



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

RULES FOR FINALS

**APPROVED BY THE
ISSF ADMINISTRATIVE COUNCIL
ON 8 NOVEMBER 2010**

**INCLUDES FINALS PRESENTATION AND
25M RAPID FIRE PISTOL MEN RULES**

To be effective as of 1st January 2011

Dated: 2/24/2011 4:42:00 PM

**These rules replace Section 6.16 (Technical Rules) and
Section 9.14 (Shotgun Rules)
of the Official ISSF Rule Book, Version 2009**



6.16 FINALS IN OLYMPIC RIFLE AND PISTOL EVENTS

Rules for Shotgun Finals are found in Rule 9.14

6.16.1 General Competition Procedures

6.16.1.1 The full program must be fired in each Olympic Event as a Qualification for the Finals. The eight (8) highest-ranking competitors in the Qualification advance to the Finals except in 25m Rapid Fire Pistol Men, where the six (6) highest-ranking competitors advance. Start positions will be assigned according to the competitors' ranking in the Qualification, starting from the left.

6.16.1.2 The scoring of all Finals, except 25m Rapid Fire Pistol Men, must be conducted with electronic targets or target reading machines or manual devices that classify each ring in ten (10) sections (such as 1.1, 1.2, 1.3, etc., up to the maximum of 10.9). Shots on paper targets that cannot be classified by target reading machines will be scored by hand by Jury Members with ISSF approved instruments.

6.16.1.3 All range commands must be given in the English language.

6.16.2 Reporting to the Range for Finals

6.16.2.1 Team Leaders are responsible for presenting their shooters to the Preparation Area, and report to the Jury at least 30 minutes before the scheduled Start Time, complete with all their shooting equipment needed for the Finals. Finalists must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. Competitors must be dressed and have only the required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks and trigger weighing in the Preparation Area during this period. Neither gun cases nor equipment containers may be left on the field of play (FOP) behind the firing line.

6.16.2.2 **The Reporting Time** must be printed in the official shooting program. Any delay must be announced and posted on the Finals range.

6.16.2.3 A two (2) point penalty will be deducted from the first Finals shot if the shooter does not report to the Preparation Area in time.



6.16.3 Introduction of Finalists

Any Finalist who is not on his assigned position when the Presentation of Finalists begins is given automatically the last place(s) in the Finals with their Qualification score(s) and is not allowed to participate in the Finals. The Announcer will introduce the Finalists by giving the name, Qualification result and brief information about each Finalist's most important accomplishments. Finalists will be introduced in order starting with the Finalist on the right. The Announcer will also introduce the Chief Range Officer and the Jury Member in charge. After the Preparation and Sighting Period, all Finalists must turn to the rear to face the spectators and stand facing the spectators until all have been introduced. Then they will be allowed to return to the firing points and may handle their guns, dry fire and carry out holding and aiming exercises before and during the Final Preparation time.

6.16.4 10m and 50m Rifle and Pistol Events

6.16.4.1 Firing Times

Event	Men/ Women	Shooting Time
10m Air Rifle / Air Pistol	Men	75 seconds
10m Air Rifle / Air Pistol	Women	75 seconds
50m Rifle 3 Positions (standing position)	Men	75 seconds
50m Rifle 3 Positions (standing position)	Women	75 seconds
50m Rifle Prone	Men	45 seconds
50m Pistol	Men	75 seconds

6.16.4.2 **Finalists in each event:** eight (8) Competitors

6.16.4.3 Starting Positions

The shooters who qualify for the Finals will have their start positions according to the ranking starting from the left.

6.16.4.4 Number of Targets: Ten (10)

6.16.4.4.1 One (1) spare target must be available on the left and right of the eight (8) Finals targets and must show a competition target.

6.16.4.4.2 Monitors displaying the current ranking of the competitors during the Finals must be placed in front of the firing line and be visible to all competitors. In case the monitors fail, there will be no interruption.

6.16.4.4.3 Paper targets only

6.16.4.4.3.1 Number of Sighting Targets: four (4) targets in each event.

6.16.4.4.3.2 Number of Competition Shots per Target: one (1) shot per target.

6.16.4.4.3.3 Number of Record Targets: ten (10) targets in each event.



6.16.4.4.4 **Electronic targets only**

6.16.4.4.4.1 The target presentation on the spectator monitors must be the same for all monitors and must be easily visible by spectators.

6.16.4.5 **Competition rules**

6.16.4.5.1 **Start Time** begins with the command “**LOAD**” for the first competition shot for each Finals event. This time must be printed in the official shooting program. Any delay must be announced and posted on the Finals range.

6.16.4.5.2 Each shot fired before the command “**START**” or after the command “**STOP**” will be counted as a miss (zero).

6.16.4.5.3 If a shooter fires more than one (1) shot after each command the score for this Finals shot will be scored as zero.

6.16.4.5.4 If carrier operated target systems are used, the targets must only be brought back to the firing line after the commands “**STOP**” and “**CHANGE TARGETS**”, to avoid disturbing other shooters.

