



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

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RIFLE RULES

FOR

**300 m Rifle
300 m Standard Rifle
50 m Rifle
50 m Sport Rifle
10 m Air Rifle**

Edition 2001 (First printing, 10/2000)

Effective 1 January 2001.



CHAPTERS

INDEX

7.1.0	GENERAL	3
7.2.9	SAFETY	3
7.3.0	RANGE AND TARGET STANDARDS	5
7.4.0	EQUIPMENT AND AMMUNITION	5
7.5.0	COMPETITION OFFICIALS	19
7.6.0	SHOOTING EVENTS PROCEDURES AND COMPETITION RULES	22
7.7.0	FIRING POINT ALLOCATION AND ELIMINATION EVENTS	28
7.8.0	MALFUNCTION	29
7.9.0	RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS	31
7.10.0	EQUIPMENT CONTROL	33
7.11.0	SCORING PROCEDURES	33
7.12.0	TIE-BREAKING	35
7.13.0	PROTESTS AND APPEALS	35
7.14.0	FINALS IN THE OLYMPIC EVENTS	37
7.15.0	Rifle Event Table	42
7.16.0	Rifle Specification Table	43
7.17.0	INDEX 7Rifle Rules	44

NOTE: Where figures and tables contain specific information, these have the same authority as the numbered rules.



7.1.0 GENERAL

- 7.1.1** These Rules are part of the Technical Rules of the ISSF and apply to all rifle events.
- 7.1.2** All shooters, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each shooter to comply with the rules.
- 7.1.3** When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.
- 7.1.4** Unless a Rule applies specifically to a men's or women's event, it must apply uniformly to both men's and women's events.

7.2.0 SAFETY **Safety is of paramount importance**

- 7.2.1** ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF Championships. The safety of a shooting range depends to a large extent on local conditions, and additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee bears the responsibility for safety. Team officials and shooters must be advised of any special regulations.
- 7.2.2** The safety of shooters, range personnel and spectators requires continued and careful attention to the handling of rifles and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.
- 7.2.3** In the interest of safety, a Jury Member or a range official may stop the shooting at any time. Shooters and team officials must notify immediately range officers or Jury Members of any situation that may be dangerous or which may cause an accident.
- 7.2.4** An Equipment Inspector, Range Officer, or Jury Member may pick up a shooter's equipment (including a rifle) for control without his permission, but in his presence and with his knowledge. However, immediate action must be taken when a matter of safety is involved.
- 7.2.5** To ensure safety, all rifles must be handled with maximum care at all times. The rifle must not be removed from the firing line during the course of fire except with the permission of range officials.



- 7.2.5.1** While the shooter is on the firing point, the rifle must always be pointed in a safe direction. Even if the rifle has a magazine, only one cartridge may be loaded. When not actually firing, all rifles must be unloaded and the bolt or action must be open. The action or breech must not be closed until the rifle is pointing down range in a safe direction.
- 7.2.5.2** Before the shooter leaves the firing point, the shooter must ascertain and the Range Officer **must verify** that the action is open and there are no cartridges or pellets in the chamber or magazine. If the shooter boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified.
- 7.2.5.3** Dry firing and aiming exercises are permitted, but only with the permission of the Range Officer and only on the firing line or in a designated area. Handling of rifles is not permitted when operating personnel are forward of the firing line.
- 7.2.5.3.1** **Dry Firing**
Means the release of the cocked trigger mechanism of an unloaded cartridge rifle or the release of the trigger mechanism of an air or gas rifle fitted with a device which enables the trigger to be operated without releasing the propelling charge (air or gas).
- 7.2.5.4** Rifles may be loaded only on the firing point and only after the command or signal "**LOAD**" or "**START**" is given. At all other times, the rifles must be kept unloaded. If a shooter fires a shot before the command "**LOAD**" or "**START**", or after the command "**STOP**" or "**UNLOAD**" has been given he may be disqualified.
- 7.2.5.5** During the competition the rifle may be laid down only after the cartridge(s) and/or magazine are removed and the action is open. Air and gas rifles must be made safe by opening the cocking handle and/or loading port.
- 7.2.6** When the command or signal to "**STOP**" or "**UNLOAD**" is given, shooting must stop immediately, and the shooters must unload their rifles, and make them safe. Shooting may only be resumed when the appropriate command or signal to "**START**" is given again.
- 7.2.7** The Chief Range Officer, or other appropriate range officials, is responsible for giving the commands "**LOAD**" or "**START**", "**STOP**", "**UNLOAD**" and other necessary commands. The Range Officers must also ensure that the commands are obeyed and that rifles are handled safely.
- 7.2.8** **Ear Protection**
All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar ear protection. Ear protectors incorporating any type of receiving devices are not permitted for shooters.



7.2.9 Eye Protection
All shooters are urged to wear shatterproof shooting glasses or similar eye protection while shooting.

7.3.0 RANGE AND TARGET STANDARDS

Detailed target and range standards may be found in the Technical Rules (TR).

7.4.0 EQUIPMENT AND AMMUNITION

7.4.1 General

7.4.1.1 Shooters must use only equipment and apparel that complies with ISSF Rules. Anything (rifles, devices, equipment, accessories, etc.) which may give a shooter an unfair advantage over others and which is not mentioned in these Rules, or which is contrary to the spirit of the ISSF Regulations and Rules, is prohibited. The shooter is responsible for submitting all equipment and apparel for official inspection and approval to Equipment Control prior to the beginning of a competition. Team leaders are equally responsible for ensuring that the shooter's equipment and apparel comply with the ISSF Rules and Regulations. The Jury has the right to examine a shooter's equipment and apparel at any time.

7.4.1.2 Wind flags

Private wind indicators are prohibited.

7.4.1.3 Sound Producing Equipment

Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited during competitions and official training.

7.4.1.4 The use of **mobile telephones**, walkie-talkies pagers or similar devices by competitors, coaches and team officials while within the competition area is prohibited. All mobile telephones etc. must be switched **OFF**.

7.4.1.5 **Smoking** on the range and in the spectator area is prohibited.

7.4.1.6 The use of **flash photography** is prohibited.

7.4.2 Standards for all rifles

7.4.2.1 Pistol Grips

The pistol grip for the right hand must not be constructed in such a way that it **rests** on the sling or on the left arm.

7.4.2.2 **Barrels** and extension tubes must not be **perforated** in any way. Any construction or device inside the barrel or tubes, other than rifling and chambering for the cartridge or pellet, is prohibited.

7.4.2.2.1 The use of **compensators** and **muzzle brakes** on rifles are prohibited.

7.4.2.3 Sights

7.4.2.3.1	Correcting lenses and telescopes must not be attached to the rifle, but correction glasses may be worn by the shooter.
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7.4.2.3.2	Any sight not containing a lens or system of lenses is permitted. Light filters may be fitted to the front or rear sight.
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7.4.2.3.3	A blinder may be attached to the rifle or the rear sight
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7.4.2.3.4	A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye or from the left shoulder when using the left eye.
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7.4.2.4 Electronic triggers are allowed providing;

- all their components are firmly attached to and contained within the action or stock of the rifle;
- the trigger is operated by the right hand of a right handed or the left hand of a left handed shooter;
- all components are included when the rifle is submitted for inspection by the Equipment Control Section;
- the rifle with all components installed complies with the rules governing dimensions and weight for that event.

7.4.2.5 Slings

Maximum sling width is 40mm. The sling must be worn only over the upper part of the left arm and from there be connected to the forend of the rifle stock. The sling must pass along one side of the hand or wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop.

7.4.3 Standards for 300 m Standard Rifle and 10 m Air Rifle

7.4.3.1 The butt plate may be adjustable up or down, offset parallel to the center line of the normal end of the butt plate left or right a maximum 15 mm or the complete butt plate (not part) may be turned on the vertical axis. Turning the butt plate on the horizontal axis is not permitted. Lowest point of stock or toe of butt plate with the butt plate in its maximum downward position 220 mm from the center line of the barrel.

7.4.3.2 A thumb hole, thumb rest, palm rest, heel rest and spirit level are prohibited. If a stock is less than the maximum allowed in any dimension, it may be brought up to the measurements shown in the Rifle Measurement Table. Any addition must conform to the existing form and in no case may the pistol grip or the for-end be anatomically formed.

Material that gives increased grip may not be added to the forend, pistol grip, butt plate or lower part of the stock.

A heel rest is any protrusion or extension on the front or side of the pistol grip designed to prevent the hand from slipping.

7.4.3.3 Exterior Weights

7.4.3.3.1 Only barrel weights within a radius of 30mm from the center of the barrel are permitted. Barrel weights may be moved along the barrel.

7.4.3.4 300 m Standard Rifle

All 300 m rifles which conform to the specifications shown in the Rifle Measurements Table and with the following additional restrictions:

7.4.3.4.1 Minimum trigger pull: 1500 grams. The trigger pull must be measured with the barrel in a vertical position. Trigger weight control checks should be conducted immediately after the last series.

7.4.3.4.2 The rifle must not be removed from the firing line during the course of fire except with the permission of range officials.



7.4.3.4.3 The same rifle must be used in all positions without change. This does not refer to adjustment of the butt plate and hand stop nor to the changing of front sight inserts or to adjustment of the rear sight or its eyepiece.

7.4.3.4.4 The overall length of the barrel including any extension tube, measured from the breech face to the apparent muzzle, must not exceed 762mm.

