ISSF 25m RAPID FIRE PISTOL FINALS

The 6 finalists must present themselves at the Preparation Area, and report to the Jury at least 20 minutes before the scheduled starting time, complete with all their shooting equipment needed for the final event.

The weights of the triggers of the finalists must be tested before the commencement of the Finals – 6.16.2.1.

### Procedures summary 25m RAPID FIRE PISTOL FINAL:

<table>
<thead>
<tr>
<th>Target</th>
<th>Preparation Time</th>
<th>Sightsers</th>
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<tbody>
<tr>
<td>25m Rapid Fire</td>
<td>Two (2) minutes</td>
<td>One (1) series of 4 seconds</td>
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**Ensure the range is clear of all personnel**
- Allow the shooters to set up their equipment at the firing points
- When the shooters have occupied their bays:

  **“PREPARATION TIME BEGINS NOW”**
  - After two (2) minutes:

  **“SIGHTING SERIES LOAD”**
  - After one minute:

  **“ATTENTION…3…2…1…START”**
  - After the sighting series:

  **“STOP, UNLOAD”**
  - For paper targets, score the targets
  - For EST, after a pause of 10 seconds after completion of calling the shot values:

  **“FOR THE FIRST/ NEXT COMPETITION SERIES – LOAD”**
  - After one minute...

  **“ATTENTION-3-2-1-START”**
  - After the series

  **“STOP, UNLOAD”**
  - For paper targets, score and call the targets
  - For EST, call the targets
  - Five seconds after the calling of the shooters’ shots…repeat the 5-shot Finals series procedure for a total of four (4) Finals series

**Tied Scores** If two or more shooters are tied for any position at the completion of the 20-shot Final:
- The tie shoot-off will occur immediately after the final scores are determined and shooters other than those tied will retire from the firing line.
- Tied scores will be broken by a further series. The Finals tie-breaking series will commence without delay and without additional sighting shots, one series at a time, following the procedure for Finals series until ties are broken.
- If more than two places are tied, the lowest place tie will be broken first, then the next highest etc.

**Malfunctions (6.14.6.3):**
If a shooter has a malfunction DO NOT attend to the shooter’s claim until the series is finished and the other shooters have been instructed and observed to “Unload”.
IF A MALFUNCTION OCCURS IN A COMPETITION SERIES:
- In the case of a non allowable malfunction no reshoot is allowed.
- For a breakage or cease to function, he can repair or replace his pistol or ammunition within three minutes after the malfunction has been declared allowable.

The scores of the other finalists on the line are not to be shown until the refire is completed for that malfunction. After that, all scores are shown together.