

PNZ Range Officer Guide

ISSF 10m Air Pistol- Paper Targets



Before the match begins please check:

- You have a stopwatch
- All targets are out
- Score Register sheet is ready
- DISAG scoring machine is ready
- Shooters are in the correct bays
- Athletes have safety flags inserted
- Any athlete shooting with a box on the bench does not exceed 1m
- Athletes know how many shots per target and to hand target back after 10 shots

Course of Fire			
15 minutes preparation and sighting time (unlimited sighting shots)			
Women- incl. Junior	40 shots	60 minutes	
Men- incl. Junior	60 shots	90 minutes	

Match Commands

For pre-competition checks - 3-5 minutes before time set down in the programme call...

"ATHLETES TO THE FIRING LINE" Athletes may do aiming exercises but no dry firing.

At the time set down in the competition programme call...

"15 MINUTES PREPARATION AND SIGHTING TIME...START"

At 141/2 minutes call...

"30 SECONDS"

At 15 minutes call...

"END OF PREPARATION AND SIGHTING TIME...STOP...CHANGE TARGETS"

When all targets are changed call...(allow 30 seconds)

"MATCH FIRING...START"

Time remaining calls...

Women	Men	
At 50 minutes call	At 80 minutes call	
"10 minutes"		
At 55 minutes call	At 85 minutes call	
"5 minutes"		
At 60 minutes call	At 90 minutes call	
"StopUnload"		

Issues that may arise during the match;

- 1. Malfunctions and repairs- Athletes clear their own malfunctions. They can repair/replace their guns and have additional sighting targets but **no** extra time to shoot the match.
- 2. Too many shots on a target- the next target/s must be left blank. If there are too many shots fired for the match a deduction of 2 points is applied for each extra shot.
- 3. Gun fires but no pellet reaches the target- This is counted as a shot (0), the athlete may not reload and fire at the target again. Target is to be returned blank.