7.4.3.5 10 m Air Rifle

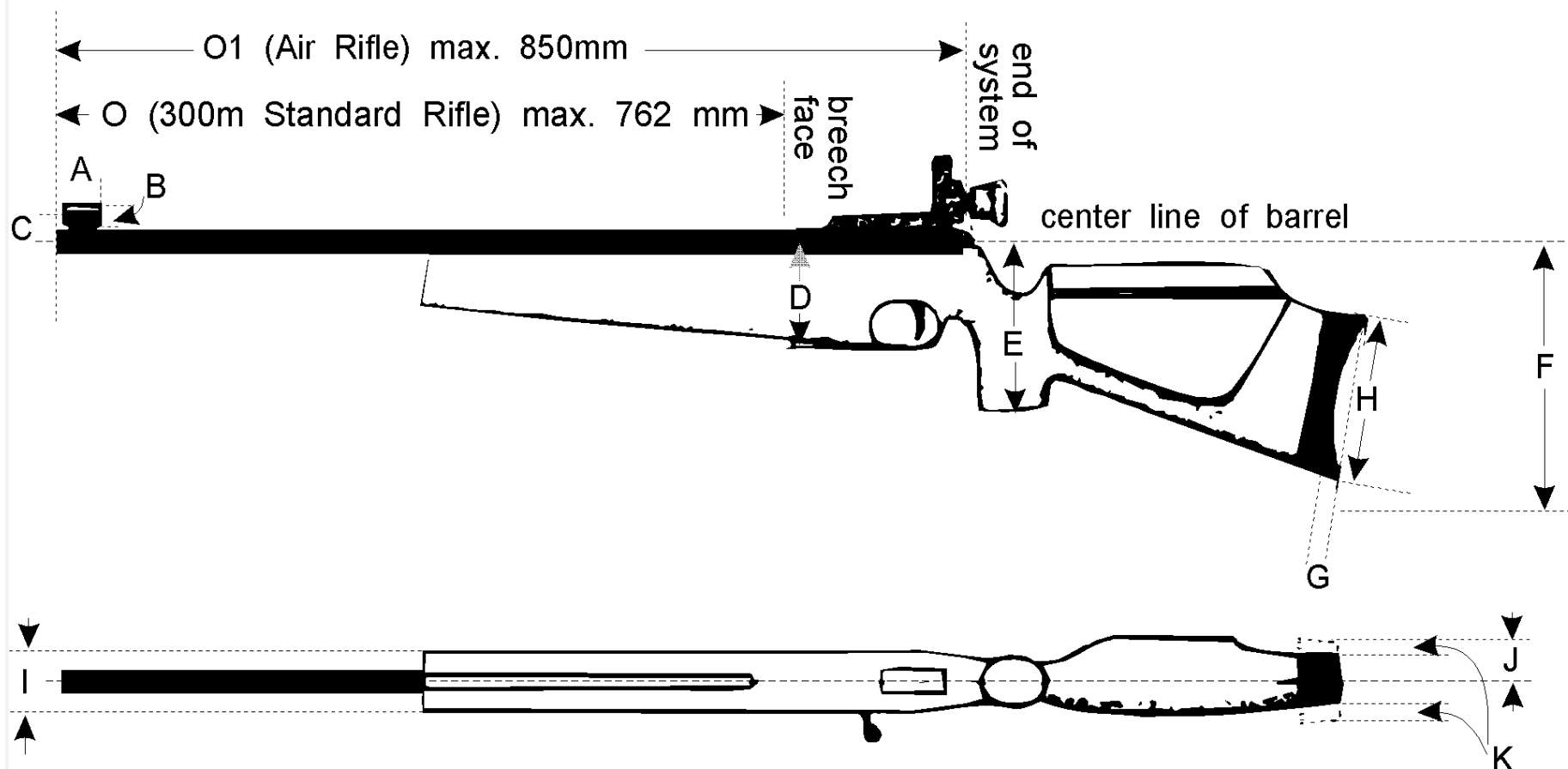
Any type of compressed air or gas rifle which conforms to the specifications shown in the Rifle Measurements Table and with the following additional restrictions:

7.4.3.5.1 The total length of the air rifle system measured from the back end of the mechanism to the apparent muzzle may not exceed 850 mm.



7.4.3.6 Rifle Measurement Table

Front sight not to extend beyond the apparent muzzle





7.4.3.7 Measurements for Dimensions C, D, E, F, and J, are from Center line of Barrel

		300 m Standard Rifle	Air Rifle
A	Length of front sight tunnel	50 mm	50 mm
B	Diameter of front sight tunnel	25 mm	25 mm
C	Distance from center of the front sight ring or top of post to center of bore either directly above or offset (except for those shooters firing from the right shoulder but using their left eye).	40 mm	40 mm
D	Depth of fore-end	90 mm	90 mm
E	Lowest point of pistol grip	160 mm	160 mm
F	Lowest point of stock or toe of butt plate with the butt plate in its maximum downward position	220 mm	220 mm
G	Depth of curve of butt plate	20 mm	20 mm
H	Heel to toe length of butt plate	153 mm	153 mm
I	Total thickness (breadth) of fore-end	60 mm	60 mm
J	Maximum distance of cheek piece from center line of barrel	40 mm	40 mm
K	Offset of butt plate parallel to the center line of the normal end of the butt left or right.	15 mm	15 mm
L	Trigger weight - No Set Trigger	1500 grams	Free
M	Weight with sights (and hand stop 300 m)	5.5 kg	5.5 kg
N	The front sight may not extend beyond the apparent muzzle of the rifle of both, 300 m Standard and Air Rifle	yes	yes
O	Standard Rifle: The overall length of the barrel including extension (from the muzzle to the breech face)	762 mm	---
O1	Air Rifle: Total length of the Air Rifle system	---	850 mm

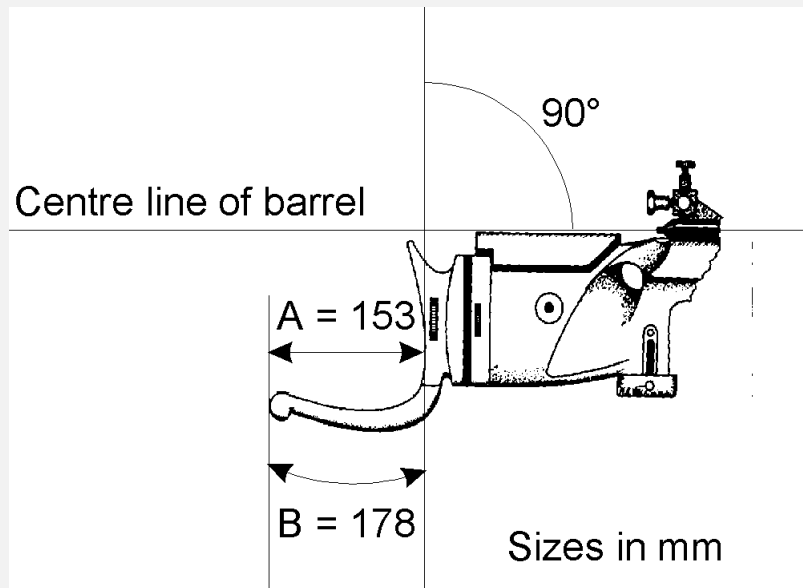
7.4.4 50 m Rifle

All rifles chambered for rim fire 5.6 mm (.22") Long Rifle cartridges are permitted, provided they do not exceed the following additional limitations:

7.4.4.1 The weight of the rifle must not exceed 8 kg for men or 6.5 kg for women with all accessories used including palm rest or hand stop.

7.4.4.2 Butt plate and Hook

A butt hook may be used that projects not more than 153 mm (A) past the rear of a line, perpendicular to a line drawn through the axis of the bore of the rifle, which is at a tangent to the deepest part of the butt plate depression that normally rests against the shoulder. It must have a total outside length around any curve or bend of not more than 178 mm (B).



7.4.4.3 Palm Rest:

A palm rest is any attachment or extension below the forend which aids the support of the rifle by the forward hand. The palm rest must not extend more than 200 mm below the center line of the barrel.

7.4.4.4 More than one (1) rifle or parts of a rifle may be used.

7.4.5 300 m Rifle

Same as **Rule 7.4.4** for the 50 m Rifle (men and women). Other specifications see Rifle Specification Table 7.16.0.

7.4.6 SPARE

7.4.7 SPARE

7.4.8 Ammunition

Distance	Caliber	Other specifications
50 m	5.6 mm (.22" lr)	Rim fire Long Rifle. Only bullets made of lead or similar soft material are permitted
10 m	4.5 mm (.177")	Projectiles of any shape made of lead or other soft material are permitted.
300 m	Maximum 8 mm	Ammunition of any description that may be fired without any danger to shooters or range personnel. Tracer, armor piercing, and incendiary ammunition is prohibited



7.4.9 Clothing Regulations

The use of any special devices, means or garments which immobilize or unduly reduce the movement of the shooter's legs, body or arms is prohibited in order to assure that the performance skills of the shooters are not artificially improved by special clothing.

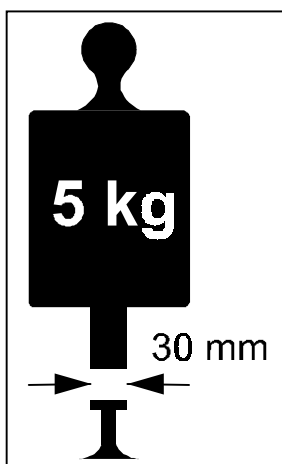
7.4.9.1 All shooting jackets, trousers and gloves must be made of flexible material that does not materially change its physical characteristics, that is, become stiffer, thicker or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the same specifications. Any lining or padding must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as a part of the clothing.

7.4.9.1.1 Only one shooting jacket, only one pair of shooting trousers and only one pair of shooting shoes may be approved by Equipment Control for each shooter for all rifle events in any championship. This does not prevent the shooter using ordinary trousers or normal athletic type training shoes in any event or position. A jacket must be capable of being used in all three positions (prone, standing and kneeling) and must meet all other specifications in order to be approved for the competition. Any item of clothing which fails to pass at Equipment Control three (3) times may not be resubmitted and must be indelibly marked.

7.4.9.1.2 **Start (Bib) Numbers** must be worn by all shooters, on their backs and above the waist, at all times while participating in official training or competitions. If the Start (Bib) Number is not worn, the shooter may not commence/continue.

7.4.9.1.3 **ALL SHOOTERS MUST COMPLY with the ISSF Eligibility and Sponsorship Rules (SECTION 4 of the Official Statutes Rules and Regulations).** This Section covers the rules to compete in ISSF competitions and such matters as: Emblems, Sponsorship, Advertising and Commercial Marking of Clothing together with Controls and Sanctions.

7.4.9.2 **Measuring Devices**



7.4.9.2.1 **Thickness**

The device used to measure the thickness of clothing and shoes must be capable of measuring to one-tenth of a millimeter (0.1 mm). Measurements must be taken with a 5 kg weight (load) applied. The device must have two (2) circular flat surfaces each 30 mm in diameter facing each other.