6.16.4.5.5 Aiming exercises are allowed.

6.16.4.5.6 Dry Firing after the Final Preparation and Sighting Period is prohibited and will be penalized by deduction of two (2) points for each case from the first Finals shot.

6.16.5 **Finals Procedures for 10m and 50m Events**

FINALS	Each Finals consists of ten (10) shots and is conducted single shot for shot using the following commands and procedures.
FINALISTS REPORT 30:00 min. before	Finalists must report to the Finals Preparation Area at least 30 minutes before the Finals Start Time in accordance with Rule 6.16.2.
EQUIPMENT SET-UP 20:00 min. before	The Chief Range Officer must authorize the Finalists to occupy their assigned firing points, move their equipment to their assigned firing points and handle their guns 20 minutes before the Finals Start Time by commanding “ SHOOTERS TO THE FIRING LINE ”. Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP). Aiming exercises may be done during the Equipment Set-Up time. Dry Firing or loading is not permitted until the Preparation and Sighting Time starts.



<p>PREPARATION AND SIGHTING TIME (Warm-up period) 14:30 minutes before</p>	<p>The Chief Range Officer will authorize the Finalists to begin their preparation for the Finals with the command “EIGHT MINUTES PREPARATION AND SIGHTING TIME... START”. Finalists will have eight (8) minutes to complete their preparations, check their firing positions and fire unlimited sighting shots. The Chief Range Officer will command “30 SECONDS” when there are 30 seconds remaining in the warm-up period. The Chief Range Officer will command “STOP, UNLOAD” when the warm-up period ends.</p>	
<p>END OF PREPARATION 6:30 minutes before</p>	<p>After the “STOP, UNLOAD” command, Finalists must place their guns on the bench or floor. A Range Officer must verify that the actions are open and there are no cartridges in the chambers or magazines. All Finalists must then turn to the rear to face the spectators. <i>Note: Television productions of the Finals will normally be timed to begin at this point.</i></p>	
<p>PRESENTATION OF FINALISTS 5:30 minutes before</p>	<p>The Announcer will introduce the Finalists by giving the name, Qualification result and brief information about each Finalist’s most important accomplishments. The Announcer will also introduce the Chief Range Officer and the Jury Member in charge.</p>	
<p>FINAL PREPARATION 2:30 minutes before</p>	<p>After the presentation, the Chief Range Officer will command “TAKE YOUR POSITIONS.....TWO MINUTES FINAL PREPARATION AND SIGHTING TIME...START”. The Finalists will have two (2) minutes to resume their positions, prepare and fire sighting or warming shots. The Chief Range Officer will command “30 SECONDS” after 90 seconds have passed and will command “STOP” after two (2) minutes.</p>	
<p>TARGET RESET 0:30 seconds before</p>	<p>There must be a pause of 30 seconds while a Technical Officer resets the targets.</p>	
<p>FINALS START 0:00 before</p>	<p>“FOR THE FIRST / NEXT COMPETITION SHOT – LOAD”</p>	<p>After this command the shooter loads his gun. The cartridge or pellet must be loaded into the chamber only after the command “LOAD”.</p>
	<p>“ATTENTION 3-2-1-START”</p>	<p>The shooter has 75 seconds in which to fire a shot (45 seconds in prone position). This command with the count-down should give the shooters sufficient time to take up their shooting positions. The shooting time starts when the command “START” has been given.</p>



<p style="text-align: center;">SCORE ANNOUNCEMENTS</p> <p style="text-align: center;">After each shot</p>	<p>After 75 seconds (45 seconds for prone) or after all Finalists have fired one (1) shot, the Chief Range Officer commands “STOP”. This command is given about five (5) seconds after the last shooter has fired, or immediately on termination of the shooting time. The last second must correspond with the word “STOP”.</p> <p>Immediately after the command “STOP”, the Announcer announces the name (family name) and score of each Finalist and then makes 15/20 seconds of comments regarding the leader, the best shots, changes in position, etc.</p> <p>Immediately after the score announcement, the Chief Range Officer will give the commands for the next Finals shot.</p>
<p>This sequence is repeated until all ten (10) Finals shots are complete.</p>	
<p style="text-align: center;">FINALS COMPLETION</p>	<p>After the tenth shot, the Chief Range Officer commands “STOP, UNLOAD”. Individual shot scores will not be announced after the tenth Finals shot. If there are no ties and no protests, the Chief Range Officer must immediately declare “THERE ARE NO TIES. RESULTS ARE FINAL”. Finalists may then move from their firing points.</p>
<p style="text-align: center;">PROCLAMATION OF MEDALISTS</p>	<p>After the Chief Range Officer declares “RESULTS ARE FINAL”, the Announcer must immediately announce:</p> <p>“THE GOLD MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p> <p>“THE SILVER MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p> <p>“THE BRONZE MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p>
<p style="text-align: center;">MALFUNCTIONS</p>	<p>In case of an ALLOWABLE MALFUNCTION, the shooter is allowed to repeat the unfired shot once during the Finals, including any Shoot-off, if he can repair or replace his gun or ammunition within three (3) minutes after the malfunction has been declared allowable. In case of a NON-ALLOWABLE MALFUNCTION, no re-shoot is allowed.</p> <p>If a shot has not been fired due to a malfunction, a shooter may try to correct the malfunction in the shooting time remaining. After attempting any correction he may not claim an ALLOWABLE MALFUNCTION, unless a part of the gun is damaged sufficiently to prevent it from firing.</p>



