

PISTOL AUSTRALIA

Guide for Range Officers

RAPID FIRE PISTOL (each Stage)

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
- Check timer is set for 8 seconds

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

"SIGHTING SERIES ... LOAD"

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...

"EIGHT (six or four) SECONDS ... LOAD"

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

At the end of the relay

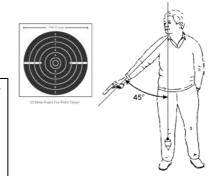
Clear all pistols for casing and removal

Complete Range Report, and forward to Classification Office

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

Targets

ISSF 25m Rapid Fire Target In banks of 5 targets at 25m



Course of Fire

Sighting series

1 series of 5-shots in 8 secs

Competition series

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

2nd Stage

After all shooters have completed the first stage, they compete in the second stage (as for the 1st stage)