7.4.9.2.1.1 Thickness - Table

		Jackets	Trousers	Shoes	Gloves	Under-wear
	single thickness	2.5mm	2.5mm	4.0mm	—	2.5mm
	double thickness	5.0mm	5.0mm	—	—	5.0mm
	total thickness	—	—	—	12.0mm	—
Reinforcements	single thickness	10.0mm	10.0mm	—	—	—
Reinforcements	double thickness	20.0mm	20.0mm	—	—	—

7.4.9.2.2 Stiffness

The device used to measure the stiffness of clothing must be capable of measuring to one tenth of a millimeter (0.1 mm) and have the following dimensions:

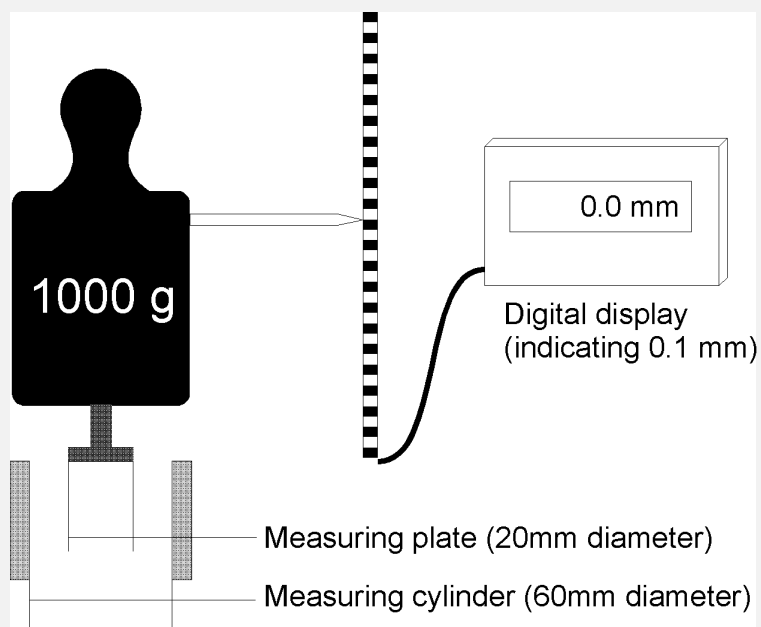
A	Measuring cylinder	=	60 mm diameter
B	Measuring weight	=	1000 g (including grip and measuring plate C)
C	Measuring plate	=	20 mm diameter
D	Digital display		indicating 0.1 mm

7.4.9.2.2.1 Measuring weight "B" presses measuring plate "C" onto the fabric/material which is laid flat, without stretching, on measuring cylinder "A".

If the measuring cylinder is depressed at least 3mm (digital display "D" = 30) the material is acceptable.

7.4.9.2.2.2 If a figure below 30 is displayed the material is too stiff.

7.4.9.2.2.3 Follow-up controls after the competition are anticipated. Manipulation of the material after examination (sprays, etc.) will be penalized according to the rules.



7.4.9.2.2.4 Any other device capable of the required accuracy may be used if approved by the ISSF.



7.4.9.3 Shooting Jacket

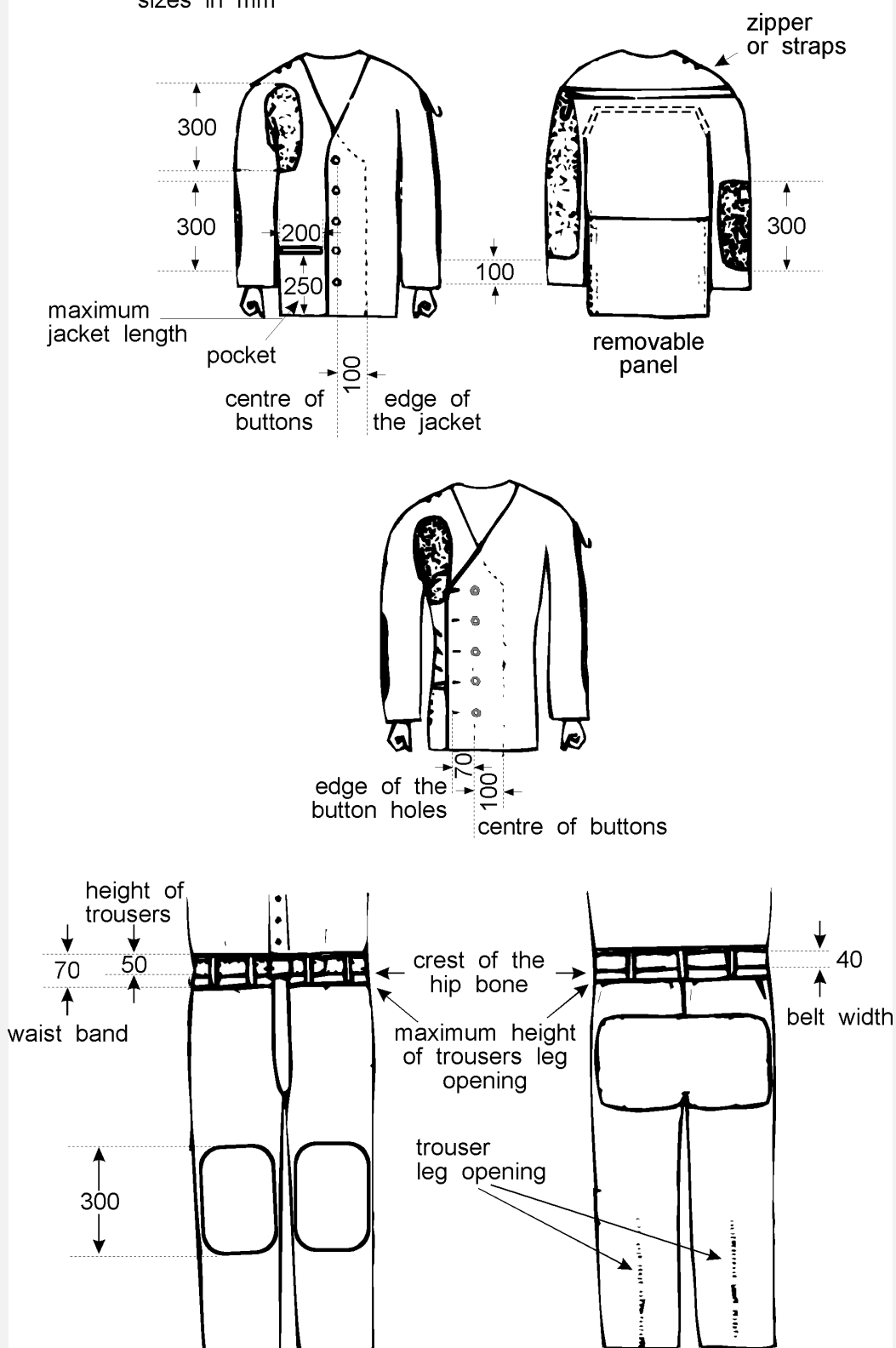
- 7.4.9.3.1** The body and sleeves of the jacket, including the lining, must not exceed 2.5 mm in single thickness and 5 mm in double thickness at any point where flat surfaces may be measured. The jacket must not be longer than the bottom of the balled fist (see Jacket and Trousers Table).
- 7.4.9.3.2** Closure of the jacket must be only by non-adjustable means e.g. buttons or zippers. The jacket must not overlap more than 100 mm at the closure (see Jacket and Trousers Table). The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 70 mm, measured from the center of the button to the outside edge of the button hole. The measurement will be taken with the arms at the sides.
- 7.4.9.3.3** All straps, laces, bindings, seams, stitchings or devices which may be construed as artificial support are prohibited. However it is permitted to have one zipper or not more than two straps to take up loose material in the area of the shoulder pad (see Jacket and Trousers Table). No other zipper or other closing or tightening device is permitted other than those specified in these rules and figures.
- 7.4.9.3.4** The construction of the back panel may include more than one piece of material including a band or strip provided that this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness limit of 2.5 mm when measured over a flat surface. All parts of the back panel must comply with the stiffness limit.



- 7.4.9.3.5** An interchangeable back panel to give ventilation is permitted, provided that it is soft, flexible and pliable. The fastenings of this panel must be such that they do not stiffen the jacket or give additional support to the shooter. Each removable back panel must be approved by the Equipment Control. All panels for one jacket must be the same width and length (see Jacket and Trousers Table).
- 7.4.9.3.6** In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the forend of the stock when the shooter is in the shooting position.
- 7.4.9.3.7** No velcro, sticky substance, liquid, or spray may be applied to the outside or inside of the jacket, pads or equipment. Roughening the material of the jacket is permitted.
- 7.4.9.3.8** Shooting jackets may have reinforcement patches added only to their outside surfaces subject to the following limitations:
- 7.4.9.3.8.1** Maximum thickness, including jacket material and all linings: 10 mm single thickness or 20 mm when measured as a double thickness.
- 7.4.9.3.8.2** Reinforcement may be added on both elbows but must not be more than half (1/2) of the circumference of the sleeve. On the arm which holds the sling, the reinforcement may extend from the upper arm to a point 100 mm from the end of the sleeve. The reinforcement on the opposite arm may have a maximum length of 300 mm.
- 7.4.9.3.8.3** Only one hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding.
- 7.4.9.3.8.4** Reinforcement on the shoulder where the butt plate rests must not be longer than 300 mm in the longest dimension (see Jacket Table).
- 7.4.9.3.8.5** All inside pockets are prohibited. Only one (1) external pocket is permitted, located on the right front side (left front side for left hand shooters) of the jacket.
- 7.4.9.3.8.6** The maximum size of the pocket is 250 mm high from the lower edge of the jacket and 200 mm wide.