TIE-BREAKING	<p>Tied scores after the Finals for first, second or third place will be broken by a Shoot-off. Ties below third place will be decided by the higher Finals score, or if the tie is not broken, by the Qualification ranking. When shooters are tied for first and third places, the tie for third place will be decided first.</p> <p>If there are ties, the Chief Range Officer must proceed immediately with the tie-breaking shots by commanding “COMPETITORS IN POSITIONS # AND #, STAY ON THE FIRING LINE – OTHER SHOOTERS LEAVE THE FIRING LINE”. The shoot-off competitors must stay on the firing line and all other shooters must immediately leave their guns on the firing line and step back from their firing points.</p> <p>“COMPETITORS IN POSITIONS # AND #, FOR YOUR SHOOT-OFF SHOT, LOAD...ATTENTION, 3-2-1, START”. Tie-breaking shots will continue one (1) shot at a time until the ties are broken.</p> <p>For multiple 50 meter ties only: If there is a delay of more than five (5) minutes, the Chief Range Officer will, on request, command “WARMING SHOTS...START”. Competitors will have 30 seconds to fire up to three (3) warming shots. The Chief Range Officer will command “STOP” after 30 seconds.</p> <p>After all ties are broken, the Chief Range Officer declares “RESULTS ARE FINAL”.</p>
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6.16.6 Finals Procedures for 25m Pistol Women

FINALS	The 25m Pistol Women Finals competition consists of four (4) 5-shot series fired in the rapid-fire format (3-second exposures).
QUALIFICATION	The full 60-shot program (Rule 8.6.4.4) will be fired as a Qualification for the Finals. The eight (8) highest-ranking competitors in the Qualification advance to the Finals. Start positions will be assigned according to the competitors' ranking in the Qualification, starting from the left (1 st place shooter on position 1, 2 nd place shooter on position 2, etc.). Scores fired in the Qualification carry forward to the Finals and are included in the final result.



<p style="text-align: center;">TARGETS</p>	<p>Two (2) 5-target groups will be used with Finalists assigned to position according to the chart. The Control sheets / cards and backing targets are not to be changed or patched between series.</p> <table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 15%;">Bay</td> <td colspan="5">A</td> <td colspan="5">B</td> </tr> <tr> <td>Target</td> <td>1</td> <td>2</td> <td>(3)</td> <td>4</td> <td>5</td> <td>1</td> <td>2</td> <td>(3)</td> <td>4</td> <td>5</td> </tr> <tr> <td>Start position</td> <td>1st</td> <td>2nd</td> <td>-</td> <td>3rd</td> <td>4th</td> <td>5th</td> <td>6th</td> <td>-</td> <td>7th</td> <td>8th</td> </tr> </table>	Bay	A					B					Target	1	2	(3)	4	5	1	2	(3)	4	5	Start position	1st	2nd	-	3rd	4th	5th	6th	-	7th	8th
Bay	A					B																												
Target	1	2	(3)	4	5	1	2	(3)	4	5																								
Start position	1st	2nd	-	3rd	4th	5th	6th	-	7th	8th																								
<p style="text-align: center;">REPORTING AND START TIMES 30:00 min. before</p>	<p>The Start Time for the Finals is when the command “LOAD” is given for the first competition series. Competitors must report to the Preparation Area for the competition at least 30 minutes before the Start Time in accordance with Rule 6.16.2.</p>																																	
<p style="text-align: center;">EQUIPMENT SET-UP 15:00 min. before</p>	<p>The Chief Range Officer will authorize the Finalists to occupy their assigned firing points, move their equipment to their assigned firing points and handle their guns 15 minutes before the Final round start time by announcing “SHOOTERS TO THE FIRING LINE”. Gun cases and equipment bags or boxes may not be left behind the firing line on the Finals range field of play (FOP). Aiming exercises may be done during the Equipment Set-Up time. Dry Firing or loading is not permitted until Preparation begins.</p>																																	
<p style="text-align: center;">PREPARATION PERIOD AND SIGHTING SHOTS 10:00 min. before</p>	<p>Five (5) minutes after calling the Finalists to the firing line, the Chief Range Officer will begin the 2-minute preparation period by commanding “PREPARATION BEGINS NOW”.</p> <p>After two (2) minutes, the Chief Range Officer will command “END OF PREPARATION”.</p> <p>The sighting series must begin immediately after the preparation period. The sighting series consists of one (1) series fired in the Rapid-Fire sequence. All Finalists will fire the sighting series (and the match series) at the same time and on the same commands. No score announcements will be made during the sighting series. After the sighting series, the competitors must place their unloaded pistols on the bench and turn to face the spectators for the presentation of competitors. A Range Officer must verify that the actions are open and there are no cartridges in the chambers or magazines.</p>																																	



