



25m RAPID FIRE PISTOL

MEN, MEN JUNIOR- COMPETITION FORMAT

Valid as of 01.01.2022

1. QUALIFICATION STAGE

Takes place at the qualification range

- All athletes are called to the line 15 minutes before the scheduled Start of the event.
- **3 minutes** allowed for Preparation time in precision and rapid stage.
- The event is 60 competition shots divided into two (2) stages of 30 shots each. Each stage includes six (6) series of five (5) shots each, two (2) series in eight (8) seconds, two (2) series in six (6) seconds and two (2) series in four (4) seconds. In each series, one (1) shot is fired at each of the five (5) targets within the specified time limit for the series.
- The estimated time needed for Qualification –up to 10 hours (in two days)
- Before the beginning of each stage, the athlete may fire one (1) Sighting series of five (5) shots in eight (8) seconds.
- **Full ring score**
- Any ties will be decided by the **ISSF count back rules**.

Eight athletes who top the Qualification ranking proceed to the Final.

2. FINAL STAGE

Consists of the Semifinals and the Medal Match. Takes places at the Final hall

- Scores start from zero.
- The result of each shot is determined by “hit/miss” principle. Hit zone is 9,7 or higher

a.) Reporting Time

Team leaders are responsible for presenting their Finalists to the Preparation Area, and report to the Jury at least 30 minutes before the scheduled Start Time of the 1st match series, 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 Victory Ceremony. Finalists must be dressed and have only the

required shooting equipment. Jury Members and Range Officers must complete their pre-competition checks in the Preparation Area during this period.

Neither pistol cases nor equipment containers may be left on the Finals range Field of Play (FOP) behind the firing line.

Equipment Set-Up:

Semifinal 1 Time: athletes and coaches must be allowed to place their equipment on the firing points at least 20 minutes before the start of the semifinal.

They must return to the preparation area not later than 15 minutes before start.

Semifinal 2 Time: athletes and coaches must be allowed to place their equipment on the firing points during the change over time, and must return to the preparation area.

Firing points will be numbered A, B, C, and D. Athletes will be allocated to each Semifinal based on their placing in the qualification. Athletes placed 1st, 3rd, 5th and 7th will fire in the Semifinal 1 and athletes placed 2nd, 4th, 6th and 8th will fire in the Semifinal 2.

Finalists must be ready to walk in BEFORE they will be called one by one.

An assistant must make sure, that Finalists are assembled in the correct order, and must give a sign when the Chief Range Officer (CRO) commands: "ATHLETES TO THE LINE".

b.) Semifinals - Semifinal 1 and Semifinal 2

Four athletes in each of the Semifinals

Athletes of both Semifinals will use the same firing points

Athletes for the Semifinal to be conducted will enter the FOP one at a time - as each athlete enters the FOP the announcer will introduce them to the spectators – one by one while they walk in - and stand facing the audience.

Athletes must remain facing the spectators until all have been presented, also the coaches, the Jury Member- in Charge and the Chief Range Officer

When all announcements are made the CRO announces, "Take your positions". After one (1) minute to take the position, one (1) minute to load and followed by one sighting series.

Changeover time between Semifinal 1 and Semifinal 2 is 5 Minutes.

c.) Shooting procedure

Athletes on the left side of each Bay will shoot on command together – **A*** and **C*** followed by the right side athletes of the Bay – **B***, and **D***.

- Four athletes start from zero and make 4 series of 5 shots.
- Time for each series is 4 sec.
- After four series (20 shots) the athlete with lowest number of hits is eliminated.
- Three remaining athletes shoot one series more.
- After five series (25 shots) the athlete with the lowest number of hits is eliminated.
- Two best athletes from each Semifinal proceed to the Medal Match.

If at any stage in the Semifinals there is a tie for the lowest ranking athlete to be eliminated, the tied athletes will fire additional tie-breaking series until the tie is broken.

Changeover time to the Medal Match is 10 minutes (including preparation and sighting series as well as Target set up).

d.) Medal Match

In the Medal Match all athletes will shoot one by one on command. (NOTE: all 4 athletes will stay at the firing points).

Shooting sequence (4 athletes)

- Four athletes (2 winners of each of the Semifinal) start from zero and shoot four series of 5 shots.
- Time for each series is 4 sec.
- After four series (20 shots) the athletes with lowest number of hits is eliminated. Place four is decided.
- Three remaining athletes shoot one series more. After five series (25 shots) another athlete with the lowest number of hits is eliminated. Bronze medal is decided.
- Two remaining contenders for gold/silver medals continue. They start from zero.
- To win the Medal Match 16 hits are needed.
- In case after the last series both athletes have 16 hits or more, the winner is the athletes with the highest number of hits. The gold and silver medalists are determined.

e.) PRESENTATION OF MEDALISTS

- After the Gold and Silver Medal Match has finished, the athletes will be joined on the Field of Play by the Bronze medallists and line up for official photographs and announcements, as in the Individual Finals.

3. MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final.

4. MALFUNCTIONS DURING THE FINAL STAGE

Malfunctions in the Final will be governed according to ISSF Rules (only one (1) malfunction will be allowed for each athlete during all the Final).

Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Medal Matches to continue without unnecessary delay.

5. IRREGULAR CASES

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury according to General Technical Rules for each event.