sizes in mm

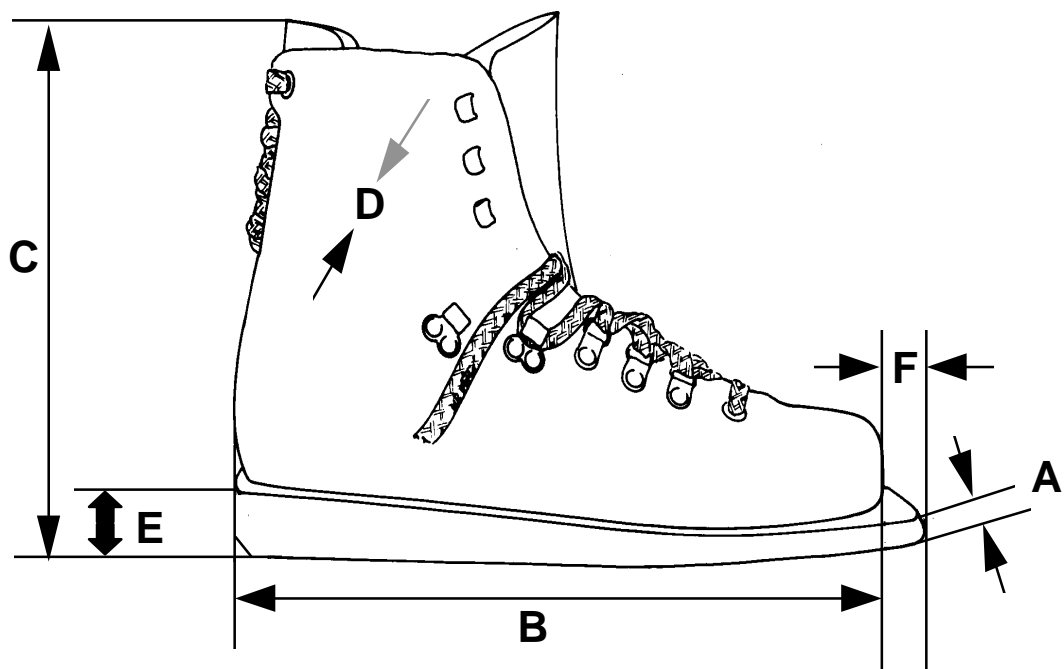


Shooting Jacket and Trousers Table



7.4.9.4 Shooting Trousers

- 7.4.9.4.1** The trousers, including the lining, must not exceed 2.5 mm in single thickness and 5 mm in double thickness at any point where flat surfaces may be measured. The top of the trousers must not fit or be worn higher on the body than 50 mm above the crest of the hip bone. All drawstrings, zippers or fasteners to tighten the trousers around the legs or hips are prohibited. To support the trousers only a normal waist belt not more than 40 mm wide and 3mm thick or braces (suspenders) may be worn. If a belt is worn in the standing position, the buckle or fastening must not be used to support the left arm or elbow. If the trousers have a waist band, it may not be more than 70 mm wide and may be closed by one hook and up to five (5) eyes, or up to five (5) adjustable snap fasteners, or similar closure or velcro. Only one type of closure is permitted. A velcro closure combined with any other closure is prohibited. The trousers must be loose around the legs. The shooter must be capable of sitting on a chair with the trousers on and with all fasteners or closures in the closed position. If special shooting trousers are not worn, ordinary trousers may be worn providing they do not give artificial support to any part of the body.
- 7.4.9.4.2** Zippers, buttons, velcro or similar non adjustable fasteners or closures, may be used in the trousers only in the following places:
- 7.4.9.4.2.1** One type of fastener or closure in the front to open and close the trousers fly. The fly must not be lower than the level of the crotch. Any holes that cannot be closed are permitted.
- 7.4.9.4.2.2** Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70 mm from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg (see Jacket and Trousers Table). One fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places in one leg.
- 7.4.9.4.2.3** Reinforcements may be added to the seat and both knees of the trousers. The seat patch must not exceed the width of the hips and the vertical measurement must not be longer than to cover the normal wear points on the seat of the wearer. Knee patches may have a maximum length of 300 mm. Knee reinforcements must not be wider than half the circumference of the trousers leg. The thickness of reinforcement including the trousers material and any linings must not exceed 10 mm in single thickness (20 mm double thickness). All pockets are prohibited.
- 7.4.9.5 Shooting shoes**
- Normal street type or light athletic shoes, and shooting shoes not exceeding the following specifications are permitted:
- 7.4.9.5.1** The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4 mm, including all linings, when measured on any flat surfaces such as point D in the Figure of the shoe.
- 7.4.9.5.2** The sole must be flexible at the ball of the foot.
- 7.4.9.5.3** The height of the shoe from the floor to the highest point (Dimension C, Shooting Shoe Table) must not exceed two thirds (2/3) of the length (Dimension B+F).
(Example: If the shoe length (B + F) is 290 + 10 mm = 300 mm, the height (C) must not be more than 200 mm).
- 7.4.9.5.4** If a shooter wears shoes, they must be a matched pair externally but see Shooting Shoe Table.



A.	Maximum thickness of sole at the toe: 10 mm.
B.	Overall length of shoe: According to size of wearer's foot.
C.	Maximum height of shoe: Not to exceed two-thirds ($\frac{2}{3}$) length of (B+F).
D.	Upper part of shoe material maximum thickness 4 mm.
E.	Heel maximum: 30 mm.
F.	The extension of the toe of the sole must be not more than 10 mm in the front of the shoe and may be cut at an angle on the soles of either or both shoes. No other extensions of the sole in length and width is permitted.

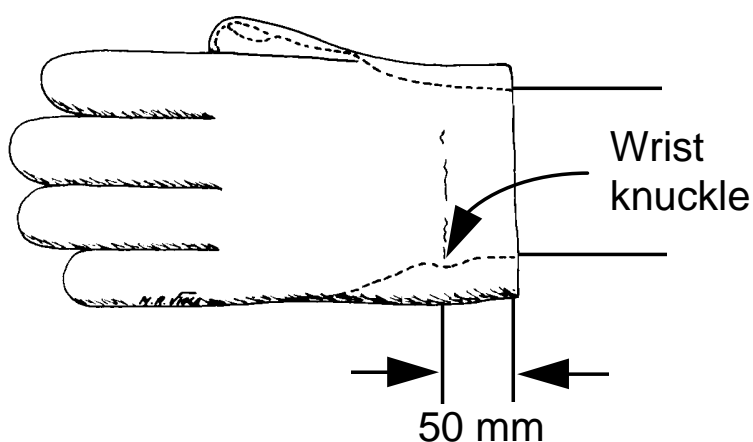


7.4.9.6 Shooting Gloves

7.4.9.6.1 The total thickness must not exceed 12 mm when measuring front and back materials together at any point other than on seams and joints.

7.4.9.6.2 The glove must not extend more than 50 mm above the wrist measured from the center of the wrist knuckle (Shooting Gloves). Any strap or other closure device at the wrist is prohibited. However, a portion of the wrist may be elasticated to enable the glove to be put on, but it must leave the glove loose around the wrist.

7.4.9.7 Dressing the Shooter



7.4.9.7.1 Clothing worn under the shooting jacket must not be thicker than 2.5 mm single thickness or 5 mm double thickness. The same applies to all clothing worn under the shooting trousers.

7.4.9.7.2 Only normal personal undergarments and/or training clothing that does not immobilize or unduly reduce the movement of the shooter's legs, body or arms may be worn under the shooting jacket and/or shooting trousers. Training clothing that may be worn under the shooting trousers does not include ordinary trousers, jeans, etc. Any other undergarments are prohibited.

7.4.10 Accessories

7.4.10.1 Spotting Telescopes

The use of telescopes not attached to the rifle to locate shots is permitted for 50 m and 300 m events only.



7.4.10.2 Shooting box or bag

The shooting box or bag must not be placed forward of the shooter's forward shoulder on the firing line, except that in the standing position a shooting box or bag, table, or stand may be used as a rifle rest between shots. The shooting box or bag, table or stand must not be of such size or construction as to interfere with shooters on adjacent points or to constitute a wind break. A kneeling roll may be used as a rifle rest between shots.

7.4.10.3 Shooting Mats

The use of private mats is prohibited.

7.4.10.4 Kneeling Roll

Only one cylindrically shaped roll is allowed for shooting in the kneeling position. The dimensions are a maximum of 25 cm long and 18 cm in diameter. It must be made of soft and flexible material. Binding or other devices to shape the roll are not permitted.

7.5.0 COMPETITION OFFICIALS

A Range Jury must be appointed to supervise the conduct of events.

7.5.1 Duties and Functions of the Chief Range Officer

A Chief Range Officer must be appointed for each range. The Chief Range Officer is:

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| • In charge of all Range Officers and Range Personnel and is responsible for the correct conduct of the shooting event and, where centralized control is exercised, he will be responsible for all range commands. |
| • Participates in the drawing of lots for the assignment of firing points |
| • Responsible for the rapid correction of any equipment failures and for making available the necessary experts and material to operate the range. The Chief Range Officer must resolve any irregularities which other Range Officers cannot resolve. |
| • Responsible for assuring the co-operation of all Range Personnel with the Jury. |



7.5.2 Duties and Functions of the Range Officer:

A Range Officer must be appointed for each five to ten firing points. Range Officers must:

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| • Be responsible to the Chief Range Officer for the conduct of the competition in the target section entrusted to them but must cooperate with Jury Members at all times. |
| • Call the shooters on to their firing points. |
| • Check the names and identification numbers of shooters to ensure that they correspond with the start list, range register and small scoreboards. If possible this should be completed before the start of the preparation period. |
| • Ensure that the rifles, equipment and accessories of shooters have been examined and approved. |
| • Check the shooter's shooting positions and advise the Jury of any irregularities. |
| • Give the required or necessary commands. |
| • Take any necessary actions following a malfunction, protest, disturbance or any other matter arising during the competition. |
| • Be responsible for the accurate recording of shots by the Register Keepers when using paper targets. |
| • Supervise the correct operation of the targets. |
| • Receive protests and pass them on to a Jury Member. |
| • Be responsible for the recording of all irregularities, disturbances, penalties, malfunctions, crossfires, extra time allowed, repeated shots, etc. on an incident report, range register and the target or printer strip and on the small scoreboard when appropriate. |



7.5.3 Duties and Functions of the Register Keeper – Paper Targets

A Register Keeper should be appointed for each firing point. Register Keepers must:

- Fill out or verify the corresponding information on the scorecard and score-board, (shooters name, identification number, firing point number, etc.).
- Inform the shooter when his sighting and competition targets are ready for firing. The shooter must inform the Register Keeper clearly whether he wishes to fire sighting or competition shots; this must be confirmed by the Register Keeper. In order to avoid language difficulties the shooter may be given two cards with the words **SIGHTING** and **COMPETITION**. In addition, each card should be imprinted with a small replica of a sighter or competition target. The shooter merely has to show the Register Keeper the appropriate card.
- Have a telescope if remote operated target changing is used. If the Register Keeper controls the target changing, he must wait a few seconds before signaling to change the target, in order to give the shooter the opportunity to spot his shot.
- Enter the preliminary value of every shot on the scorecard and on the score-board above or beside his desk for the benefit of the spectators.
- On ranges where the targets are returned mechanically to the firing line, collect the target(s) immediately after each series of ten shots and place it/them in a locked container to be collected by authorized personnel for delivery to the Classification Office.
- Refrain from any conversation with the shooter or from making any other comments regarding the score or the time remaining in the competition

7.5.4 Duties and Functions of the Target and Pit Officers - Paper Targets

7.5.4.1 The number of Pit Officers should correspond to the number of Range Officers. In a pit operation, they are responsible for their assigned group of targets to ensure that targets are changed rapidly, scored, marked and raised for the shooter's next shot.

7.5.4.2 If a shot hole cannot be located on a target, the Pit Officer is responsible for determining whether the shot hole is on a neighboring target and, in consultation with the Jury and Range Officer, resolving the situation.

7.5.4.3 When automatic target boxes are used, the Pit Officers are responsible for loading the correct targets in the boxes, for removing the targets and preparing them for delivery to the Classification Office. They are also responsible for marking on the targets any irregularities which may have occurred.

7.5.4.4 Ensure that there are no shot holes on the white surface of the target, and that any shot marks on the frame are clearly indicated.

7.5.5 Technical Officers – Electronic Scoring Targets

Technical Officers may be appointed to operate and maintain the Electronic Scoring Target equipment.

7.5.5.1 Backing cards - electronic scoring targets 10 m / 50 m / 300 m

When using electronic scoring targets a backing card must be affixed to the **rear of the target** which must be renewed for each relay (except at 10 m with the black paper strip which with the white cover forms the aiming mark).