<p>PRESENTATION OF FINALISTS 6:00 min. before</p>	<p>After the sighting series, the Announcer will introduce the Finalists by giving the name, Qualification result and brief information about each Finalist's most important accomplishments. The Announcer will also introduce the Chief Range Officer and the Jury Member in charge. Any Finalist who is not on her assigned position when the Presentation of the Finalists begins is automatically given the last place(s) in the Finals with the Qualification Score(s) and is not allowed to participate in the Finals. After the presentation, the Chief Range Officer will command "TAKE YOUR POSITIONS..... TWO MINUTES FINAL PREPARATION TIME BEGINS NOW".</p>	
<p>FINALS START 0:00 before</p>	<p>The following commands and timing will be used:</p>	
	<p>"FOR THE SIGHTING SERIES...LOAD"</p>	<p>All shooters load within a time of one (1) minute.</p>
	<p>"FOR THE FIRST/NEXT COMPETITION SERIES...LOAD"</p>	<p>All shooters load within a time of one (1) minute.</p>
<p>"ATTENTION"</p>	<p>The red lights must be switched on, or if paper targets are used, they must be turned to the edge-on position. After a delay of seven (7) seconds (+/- 0.1 second) either the green lights will come on, or the target will be turned to face the shooter.</p>	
<p>SCORE ANNOUNCEMENTS After each 5-shot series</p>	<p>Five (5) seconds after each competition series, the Announcer reports the name (family name) and score of each Finalist and then makes approximately 15-20 seconds of comments regarding the leader, the best shots, changes in position, etc. ten (10) seconds after the comments about the ranking, the next series starts.</p>	
<p>This sequence is completed until all four (4) 5-shot series are complete.</p>		
<p>FINALS COMPLETION</p>	<p>After all Finalists have fired the four (4) competition series, and if there are no ties and no protests, the Chief Range Officer must immediately declare "THERE ARE NO TIES. RESULTS ARE FINAL". The Finalists are ranked according to the total of their Qualification and Finals scores.</p>	



<p>PROCLAMATION OF MEDALISTS</p>	<p>After the Chief Range Officer declares “RESULTS ARE FINAL”, the Announcer must immediately announce: “THE GOLD MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)” “THE SILVER MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)” “THE BRONZE MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p>
<p>MALFUNCTIONS</p>	<p>Only one (1) malfunction may be claimed during the Finals. If a malfunction is claimed, a Range Officer must determine if the malfunction is allowable or non-allowable. If the malfunction is allowable, the competitor must fire a series completion in accordance with Rule 8.7.</p>
<p>TIE-BREAKING</p>	<p>Tied scores after the Finals for first, second or third place will be broken by a Shoot-off. Ties below third place will be decided by the higher Finals score, or if the tie is not broken, by their Qualification rankings.</p> <p>Tied shooters will fire one (1) series of five (5) shots in the same times and conditions as in the Finals until the tie is broken.</p> <p>All other competitors must step back from the firing line immediately after the tied competitors have been identified.</p> <p>The tie-breaking Shoot-off will commence without delay.</p> <p>When shooters are tied for first and third places, the tie for third place will be decided first.</p>

6.16.7 Finals Procedures for 25m Rapid Fire Pistol Men

<p>FINALS</p>	<p>The 25m Rapid Fire Pistol Men Finals consists of four (4) to eight (8) 5-shot 4-second series with hit or miss scoring and the elimination of the lowest scoring Finalists beginning with the fourth series.</p>
<p>QUALIFICATION</p>	<p>The full 60-shot program (Rule 8.6.4.3) will be fired as a Qualification for the Finals. The six (6) highest-ranking competitors in the Qualification advance to the Finals. Start positions will be assigned according to the competitors’ ranking in the Qualification, starting from the left. Finalists will start from a score of zero (0).</p>



