

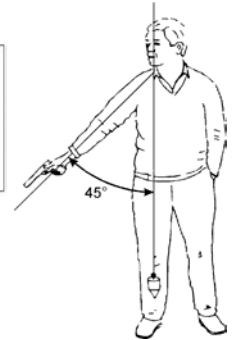
# 25M WOMENS / JUNIOR / CENTRE FIRE - RAPID FIRE STAGE

### Before the competition

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

### Targets

ISSF 25m Rapid Fire Target at 25m



### Preparation and sighting series

**Check the range is clear of personnel**

**“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, stop stopwatch, and call...**

**“SIGHTING SERIES ... LOAD”**

**After 1 minute, call...**

**“ATTENTION”** and activate the targets

**At the end of the series, call...**

**“STOP ... UNLOAD”**

**Clear all pistols**

**Allow scoring personnel forward**

### Course of Fire

#### Sighting series

1 series of 5-shots

#### Competition series

6 series of 5-shots

### Competition series

**After all personnel have returned, call...**

**“FIRST (second, third, fourth, fifth, sixth) SERIES ... LOAD”**

**After 1 minute, call...**

**“ATTENTION”** and activate the targets

**At the end of the series, call...**

**“STOP ... UNLOAD”**

**Clear all pistols**

**Allow scoring personnel forward**

**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**

- **Ready position;** the shooters **must** be at the ready position for the start of each series, and for each subsequent shot in the series
- **For a malfunction in the sighting series,** the shooter is allowed another sighting series sequence to **complete the unfired shots** (8.8.4.2).
- **For an allowable malfunction in a competition series,** the shooter is allowed **one** (1) re-shoot (8.8.4.5.3.1).
- **For a non-allowable malfunction in a competition series,** there is **no** re-shoot (8.8.4.5.1).
- **Targets are scored** at the target line.