7.6.0 SHOOTING EVENTS PROCEDURES AND COMPETITION RULES

7.6.1 Positions

7.6.1.1 Prone

- The shooter may lie on the bare surface of the firing point or on the shooting mat.
- He may also use the mat by resting his elbows on it.
- The body is extended on the firing point with the head toward the target.
- The rifle must be supported by both hands and one shoulder only.
- While aiming the cheek may be placed against the rifle stock.
- The rifle may be supported by the sling but the forend behind the left hand must not touch the shooting jacket.
- No part of the rifle may touch the sling or its attachments.
- The rifle must not touch, or rest against, any other point or object.
- Both forearms and sleeves of the shooting jacket forward of the elbow must be visibly raised from the surface of the firing point.
- The shooter's sling (left) forearm must form an angle not less than 30 degrees from the horizontal, measured from the axis of the forearm.

7.6.1.2 Standing

- The shooter must stand free with both feet on the firing point surface or on the ground cloth without any other support.
- The rifle must be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder, the cheek and the part of the chest next to the right shoulder.
- However the rifle must not be supported by the jacket or chest beyond the area of the right shoulder and right chest.
- The left upper arm and elbow may be supported on the chest or on the hip.
- The rifle must not touch or rest against any other point or object.
- A palm rest may be used but not in 300 m Standard Rifle or Air Rifle events.
- A hand stop/sling swivel is not allowed in this position for 300 m Standard Rifle and 10 m Air Rifle.
- In this position, the use of the sling is prohibited for all rifles.



7.6.1.3 Kneeling

	<ul style="list-style-type: none"> The shooter may touch the firing point surface with the toe of the right foot, the right knee and the left foot.
	<ul style="list-style-type: none"> The rifle must be held with both hands and the right shoulder.
	<ul style="list-style-type: none"> The left elbow must be supported on the left knee.
	<ul style="list-style-type: none"> The point of the elbow must not be more than 100 mm over or 150 mm behind the point of the knee.
	<ul style="list-style-type: none"> The rifle may be supported by the sling but the forend behind the left hand must not touch the shooting jacket.
	<ul style="list-style-type: none"> No part of the rifle may touch the sling or its attachments.
	<ul style="list-style-type: none"> The rifle must not touch or rest against any other point or object.
	<ul style="list-style-type: none"> If the kneeling roll is placed under the instep of the right foot, the foot must not be turned at an angle of more than 45 degrees.
	<ul style="list-style-type: none"> If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and the lower leg in contact with the surface of the firing point.
	<ul style="list-style-type: none"> No portion of the upper leg or buttocks may touch the surface at any point.
	<ul style="list-style-type: none"> If the shooter uses the shooting mat he may kneel completely on the shooting mat or may have one or two of three points of contact (toe, knee, foot) on the mat.
	<ul style="list-style-type: none"> Only the trousers and underclothing may be worn between the shooter's seat and heel. The jacket or other articles must not be placed between these two points or under the right knee.

7.6.2 Rifle Events

SEE THE RIFLE EVENT TABLE 7.15.0

7.6.2.1 Rifle events should be programmed so that they are shot in the following order:

	<ul style="list-style-type: none"> 10 m / 50 m or 50 m / 10 m
	<ul style="list-style-type: none"> 300 m

7.6.2.2 Three position events 50 m and 300 m must be fired in the following order:

	<ul style="list-style-type: none"> Prone
	<ul style="list-style-type: none"> Standing
	<ul style="list-style-type: none"> Kneeling

7.6.2.2.1 Rifle 3x40

All shooters must complete the prone stage before starting the standing stage, and all shooters must complete the standing stage before starting the kneeling stage.

7.6.2.2.2 The **maximum changeover** time allowed between positions is 10 minutes.



7.6.3 Handling of Targets

7.6.3.1 Paper targets

7.6.3.1.1 10 m Air Rifle

7.6.3.1.1.1 The **changing of the targets** is normally done by the shooters themselves, under the supervision of the Range Officers. The shooter is completely responsible for shooting on the correct targets.

7.6.3.1.1.2 Immediately **after each series** of 10 shots the shooter must put the ten targets in a convenient place for the Register Keeper who must put them in a secure container to be collected by authorized personnel for delivery to the Classification Office.

7.6.3.1.2 50 m Rifle

7.6.3.1.2.1 If **automatic target carriers** or changers are used, the shooter may control target changing or target changing may be controlled by the Register Keeper. In either case, the shooter is completely responsible for shooting on the correct target.

7.6.3.1.2.2 If the shooter considers the **marking or target changing too slow**, he may report this to the Range Officer. If the Range Officer or the Jury considers the claim justified, they must correct the situation. If the shooter or a team official considers there is no improvement, the shooter or a team official may protest to the Jury. The Jury may grant a time extension up to a maximum of 10 minutes. Such claims cannot be made in the last 30 minutes of the competition except in unusual circumstances.

7.6.3.2 Electronic Scoring Targets

7.6.3.2.1 Instructions for the use of the shooter's control buttons to alter the target presentation on the monitor screen (ZOOM facility) and to change from a Sighting target to a Match target (MATCH) are given by the announcement of the competition by the Chief Range Officer.

7.6.3.2.2 It is not permitted to **obscure the shooter's monitor-screen** or any part of the screen. The whole screen must be visible to the Jury and Range Personnel.

7.6.3.2.3 Shooters and Range Officials must **not touch the printer control panels** and/or printer strips before the end of the relay, or event, except when authorized by the Jury. Shooters should sign the printer strip (next to the score total) before leaving the range to identify the score.



7.6.4 Competition Rules

7.6.4.1 Preparation Time

Shooters must be given 10 minutes before the competition starts to make their final preparation. During the preparation time the sighting targets must be visible. The Chief Range Officer must permit shooters to bring their equipment to the firing point before the preparation period starts, providing any previous relay has finished. The Chief Range Officer will announce when the previous relay has finished. Pre-competition checks by the jury and range officers should be completed before the preparation time starts.

Then they will be given the command **PREPARATION BEGINS NOW**. Before and during the preparation time shooters may handle their rifles, dry fire and carry out holding and aiming exercises on the firing line.

7.6.4.2 Start

The competition is considered to have started when the Chief Range Officer has given the command "**START**". Every shot fired after the competitor completes his sighting shots must be recorded for the competition. However, dry firing is allowed.

7.6.4.3 Replacement of a shooter

A shooter who withdraws at any time after he has fired his first sighting shot in the competition must not be replaced.

7.6.4.4 Sighting shots (unlimited in number) may be fired only before the beginning of each competition or position. Once the first competition shot has been fired, no further sighting shots are allowed unless permitted by the Jury in accordance with these Rules. Any further sighting shot(s) fired in contravention of this rule must be scored as miss(es).

7.6.4.5 A shot or shots which are **fired before the start** of the official shooting time must incur **a penalty of two (2) points** on the first competition target(s). A shot or shots, which are not fired at all, must be scored as miss(es) on the last competition target(s). The same applies to shots fired after the end of the official shooting time, unless the Chief Range Officer or a Jury Member has authorized extra time. If a late shot(s) cannot be identified, such shot(s) must be nullified by deducting the highest value shot(s) from that target.

7.6.4.6 Time remaining

The Chief Range Officer must inform the shooters of the time remaining by loud-speaker at ten (10) and five (5) minutes before the end of the shooting time.

7.6.4.7 Specific rules for the Air Rifle Event

7.6.4.7.1 If a shooter **releases the propelling charge** during the preparation period he must be given a **Warning** for the first violation and a **Deduction** of two (2) points from the first competition series for the second and subsequent violations.

7.6.4.7.2 Any **release of the propelling charge**, after the first competition target is in place, without the pellet hitting the target, whether a pellet has been loaded or not, will be scored as a miss. Dry firing without release of the propelling charge is permitted except during Finals.



- 7.6.4.7.3** If a shooter wishes to change his gas or air cylinder he must leave the firing point to do so (permission must be obtained).

7.6.5 Interruptions

- 7.6.5.1** If a shooter must stop firing for more **than three (3) minutes** through no fault of his own, he may demand extra time equal to the amount of time lost, or the time remaining plus one (1) minute, if during the last few minutes of the competition. No extra time will be allowed to compensate for time lost by a shooter who leaves the firing point to change or to fill his gas or air cylinder (permission must be obtained).
- 7.6.5.2** If a shooter is interrupted **for more than five (5) minutes, or moved to another firing point**, he may have additional unlimited sighting shots at one sighting target at the beginning of his remaining shooting time together with any time extensions granted. If automatic paper target systems which have no possibility for providing a new sighting target are in use, the sighting shots must be fired on the next unused competition target. Two competition shots must be fired at the next competition target according to the instructions given by the Range Officer or Jury. Range Officials or Jury Members must ensure that a complete explanation is recorded on the score sheet.
- 7.6.5.3** Any **extension of time** allowed by the Jury or Range Officers must be marked clearly, stating the reason, on the Register Keeper's score card and on the scoreboard where it is visible clearly to the shooter.

7.6.6 Infringements and Disciplinary Rules:

- The Juries have the right to examine the rifles, equipment, positions, etc., of the shooters at any time, even during the competition. During the competition, their approach should not be made while the shooter is firing a shot. Immediate action must, however be taken when a matter of safety is involved.
- 7.6.6.1 General**
- 7.6.6.1.1** If a shooter begins an event with an **unapproved rifle or equipment**, he must be penalized with the deduction of two (2) points from the result of the first competition series. He must not be permitted to continue until his rifle or equipment has been approved by Equipment Control. He may only resume firing at a time determined by the Jury. No additional sighting shots or extra time will be allowed.
- 7.6.6.1.2** If a shooter **alters a rifle or equipment** which has already been checked so that it no longer conforms to the rules, before or during the competition, he may be disqualified.
- 7.6.6.1.3** If a shooter **arrives late** for a competition, he may participate but will not be credited with any extra time, except when his lateness is due to circumstances beyond his control. If it can be proved that his lateness was due to circumstances beyond his control, the Jury must whenever possible grant extra time without disruption of the overall shooting program. In this case the Jury will determine when and on which firing point he may make up for the missed time.
- 7.6.6.1.4** If a shooter's equipment has been passed by Equipment Control, but the shooter is unable to **produce the Control Card** at the start of the event, the shooter may commence, but will be penalized with a deduction of two (2) points from the first series, if he (or his coach or manager) cannot obtain confirmation that the equipment has been previously passed by the Control Section before the official end of the shooting time for that event. The responsibility rests with the shooter (or his coach or manager) to visit the Equipment Control Section for this purpose. No extra shooting time will be allowed.
- 7.6.6.1.5** All **penalties, deductions, time allowances**, etc., must be marked clearly and distinctly by the Jury and/or Range Officer on the target, the report sheet, the Register Keeper's score card and the scoreboard for the guidance of the Classification Office.