TARGETS	Three (3) groups of five (5) 25m electronic-scoring targets must be used. Two (2) firing points 1.5 meters apart will be designated for each 5-target group. Each competitor must take his position so that at least one (1) foot touches the line that marks the left or right side of the shooting station as defined by Rule 6.3.16.6 (each line is 75 cm from the center line of the target group).
SCORING	<p>Scoring is hit or miss only; each hit counts one (1) point; each miss counts zero points. The size of the hit zone is within the 9.7 zone on the 25m Rapid Fire Pistol target. The actual size of the hit zone to be used in ISSF Championship Finals may be adjusted by the ISSF Executive Committee, but any changes in hit zone size must be announced in advance. A graphic display of hits and misses in each competition series will be shown on shooter's monitors and on display screens in the Finals range.</p> <p>Competitors in Finals start from a score of zero (0). Results in the Qualification entitle competitors to participate in the Finals. During Finals, results are cumulative with each shooter's final ranking determined by the total number of hits for all series fired in the Finals (excluding any shoot-offs).</p> <p>If a deduction is applied to the score for a competition series, no score below zero (0) will be recorded (e.g. 3-1 point deduction = 2, 0-1 point deduction = 0).</p>
REPORTING AND START TIME 30:00 min. before	<p>The Start Time for the competition is when the command "LOAD" is given for the first competition series. Competitors must report to the Preparation Area for the competition at least 30 minutes before the Start Time. A one (1) hit penalty will be deducted from the score of the first competition series if the shooter does not report in time (30 minutes before Start Time) for the Finals.</p> <p>Competitors must report with their equipment, competition clothing and a national team uniform that may be worn in the awards ceremony. The Jury must use the Finals Start List to confirm that all Finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Competitors may change clothes if necessary and Juries must complete equipment checks during the reporting period. Competitors must be allowed to place their equipment, which may include a reserve pistol that can be used to replace a malfunctioning pistol, on their firing points not less than 15 minutes before the start time. Neither gun cases nor equipment containers may be left on the field of play (FOP) behind the firing line.</p>



<p>PREPARATION PERIOD AND SIGHTING SHOTS 10:00 min. before</p>	<p>There will be a preparation period and one (1) sighting series before the presentation. The Chief Range Officer will call the competitors to the firing line ten (10) minutes before the start time. The Chief Range Officer will then start a 2-minute preparation period by commanding “PREPARATION BEGINS NOW”.</p> <p>After two (2) minutes, the Chief Range Officer will command “END OF PREPARATION”.</p> <p>Sighting series must begin immediately after the preparation period. Sighting series will be fired by using the same command and timing sequence described in the Detailed Procedure for Commands and Firing below. Each competitor will fire one (1) sighting series of five (5) shots in four (4) seconds, in sequence, starting with the competitor on the left. No score announcements will be made. After all competitors have completed the sighting series, the competitors must place their unloaded pistols on the bench and turn to face the spectators for the presentation of competitors. A Range Officer must verify that the actions are open and there are no cartridges in the chambers or magazines.</p>
<p>PRESENTATION OF FINALISTS 6:00 min. before</p>	<p>After the sighting series, The Announcer will introduce the Finalists by giving the name, Qualification result and brief information about each Finalist’s most important accomplishments. The Announcer will also introduce the Chief Range Officer and the Jury Member in charge.</p> <p>Any Finalist who is not on his assigned position when the Presentation of the Finalists begins is automatically given the last place(s) in the Finals with the Qualification Score(s) and is not allowed to participate in the Finals.</p>
<p>DETAILED PROCEDURE FOR COMMANDS AND FIRING</p>	<p>Each Finals competition series consists of five (5) shots in four (4) seconds. For each series, all competitors remaining in the competition will shoot separately and in succession. The order of firing for all series is from left to right.</p> <p>Immediately after the introductions the Chief Range Officer will command “SHOOTERS TO THE FIRING LINE”.</p> <p>30 seconds after the presentation of competitors, the Chief Range Officer will command “FOR THE FIRST COMPETITION SERIES, LOAD”. After the command “LOAD” competitors have one (1) minute to load two (2) magazines (rule 8.6.4.2.3 does not apply for the Finals).</p>



(Continued)

Only one (1) **“LOAD”** command is given before the start of the first competition series. During the entire Finals, competitors may continue to load magazines as required. After the command **“LOAD”**, competitors may do aiming exercises, arm lifts or dry firing except when the other competitor in the 5-target group is firing. During this time the competitor on the right in the 5-target group may take his pistol in his hand to prepare, but he may not do aiming exercises, arm lifts or dry firing. After the competitor on the left has fired his series, he must place his pistol down and step to rear of the shooting station or not move while the competitor on the right fires his series.

One (1) minute after the command **“LOAD”**, the Chief Range Officer will call the name of the first competitor by stating **“(FAMILY NAME OF SHOOTER #1)”**. After the competitor’s name is announced, he may put the magazine in his pistol and prepare to fire.

15 seconds after calling the name of the first competitor, the Chief Range Officer will command **“ATTENTION”** and turn the red lights on. The first competitor must bring his pistol to the Ready Position (Rule 8.6.1). The green lights will come on after a delay of seven (7) seconds. After the 4-second firing period, the red lights will come on for 10-14 seconds (recycling time of the targets). During this 10-14 second period, the Chief Range Officer will report the score for that series (e.g., **“FOUR HITS”**).

Immediately after the first competitor’s score is announced and the EST Technical Officer signals that the targets are ready, the red lights will go off. As soon as the red lights go off, the Chief Range Officer will announce **“(FAMILY NAME OF SHOOTER #2)”**. 15 seconds later, the command **“ATTENTION”** will be given and the timing procedure for that series will proceed. After that series, the Chief Range Officer will report the score.

