALLOWABLE** malfunction in the **SIGHTING** series, there is no re-shoot (8.7.4.2).
- For an **ALLOWABLE** malfunction in a **COMPETITION** series, the shooter is allowed **one** (1) re-shoot in each 30-shot Stage (8.7.4.5.3.1).
- For a **NON-ALLOWABLE** malfunction in a **COMPETITION** series, there is no re-shoot (8.7.4.5.1).