7.6.6.2 Too many shots in an event or position

If a shooter fires more shots in the event or position than are provided for in the program, the extra shot(s) must be annulled on the last competition target(s). If the shot(s) cannot be identified, the highest value shot(s) must be annulled. The shooter must also be penalized by a deduction of two (2) points for each excessive shot fired, deducted from the lowest value shot(s) in the first series.

7.6.6.3 Too many shots per target:

7.6.6.3.1 If a shooter fires **more shots** at one of his match targets than are provided for in the program of the event, he must not be penalized for the first two (2) such occurrences. For the third and all succeeding such misplaced shots he must be penalized by a deduction of two (2) points for each one in the event from the series in which the occurrence happens. He must also fire a correspondingly fewer number of shots at a succeeding target. This should be the next target.

7.6.6.3.2 All three position events are considered as one (1) event.

7.6.6.3.3 The scoring process in this situation requires the transfer of the value of the excessive shot(s) to targets with less than the originally programmed number of shots, thus bringing each target to the full number of shots designated in the program and the Rules.

7.6.6.3.4 If the actual shot(s) to be transferred cannot be established clearly through the notes of the Register Keeper, the shot(s) with the lowest value must be transferred forward to the next target(s) or the shot(s) with the highest value must be transferred back to the previous target(s) so that the shooter will gain no advantage in a "count back" situation.

7.6.6.4 Crossfires:

7.6.6.4.1 Crossfires of competition shots must be scored as misses.

7.6.6.4.2 If a shooter **fires a sighting shot on the competition target** of another shooter, he must be penalized by deduction of two (2) points from his own score.

7.6.6.4.3 If a shooter receives a **confirmed crossfire** shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.

7.6.6.4.4 If there are more hits on a shooter's competition target than are provided for in the program, and if it is **impossible to confirm** that another shooter(s) fired the shot(s), the hit(s) of the highest value must be nullified.

7.6.6.4.5 If a shooter wishes **to disclaim** a shot on his target, he must report this immediately to the Range Officer.

7.6.6.4.6 If the Range Officer confirms that the shooter did not fire the disputed shot(s), he must make the necessary entry on the Range Register and the shot must be annulled.

7.6.6.4.7 If the Range Officer cannot confirm beyond all reasonable doubt that the shooter did not fire the disputed shot(s), the shot(s) must be credited to the shooter and must be so recorded.

7.6.6.4.8 The following must be considered as reasons to justify the annulment of a shot:

7.6.6.4.8.1 If the Register Keeper or other range official **confirms** by his observation of the shooter and the target that the shooter did not fire the shot.



7.6.6.4.8.2 If a missed shot is **reported by another shooter** or Register Keeper or other range official at approximately the same time, and from within the neighboring two or three firing points.

7.6.6.4.9 **Deductions from the score** must always be made in the series in which the violation occurred. If general deductions are involved they must be made from the lowest value competition shot(s) in the first series.

7.6.6.5 When using **300 m electronic scoring targets**, cross fires should not register on the recipient's target, but an indication will be received at the control center. The firer, whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has crossfired.

7.7.0 FIRING POINT ALLOCATION AND ELIMINATION EVENTS

7.7.1 Basic principle for Allocation of Firing Points

7.7.1.1 Individual shooters and teams (nations) must be able to shoot under conditions which are as nearly equal as possible.

7.7.1.2 Equal consideration should be given to left-handed shooters.

7.7.2 10 m Air Rifle Events (Indoor Ranges)

If there are more shooters than targets in air rifle events the targets must be distributed by drawing lots for **two or more relays**.

7.7.3 Elimination Events for Outdoor Ranges

7.7.3.1 If the number of shooters exceeds the useable capacity of the range, an **elimination event must** be conducted.

7.7.3.1.1 Any elimination must be over the **complete** course of fire.

7.7.3.1.2 The qualification shooters must consist of a **proportionate** number of highest ranking shooters from each elimination relay, counting only those who participate. The number of shooters who will qualify must be announced as soon as possible.

Formula. Usable number of firing points divided by total number of shooters multiplied by number of shooters starting in the relay = Number of shooters going forward from the elimination to the qualification.

E.g. 60 firing points and 101 shooters

1st relay: 54 shooters start = 32.08 → 32 shooters forward

2nd relay: 47 shooters start = 27.92 → 28 shooters forward

7.7.3.2 When team matches are programmed and eliminations are required, team members/nations must be **equitably divided** between the elimination relays. Team scores are taken from these relays.

7.7.3.2.1 If insufficient targets are available to allocate two team members from each team to the first relay and the remaining member from each team to the second relay, then it will be necessary to have three relays with one member from each team on each relay.

7.7.3.3 A shooter who does **not qualify** must not be allowed to participate further in the event.

7.7.3.4 In the event of **tied scores** for the last places in an elimination the order of ranking will be determined according to the Tie Breaking Rules.

7.7.4 If a competition lasts for **more than one day**, all shooters must fire an equal number of shots and the same position or positions each day.



7.8.0 MALFUNCTION

7.8.1 If a shooter has a **rifle or ammunition malfunction**, he may have it repaired or continue shooting with another rifle, with the permission of the Jury.

7.8.1.1 **Allowable malfunctions** in competitions are:

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| • a cartridge fails to fire; |
| • a bullet is lodged in the barrel; |
| • the rifle fails to fire, although the trigger has been operated; |
| • the extractor fails to extract the cartridge; |

7.8.1.2 If a **substitute rifle** is used it must be approved by the Equipment Control Section.

7.8.2 The **maximum extra time** allowed to repair or replace a rifle is 15 minutes. The shooter must complete his competition in the same relay.

7.8.2.1 Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.

7.8.2.2 Extra time and additional sighting shots must only be granted if the interruption is not due to a **fault of the shooter**.

7.8.2.3 In **all cases** the Range Officers or Jury **must be informed** so they may decide on the measures to be taken.

7.8.3 Malfunction of electronic scoring target systems:

7.8.3.1 **In the event of a malfunction of all the targets on a range** (also applicable to conventional ranges)

7.8.3.1.1 The expired shooting time **must be recorded** by the Chief Range Officer and the Jury.

7.8.3.1.2 All completed competition shots of each shooter must **be counted and recorded**. In the event of a range power supply failure, this may involve waiting until power is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established.

7.8.3.1.3 After the malfunction is repaired and the full range is in operation, an **additional 5 minutes** will be added to the competition time remaining. The time for recommencing is to be announced over the loudspeaker system at least 5 minutes beforehand. Shooters must be allowed to resume their position in the 5 minutes before the competition restarts. Unlimited sighting shots must be allowed during the remaining shooting time, but only before competition shots are resumed.

7.8.3.2 **In the event of malfunction of a single target:**

When single targets fail to function the same procedures must be followed as for conventional targets.



7.8.3.3 Complaint concerning failure to register or display a shot on the monitor of an electronic scoring target system.

- 7.8.3.3.1** The shooter must **notify immediately** the nearest range official of the failure. The range official must make a written note of the time of the complaint. One or more Jury members must go to the firing position.
- 7.8.3.3.2** The shooter will be directed to fire one more aimed shot at his target.
- 7.8.3.3.3** If the value and location of this shot is registered and displayed on the monitor, the shooter will be directed to continue the competition. The value and location of this **extra** shot must be recorded. The time of firing this extra shot, its shot-number (having included the missing shot) and its value and its shot-location, and the firing point number must be given to the Jury in writing and recorded on the Range Register.
- 7.8.3.3.4** After the **end of that relay** of the competition, the electronic scoring target computer record will be examined by the Jury together with the black paper strip (10 m) or the black band (50 m and 300 m). A Jury Member must examine the face of the electronic scoring target, and the frame, and record the location of any shots outside the black aiming mark. He must also obtain the **backing card** from the rear of that target (50 m and 300 m). Using this information and the time of the extra shot and its location, the Jury will determine whether all shots, including the extra shot are recorded on the computer record.
- 7.8.3.3.5** If all the shots are recorded correctly, then the **questioned shot will be counted** in the score of the shooter, as will the shot fired immediately after (as the "extra" shot), but the last shot fired (extra to the competition) will be annulled.
- 7.8.3.3.6** If the **questioned shot has not been located** in the computer memory, or on the black paper strip (10 m) or the black band (50 m and 300 m), nor on the non-scoring area of the target, nor elsewhere, then only those correctly recorded shots **excluding (as the extra shot), the last shot fired** (extra to the competition) are to be counted in the score of the shooter.
- 7.8.3.3.6.1** If the **questioned shot has not been located** in the computer memory, but is located elsewhere, the Jury will determine the validity and score-value of the questioned shot.
- 7.8.3.3.7** If the extra shot fired as directed does **not register or display** and the electronic scoring target cannot be repaired within five (5) minutes, the shooter will be **moved to a reserve position**. He will be permitted unlimited sighting shots to be taken within the time remaining for the competition plus any additional time granted. Then he will repeat the two competition shots which did not register or display on the previous target used. The shooter will be credited with the score of all the shots which were displayed on the monitor of the first target plus the score of all the properly fired competition shots which were displayed on the second target used. If the **two extra shots** were later found in the computer record (not printer strip) of the previous target **they will be annulled**.



7.8.3.4 Failure of the paper or rubber band

If Jury decides that the problem is because of the failure of the paper or rubber band to advance the shooter will be moved to a reserve position. He will be permitted unlimited sighting shots to be taken within the time remaining for the competition plus any additional time granted. Then he will repeat the number of competition shots determined by the jury. The shooter will be credited with the score of all the shots which were correctly displayed on the monitor of the first target plus the score off all the necessary competition shots fired on the second target to complete the course of fire. After the relay the jury will decide which shots are to be counted from each target.

7.9.0 RULES OF CONDUCT FOR SHOOTERS AND OFFICIALS

7.9.1 General

Loud noise is not permitted near the firing line. Range officials, Jury Members, team officials, and shooters must **limit their conversation to official business** when they are near the competitors. Range officials must also ensure that the noise from spectators is kept at a minimum level.

7.9.2 Each team must have a **Team Leader** who is responsible for maintaining discipline within that team. A shooter may be appointed as a Team Leader. The Team Leader must cooperate with range officials at all times in the interest of safety, efficient operation of the competition and good sportsmanship. A Team Leader is responsible for all official affairs concerning a team.

7.9.3 The Team Leader has the responsibility of

7.9.3.1 completing the **necessary entries** with accurate information and to submit them to the appropriate officials within the designated time limit.

7.9.3.2 being familiar with the **program**.