The other competitors will continue to fire in order until all competitors remaining in the competition have fired that series.

There will be a 30-second pause after all shooters complete one (1) series. During this pause, the Announcer will comment on the current ranking of the competitors, the best scores, competitors who were eliminated, etc.

For the second series, the Chief Range Officer will announce **“(FAMILY NAME OF SHOOTER #1)”** and continue.



<p>START OF FINAL ROUND COMPETITION 0:00 min. before</p>	<p>30 seconds after the presentation of Finalists is complete, the Chief Range Officer will give the commands to begin the firing procedure for the first competitor. This sequence will continue until all competitors remaining in the competition have fired that series. All competitors remaining in the competition will be commanded to fire additional series as required for that stage of the competition. (Details under Detailed Commands and Firing Procedure).</p>
<p>ELIMINATIONS</p>	<p>After all Finalists have fired the fourth series, the lowest ranking shooter is eliminated (6th place).</p> <p>After the remaining Finalists have fired the fifth series, the lowest ranked competitor is eliminated (5th place). After the remaining Finalists have fired the sixth series, the lowest ranked competitor remaining is eliminated (4th place). After the remaining Finalists have fired the seventh series, the lowest ranked competitor remaining is eliminated (3rd place, bronze medal winner).</p> <p>When a competitor is eliminated, he must unload his pistol (remove magazine and open action) and lay it on the bench before stepping back. Any preloaded magazines must be unloaded. A Range Officer must verify that the action is open and that there is no cartridge in the chamber or magazines.</p>
<p>FINALS COMPLETION</p>	<p>After the two (2) remaining Finalists fire the eighth series, and if there are no ties and no protests, the Chief Range Officer will declare “RESULTS ARE FINAL”. The higher ranking competitor becomes the gold medal winner and the second ranking shooter becomes the silver medal winner.</p>
<p>PROCLAMATION OF MEDALISTS</p>	<p>After the Chief Range Officer declares “RESULTS ARE FINAL”, the Announcer must immediately announce:</p> <p>“THE GOLD MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p> <p>“THE SILVER MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p> <p>“THE BRONZE MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE)”</p>
<p>LATE SHOTS</p>	<p>If a competitor fires a late shot or does not shoot at all five (5) targets in time, a deduction of one (1) hit for each overtime shot will be taken from the score for that series. The shot will be marked with “OT”.</p>



MALFUNCTIONS	<p>If a malfunction occurs, a Range Officer must determine if the malfunction is allowable or non-allowable. If the malfunction is allowable, the competitor must re-fire the series and will receive the score of the re-fired series. The competitor has 15 seconds to be ready for the re-fire series. For any further malfunction no re-fire is permitted and the hits that are displayed will be counted.</p> <p>If the malfunction is non-allowable, a penalty of two (2) hits must be deducted from that competitors' score.</p>
TIE-BREAKING	<p>If there is a tie for the lowest ranking competitor(s) to be eliminated, the tied competitors will fire additional tie-breaking 4-second series until the tie is broken. For all tie-breaking series, the shooter on the left starts.</p> <p>For the tie-breaking series, the Chief Range Officer will call the name of the first tied competitor by stating “(FAMILY NAME OF SHOOTER #1)” and the normal firing procedure applies.</p>

6.16.8 Target Failure 10m, 25m, 50m Events

6.16.8.1 If a **failure of all Finals targets** occurs, the following procedure must be used.

6.16.8.2 The shots/series that were completed by all shooters will be scored as a **sub-total**.

6.16.8.3 If the **failure cannot be corrected** to permit continuation of the Finals within one (1) hour, the recorded scores completed (by all shooters not eliminated) will be scored as the Finals Total of the competition and awards made on that basis.

6.16.8.4 **When the failure is rectified** and if it is possible to continue the Finals within one (1) hour, the following procedure will apply:

6.16.8.4.1 10m and 50m Events

The remaining shots will be completed. Five (5) minutes unlimited sighting shots will be permitted after the shooters are in their positions.

6.16.8.4.2 25m Events

The remaining shots/series will be completed. One (1) sighting series will be allowed in the 25m Pistol events.

6.16.8.5 If a single target fails to function:

6.16.8.5.1 10m and 50m Events

The shooter will be moved to a reserved target. On the shooters request he will be permitted an additional two (2) minutes for sighting shots before he repeats the unrecorded previous competition shot(s).



6.16.8.5.2 25m Events

6.16.8.5.2.1 The shooter in the **25m Pistol Women Event** will be moved or the target will be replaced. On the shooter's request an additional sighting series is permitted before she completes the missed previous competition shot(s).

6.16.8.5.2.2 If one (1) or more targets of a group of five (5) targets fail to function, in the **25m Rapid Fire Pistol Men Event**, the target(s) will be replaced, and the series where the failure occurred will be re-fired. On request, one (1) sighting series will be allowed for all shooters in the competition before the series is re-fired.

6.16.8.6 Final Official Results

6.16.8.6.1 In all events, except 25m Rapid Fire Pistol Men, the results of the Finals competition will be added to the individual results of the Qualification.

6.16.8.6.2 In the **25m Rapid Fire Pistol Men Event** the Results of the Qualification will be shown as well as the number of hits in the Finals (excluding any hits recorded during shoot-offs), but Qualification Scores will not be added to the Finals hit scores; the Final result being determined solely by hits in the Finals (excluding shoot-offs).

6.16.8.6.3 For all events, except 25m Rapid Fire Pistol Men, the results of the Qualification and the Finals combined must be shown on the Main Scoreboard and printed in the official results bulletin.

6.16.8.6.4 For the **25m Rapid Fire Pistol Men Event**, the results (as in 6.16.8.6.2) must be shown on the Main Scoreboard and printed in the official results bulletin.

6.16.9 Protests in Finals

6.16.9.1 Any protests must be immediate and made by the shooter or his coach by holding up his hand.

6.16.9.2 Any protest will be decided by the Range Jury immediately.
The decision of the Jury is final, and the protest fee may become payable if the protest is denied.

FINALS

9.14.1 SHOTGUN EVENTS

Event	Men (Qualification + Finals)	Women (Qualifications + Finals)
Trap	125 (5x25) + Finals (25)	75 (3x25)+ Finals (25)
Double Trap	150 (3x50) + Finals (50)	-
Skeet	125 (5x25) + Finals (25)	75 (3x25)+ Finals (25)

The technical rules for each event also apply to the Finals for these events except where differences are shown here.

9.14.2 NUMBER OF FINALISTS IN EACH EVENT

The six (6) highest-ranking competitors in the Qualification of each event advance to the Finals.



9.14.3 ORDER OF SHOOTING IN THE FINALS

- each Finalist will shoot in the order as decided by their qualification score. The shooter with the highest qualification score will shoot at position No.6, the next highest qualification score at No.5 and so on (6-5-4-3-2-1).
- shooters entering the Finals with tied scores will have their shooting order determined according to the "Count Back" rule. If they are still tied the shooting order will be determined by drawing of lots.
- the shooting order of shooters with perfect scores must be decided by the Jury by drawing lots.

9.14.4 RANGE COMMANDS

All range commands will be given in the English language.

Procedure for Finals in Shotgun events

Time before Start Time	Stage	Procedure
20:00 minutes before	Finalists Report and Warm-up	Team Leaders are responsible for ensuring that their shooters are presented to the Jury in the designated preparation area. The Finalists must report to the Finals range preparation area at least 20 minutes before the Finals round start time. The Finalists must report with their shotguns, competition clothing and a national team uniform that may be worn in the award ceremony. The Jury must complete any necessary checks during the reporting period. The Referee will authorize the Finalists to go to the shooting stations to do warm-up exercises or dry fire. The Referee must use the Final Round Start List to confirm that all competitors are present and that their names and nations are correctly recorded in the results system and on the scoreboards.
12:00 minutes before	Target Showing and Test Fire	The Referee will authorize the Finalists to complete their test fire shots and show the targets according to the rules for each event.
5:00 minutes before	Finalists Assemble	The six (6) Finalists, the Referee and the Jury Member in charge must report to a designated presentation area in the center of the range near the spectator stand. Late or ABSENT procedures start (Rule 9.14.6).
4:00 minutes before	Introduction of Finalists	The Announcer will introduce the Finalists by giving the name, qualification result and brief information about each Finalist's most important accomplishments. Finalists will be introduced in order starting with the Finalist on the right. The Announcer will also introduce the Referee and the Jury Member in charge.



1:00 minute before	Finals Preparation	One (1) minute before the first Finals round shot, the Referee will instruct the Finalists to go to their shooting stations.
0:00 minute before	Finals Starts	<p>The Referee will instruct the first Finalist (6th ranking Finalist) to begin by giving the command “READY”. The first competitor in Trap or Double Trap then has ten (10) seconds to call for the first target or double. All other Finalists in the squad have ten (10) seconds to call for the target or double after the previous shooter has fired.</p> <p>In Skeet, on every station, each Finalist has 15 seconds after the previous shooter has left the station, or the Referee has called “READY”, to call for the first target(s) to be shot on that station. Any further targets to be shot on the same station by the same shooter must be called for within ten (10) seconds of the previous shot(s).</p>
After all six (6) Trap/Double Trap Finalists have fired at the same number of targets or after all the Skeet Finalists have completed a station		<p>The Referee will instruct the Finalists to pause. Television will use this pause to display current scores and rankings in their productions. After 20 seconds, the Referee will instruct the first Finalist (6th ranking competitor) to start by giving the command “READY”.</p> <p>The first Finalist in Trap or Double Trap will then have ten (10) seconds to call for the next target or double. All other Finalists in the squad will have ten (10) seconds to call for their target or double after the previous shooter has fired.</p> <p>The first Finalist in Skeet after receiving the Referee’s command “READY” on each station will then have 15 seconds to call for the first target(s) to be shot on that station. Any further targets to be shot on the same station by the same shooter must be called for within ten (10) seconds of the previous shot(s).</p>
After all Finals round shots are complete		<p>The Referee immediately determines whether there are any ties or protests. If there are no ties or protests, the Referee must immediately declare “RESULTS ARE FINAL”.</p> <p>If there are ties for first, second or third place only, the Jury Member in charge must conduct the draw for firing order without further delay. The Referee will then conduct the tie-breaking Shoot-off(s) until ties are broken according to Rule 9.12.1.2 (lower ranking first). Ties below third place will be broken by the higher Finals round score, or if the tie is not broken, by the qualification rank.</p> <p>The Referee must immediately declare “RESULTS ARE FINAL”.</p>