7.9.3.3 having **team members report**, ready to shoot at the designated firing point, at the correct time, with approved equipment.

7.9.3.4 **checking scores** and filing protests, if necessary.

7.9.3.5 **checking** preliminary and official bulletins, scores and announcements.

7.9.3.6 receiving **official information** and requests and passing them on to team members.

7.9.4 **The shooter must report**, ready to shoot, at the designated firing point at the correct time, with approved equipment.

7.9.5 Coaching during the competition

All **types of coaching** while a shooter is on the firing line **are forbidden**. While on the firing line, a shooter may speak only with Jury Members or range officials.

7.9.5.1 If a **shooter wishes to speak** with anyone else, the shooter must unload his rifle, leave it in a safe condition on the firing line (on the firing line bench if possible). In the case of bolt action rifles, the bolt must be both open and back. A shooter must leave the firing line only after notifying the Range Officer and without disturbing other shooters.

7.9.5.2 If a **team official wishes to speak** with a team member on the firing line, the team official must not contact the shooter directly or talk with the shooter while he is on the firing line. The team official must obtain permission from the Range Officer or Jury Member, who will call the shooter off the firing line.



7.9.5.3 If a team official or shooter **violates the rules concerning coaching**, a warning must be issued the first time. In repeated cases two (2) points must be deducted from the shooter's score and the team official must leave the vicinity of the firing line.

7.9.6 Penalties for Rule violations:

In cases of violation of the Rules or instructions of Range Officers or the Jury, the following penalties may be imposed on the shooter by a Jury Member or the Jury:

7.9.6.1 An official warning expressed by a Jury member showing a yellow card with the word **"WARNING"**. This must be recorded on an Incident Report and noted on the Range Register by the Jury member.

7.9.6.1.1 A warning to the shooter must be **expressed in terms** that will leave no doubt that it is an official **WARNING** and the yellow card must be shown. However, it is not necessary to precede other penalties with a warning.

7.9.6.2 Deduction of points from the score, expressed by a Jury member showing a green card with the word **DEDUCTION**. This must be recorded on an Incident Report marked on the printer strip and noted on the Range Register by the Jury member.

7.9.6.3 Disqualification, expressed by a Jury Member showing a red card with the word **DISQUALIFICATION**. A disqualification may only be given by decision of a majority of the Jury.

7.9.6.3.1 In the case of a disqualification in the **Final** the shooter will be ranked on the last place of the participating finalists and may retain his qualification score.

7.9.6.4 The size of cards should be approximately 70 mm x 100 mm.

7.9.6.5 Infringements should normally be graded by the Jury

7.9.6.5.1 In the case of **open violations** of the Rules (rifles, clothing, position, coaching etc.) an official **WARNING** must first be given so that the shooter may have the opportunity to correct the fault. Whenever possible, the warning should be given during the training stage or sighting shots. If the shooter does not correct the fault within the time stipulated by the jury, two (2) points must be deducted from his score. If the shooter still does not correct the fault, disqualification must be imposed.

7.9.6.5.2 In the case of **concealed violations** of the Rules, when the fault is deliberately concealed, disqualification must be imposed.

7.9.6.6 If a shooter **impedes another shooter** in an unsportsmanlike manner when the latter is shooting, two (2) points must be deducted. If the incident is repeated, disqualification must be imposed.

7.9.6.7 If, when asked to give an explanation for an incident, a shooter consciously and knowingly gives **false information**, two (2) points must be deducted. In serious cases, disqualification may be imposed.

7.9.6.8 If a shooter handles a rifle in a **dangerous manner** or violates any **safety rules**, the shooter may be disqualified by the Jury.

7.9.6.9 If the Range Officer or Jury considers that the shooter is **delaying the competition** unnecessarily, with the intention of gaining unfair advantage, the shooter must be warned by a Jury member. For every similar fault thereafter, two (2) points must be deducted from the shooter's score.



7.9.7 All irregularities, penalties, misses, malfunctions, extra time allowed, repeated shots or annulment of shots, etc., must be **clearly marked and recorded** on an Incident Report, the Range Register, printer strip, on the target and on the score card (paper target) by the Range Officer and/or Jury Member for the attention of the Classification Office.

7.10.0 EQUIPMENT CONTROL

7.10.1 The Organizing Committee must provide a complete set of gauges and **instruments for equipment control** before and during ISSF Championships.

7.10.2 Prior to the competition each shooter's rifle and other equipment must be **examined by the Equipment Control Section** to ensure that it conforms to ISSF Rules. The shooter is responsible for presenting all rifles and equipment, including any questionable equipment and/or accessories for official inspection and approval.

7.10.3 The Organizing Committee must **inform team officials and shooters**, in sufficient time prior to the competition, where and when they may have their equipment inspected.

7.10.4 The Equipment Control will be **assisted and supervised** by a Jury member.

7.10.5 The Equipment Control must **register** the name of the shooter, the make (manufacturer), serial number, and caliber of each rifle approved.

7.10.6 All approved equipment **must be marked** with a seal or sticker and the approval must also be recorded on the control card.

7.10.7 After equipment has been approved, it must **not be altered** at any time prior to or during the competition in **any way that would conflict** with the ISSF Rules.

7.10.8 If there are any doubts regarding an alteration, the equipment must be returned to Equipment Control for **reinspection and approval**.

7.10.9 Approval of any equipment is **valid only for the competition** for which the inspection was made.

7.11.0 SCORING PROCEDURES

7.11.1 General

Shots which do not hit the scoring rings of the shooter's own target must be scored as misses.

7.11.2 SCORING PROCEDURES - Indication of shots 300 m

7.11.2.1 Pit Target Marking

As soon as the Marker receives the signal, he must indicate the shot.

7.11.2.2 Indication of shots

7.11.2.2.1 The **indication of shots** must be carried out in accordance with the following system. As soon as the Marker in the pit receives a signal for marking, he must:

7.11.2.2.1.1 Lower the target.

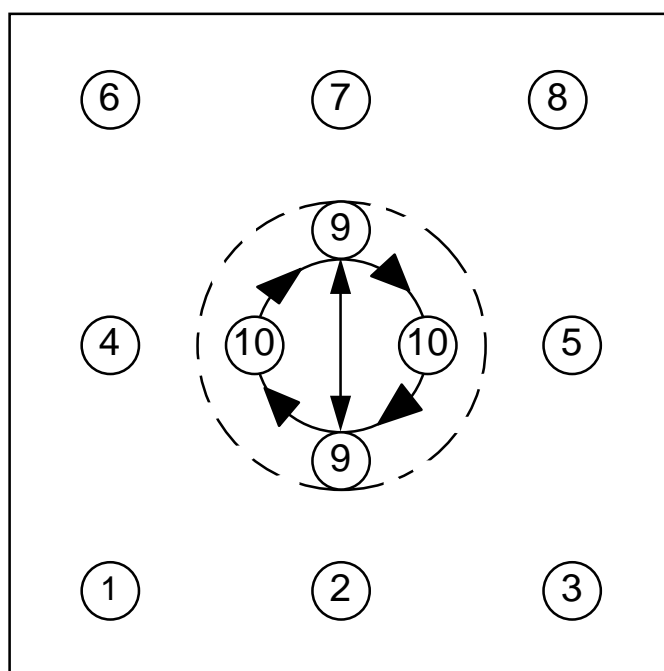
7.11.2.2.1.2 Cover the hole with a transparent paster and overlay a contrasting paster to mark the location of the last shot.

7.11.2.2.1.3 Raise the target.

7.11.2.2.1.4 Show the value of the hit by the discing system.



- 7.11.2.2.2** When the **spotting disc** is used to indicate shot values, it must be done with a thin circular disc 200 mm to 250 mm in diameter. It is painted black on one side and white on the other and mounted on a thin staff which is normally fastened on the white side 30 mm to 50 mm to the right of the center.
- 7.11.2.2.3** The **value** of hits will be shown as follows:
- 7.11.2.2.3.1** The position of the **last hit** must be marked.
- 7.11.2.2.3.2** The value of the 1, 2, 3, 4, 5, 6, 7, and 8 hits must be shown by placing the disc, **black side toward the firing line**, on the appropriate spot on the target frame in the raised position as shown in the following figure.
- 7.11.2.2.3.3** If the **hit is a nine**, the disc must be moved up and down twice over the black aiming bullseye on the target with the white side of the disc facing the firing line.
- 7.11.2.2.3.4** If the **hit is a ten**, the disc, with the white side facing the firing line, must be moved twice in a clockwise circle in front of the black aiming mark, as shown in the following figure.
- 7.11.2.2.3.5** A shot that does **not hit the target** is marked only by moving the black side of the marking disc three or four times sideways across the face of the target.
- 7.11.2.2.3.6** If the hit is on the target card, but **not in the scoring area**, it is marked by first indicating a miss and then by showing the position of the hit.



Shot signaling diagram

- 7.11.2.2.4** The **sighting target** must be marked clearly with a black diagonal stripe on the upper right hand corner of the target. The stripe must be clearly visible to the naked eye at the appropriate distance in normal light conditions. In the case of pit operated targets, the sighting target must not appear at all while the shooter is firing competition shots.



7.12.0 TIE-BREAKING

7.12.1 Individual Ties

Ties in Olympic events after the qualification stage are only broken to decide who should participate in the Finals. Such ties will be broken in accordance with Rules 7.14.2.1 and 7.14.2.2.

7.12.1.1 Non-Olympic events and qualification in Olympic events

Ties for shooters with perfect scores will not be broken.

7.12.1.1.1 In the event of tied scores for the **first eight (8) places**, the order of ranking must be determined by the following rules taken consecutively until the tie is resolved:

7.12.1.1.2 The highest score in the **last ten shot series** working backward by 10 shot series until the tie is broken.

7.12.1.1.3 The **highest number** of 10's, 9's, 8's, etc.

7.12.1.1.4 The highest number of **inner tens**.

7.12.1.1.5 If any **ties remain**, the shooters must be given the same ranking.

7.12.1.2 All other individual ties:

Ties for the **9th place and below** must be listed in equal rank, with the appropriate number of spaces left vacant below the tied position before the next ranking is numbered. The listing must be in Latin alphabetical order using the shooter's family names.

7.12.2 Team Ties

Ties for the first three (3) places in team events must be decided by totaling the results of all members of a team and following the procedures for breaking individual ties described in Rule **7.12.1**. Ties for 4th place and below must be listed in alphabetic order of the nations using the ISSF (IOC) abbreviations.

7.13.0 PROTESTS AND APPEALS

7.13.1 Protest fee

Appeals	US\$ 50,-- or its local equivalent
Other Protests	US\$ 25,-- or its local equivalent

The fee for the matter in question, must be returned if the protest/appeal is upheld or will be retained by the Organizing Committee if the appeal is denied.