After Finals round results are complete	After the Referee declares “ RESULTS ARE FINAL ”, the Announcer must immediately announce: “ THE GOLD MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE) ” “ THE SILVER MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE) ” “ THE BRONZE MEDAL WINNER IS (NAME) FROM (NATION) WITH A TOTAL SCORE OF (SCORE) ”
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9.14.5 **STARTING TIME**

As printed in the official shooting program unless amended:

- any alteration to this published time must be given to the team leaders concerned and the media as soon as possible.
- a separate notice must be displayed on the Finals range and the official information board.
- a public announcement must be made giving notice of the amended times.

9.14.6 **LATE OR “ABSENT” SHOOTER**

Any Finalist who is not on his assigned position before the Presentation of the Finalists begins, after calling the name three (3) times within one (1) minute, is automatically given the last place(s) in the Finals with his Qualification Score(s) and is not allowed to participate in the Finals.

9.14.7 **“FINALS ROUND” COMPETITION PROCEDURES**

9.14.7.1 Except where otherwise shown in this section, the normal rules for Trap, Double Trap and Skeet will be applied for the appropriate Finals.

9.14.7.2 **Trap**

- Before the start of the presentation of the Finalists, the shooters must be shown a target from each trap machine. After that each shooter is permitted to test fire one (1) shot.
- Each shooter is permitted only one (1) shot at each target.
- If a shooter loads two (2) cartridges and fires a second shot, the target must be declared “**LOST**” whether or not it was “**HIT**” by either of the shots.

9.14.7.3 **Double Trap**

- Before the start of the presentation of the Finalists each shooter must be permitted to test fire two (2) shots. After that the squad must be shown a regular double. After the presentation of Finalists, the squad will be shown another regular double before shooting commences.



9.14.7.4 **Skeet**

- Before the start of the presentation of the Finalists each shooter must be permitted to test fire two (2) shots.
- After that, the shooters assembled on Station 1 must be shown a regular target from each traphouse.

9.14.8 **MALFUNCTIONS of SHOTGUN or AMMUNITION**

9.14.8.1

If the Referee decides that a disabled shotgun, or malfunctioning of the shotgun or ammunition, is not the fault of the shooter, the shooter must be given **three (3) minutes** time in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done **within three (3) minutes**, the shooter must withdraw. After the malfunction is corrected or the shooter withdraws, the Finals must continue. A withdrawn shooter's final ranking will be determined by the total number of targets hit when the malfunction occurred.

9.14.8.2 **Number of malfunctions**

- the shooter is allowed a maximum of two (2) malfunctions during the Finals, including any shoot-off after the Finals, whether or not he has tried to correct the malfunction
- any regular targets on which any further malfunction of shotgun or ammunition occurs will be declared "LOST" whether or not the shooter attempted to fire or not.

9.14.9 **PROTESTS DURING FINALS**

Any protest received will be decided immediately by the Jury. The decision is final.

9.14.10 **FINALS RANGE EQUIPMENT FAILURE**

9.14.10.1 **Procedure**

If a malfunction of Finals Range equipment occurs, the completed shots at the stage of the breakdown will be scored as a sub-total and the following course of action applied:

- if the equipment can be repaired **within 30 minutes** the remaining shots will be completed
- if it is decided that repairs cannot be completed within that time and it is possible to move to another range with the same setting within that time, the Finals will be completed on this new range
- no protest against an uneven distribution of targets in Trap will be considered

9.14.10.2 **Termination of Uncompleted Finals**

If the Finals cannot be continued on any suitable range **by the end of 30 minutes** after the breakdown the Jury must declare the Finals terminated.



9.14.10.3 Ranking procedure after an uncompleted Finals

The following ranking procedure will then apply:

- the record of the shots taken in the Finals up to the point of breakdown must be examined
- at a point where all the shooters have shot at the same number of targets a "sub-score" will be recorded
- this "sub-score" plus the score of the qualification rounds will be the total for the event
- shooters with tied scores must have their ranking determined by the "count back rule"
- awards will then be made on this basis.

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