7.13.2 Verbal Protests:

Any shooter or team official has the right to protest a condition of the competition, decision or action immediately and verbally to a competition official, Range Officer or Jury Member. Such protests may be submitted on the following matters:

7.13.2.1 A shooter or team official considers that the ISSF Regulations, ISSF Rules or **competition program were not followed** in conducting the competition.

7.13.2.2 A shooter or team official does **not agree** with a decision or action by a competition official, Range Officer or Jury Member.

7.13.2.3 A shooter was **impeded or disturbed** by other shooter(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s).



- 7.13.2.4** A shooter had a **long interruption** in shooting caused by range equipment failure, the clarification of irregularities or other cause(s).
- 7.13.2.5** A shooter had **irregularities regarding shooting times**, including shooting times that were too short.
- 7.13.2.6** Competition officials, Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for decision. In such cases, a Range Officer or Jury Member may stop the shooting temporarily if necessary.

7.13.3 Written Protests

- Any shooter or team official who does **not agree** with the action or decision taken on a **verbal protest** may protest in writing to the Jury. Any shooter or team official also has the right to submit a **written protest** without making a verbal protest. All written protests must be submitted not later than 30 minutes after the matter in question.
- 7.13.3.1** The Organizing Committee must supply **printed forms** for use in submitting written protests.
- 7.13.3.2** Written protests must be decided by a **majority of the Jury**.

7.13.4 Scoring Protests

- 7.13.4.1 Protest time**
- All results protests must be submitted within **20 minutes** after the official scores are posted on the Main Scoreboard. The time when the scoring protest time ends must be posted on the Main Scoreboard.
- 7.13.4.2 Electronic scoring targets**
- If a shooter **contests the value of a shot**, a protest will only be accepted when made before the next shot or if it is the last shot, within three (3) minutes. (Except for failure of the paper or rubber band to advance)
- 7.13.4.2.1** If a protest is made concerning the value of a shot, the shooter will be requested to fire another shot **at the end of the competition**, so that this extra shot may be counted if the protest is upheld and the correct value of the disputed shot cannot be determined.
- 7.13.4.2.2** If the protest concerning a shot value other than zero, or failure to register, is **not upheld**, a two (2) point penalty will be awarded and a protest fee of US\$ 25.--, or its local equivalent, must be paid.
- 7.13.4.2.3 Decisions by the Classification Jury** on value or number of shots on a target are final and may not be appealed.
- 7.13.4.3 Paper targets**
- 7.13.4.3.1** When using **paper targets**, a shooter or team official who considers that a shot was scored or recorded incorrectly may protest that score, except that decisions made regarding the value of shots by using gauges are final and cannot be protested. Scoring protests may only be made on scores which have been decided without using a gauge or when incorrect entries in the result list or score card have been made.
- 7.13.4.3.2** When paper targets are used, the team official or shooter has the right to **see the protested shot hole(s)** but is not permitted to touch the target(s).
- 7.13.4.3.3 Decisions by the Classification Jury** on value or number of shots on a target are final and may not be appealed.



7.13.5 Appeals

In the event of a **disagreement with a Jury decision**, the matter may be appealed to the Jury of Appeal. Such appeals must be submitted in writing by the Team Leader or a representative not later than one (1) hour after the Jury decision has been announced. In special circumstances, the time for submitting appeals may be extended up to 24 hours by decision of the Jury of Appeal. Such decision can postpone the victory ceremony for the event under appeal.

7.13.5.1 The decision of the Jury of Appeal is **final**. The penalty may be reduced or increased.

7.13.6 **Copies of all decisions** in response to written protests and appeals must be forwarded by the Organizing Committee or the Technical Delegate(s) to the ISSF Secretary General together with the Final Report and results lists for review by the Technical Committee.

7.14.0 FINALS IN THE OLYMPIC EVENTS

7.14.1 Events

Event	Men/ Women	Shooting Time
Air Rifle	Men	75 sec.
Air Rifle	Women	75 sec.
50 m Rifle (3 x 40) (standing position)	Men	75 sec.
50 m Rifle (3 x 20) (standing position)	Women	75 sec.
50 m Rifle prone	Men	45 sec.

7.14.2 Qualification

The full program must be shot in each Olympic event as a **Qualification Round** for the finals.

7.14.2.1 **The classification** for the first eight places in the Qualification rounds will be made according to the rules set down in Rules 7.12.1.1.1 to 7.12.1.1.4.

7.14.2.2 A **drawing of lots** by the Classification Jury will determine Final start positions when:

- several shooters obtain the maximum score in a qualification event,
- an unbreakable tie occurs among two or more finalists or
- an unbreakable tie occurs among two or more shooters on the last Final start position (e.g. eighth and ninth place.), to determine who will shoot in the Final.

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

7.14.2.4 Starting Positions

The shooters who qualified for the finals will have the following start positions according to their qualification ranking:

Firing point:	1	2	3	4	5	6	7	8
Start position:	1st	2nd	3rd	4th	5th	6th	7th	8th



7.14.3 Number of Targets: Ten (10)

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

7.14.3.2 Paper targets only

7.14.3.2.1 Number of Sighting Targets: 4 targets in each event.

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

7.14.4 Finals Events - Program

ALL RANGE COMMANDS MUST BE GIVEN IN THE ENGLISH LANGUAGE.

7.14.4.1 Reporting to the Range for Finals

Team Leaders are responsible to present their shooters to 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. They must be dressed and have only the required shooting equipment. Jury members and range officers should complete their checks in the preparation area.

7.14.4.1.1 **Reporting time** must be printed in the official shooting program. Any delay must be announced and posted on the Final range.

7.14.4.2 Preparation Time and Presentation of Finalists

The three (3) minutes preparation time starts with the command "**PREPAPATION BEGINS NOW**". The shooters will be introduced to the spectators during the preparation time and if necessary the first minutes of the sighting time. Before and during preparation period shooters may handle their rifles, dry fire and carry out holding and aiming exercises on their assigned firing points.

7.14.4.3 The discharge of gas in air rifles is not permitted and violations receive a Warning and a penalty of two (2) points if repeated.

7.14.5 **Starting Time** begins with the command "**LOAD**" for the first competition shot for each final event and must be printed in the official shooting program. Any delay must be announced and posted on the Final range.

7.14.5.1 Any Finalist who is **not in his assigned** position and ready to shoot at the starting time is automatically given the last place in the Finals results and he is not allowed to participate in the Final.

7.14.6 Competition procedures

7.14.6.1 At the end of the preparation time the range officer will announce "**SIGHTING TIME START**". (Seven (7) minutes **sighting time** for unlimited sighters.)

7.14.6.1.1 30 seconds before the end of the sighting time the Range Officer will announce "**30 SECONDS**".

7.14.6.1.2 At the end of the seven (7) minutes sighting time the Range Officer will announce "**STOP**".

7.14.6.2 Thirty (30) seconds **pause**



7.14.6.3 Commands

The Final consists of 10 shots and will be conducted single-shot-for-shot with the following commands for each shot:

"FOR THE FIRST/NEXT COMPETITION SHOT – LOAD"	After this command the shooter loads his rifle. The rifle MUST NOT be loaded before this
	command is given.
	That means: The bolt (breech) of 50 m rifles MUST be opened. It is permitted to leave an empty case in the chamber between shots. Air rifles must cocked only after the command "LOAD" . The cartridge or pellet must be loaded into the chamber only after the command "LOAD" .
"ATTENTION 3-2-1-START"	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 their shooting position.
	The shooting time starts when the command "START" has been given.
"STOP"	This command is given after the last shooter has fired, or immediately on termination of the shooting time. The last second must correspond with the word "STOP" .
"CHANGE TARGETS"	For pit or carrier operated target systems after the command "STOP" .

7.14.6.3.1 After **immediate and final scoring** of each shot and announcement of the results, the procedure indicated will be repeated until all 10 shots have been fired.

7.14.6.3.2 Each shot fired before the command **"START"** or after the command **"STOP"** has been given will be counted as a miss (zero).

7.14.6.3.3 If a shooter fires more than one shot the score for this Final(s) shot will be scored as zero(es).

7.14.6.3.4 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 neighboring shooters.

7.14.6.3.5 **AIMING EXERCISES ARE ALLOWED ONLY** between the commands **"STOP"** and the following command **"LOAD"** but only with open bolt (breech) on a 50 m rifle, or with an uncocked air rifle. **DRY FIRING IN ANY FORM IS PROHIBITED.**



7.14.7 Final Results

In all events the results of the Finals competition will be added to the individual results of the Qualification round.

The results of the qualification and the Final and the total must be printed in the official results bulletin.

7.14.7.1 Any protest will be decided immediately and the decision is final.

7.14.7.2 Scoring of the Finals will be conducted, if possible, with electronic targets or target reading machines, or manual devices must be used which classify each ring in ten sections (such as 1.1, 1.2, 1.3, etc., up to the maximum of 10.9). Shots on paper targets which cannot be classified by target reading machines will be scored by hand by Jury Members with ISSF approved instruments. In the 50 m events target inserts (200 mm x 200 mm) may be used.

7.14.8 Decisions in the event of tied scores

7.14.8.1 In case of **tied scores after the Final** ties will be broken by a shot for shot shoot-off.

7.14.8.2 All shooters must remain on the firing line after the last shots have been scored and until the final results are announced. If there are tied scores shooters who are tied must remain at their firing points; all other shooters will immediately withdraw from the firing line, leaving their rifles at the firing point. When several shooters are tied for more than one ranking place, i.e. two shooters tied for second place (places 2 and 3) and two shooters tied for fifth place (places 5 and 6), the tie for the lowest ranking position will be broken first, followed by the next ranking higher position until all ties are broken.

7.14.8.2.1 The order only of tie breaking may be changed on special request to the **ISSF**.

7.14.8.3 The **Final tie breaking** will commence without delay and without additional sighting shots, following the procedure in 7.14.6.3.

7.14.8.3.1 **NOTE:** Multiple ties at 50m

If there is a delay of more than 5 (five) minutes after the final series up to three warming shots may on request be fired at the target without scores being indicated in a maximum time of 30 seconds. The warming time starts when the command "**START**" has been given and the last second (30th) must correspond with the word "**STOP**".

7.14.8.4 After immediate and final scoring and announcement of the result of each shot the procedure indicated in 7.14.6.3 will be continued until ties are broken.

7.14.9 Malfunctions

7.14.9.1 In case of an **allowable malfunction** the shooter is allowed to complete or repeat the unfired shot(s) twice during the Finals, including shoot-offs, if he can repair or replace his rifle or ammunition within three 3 minutes after the malfunction has been declared allowable. In the case of a **non-allowable malfunction**, no re-shoot is allowed.



- 7.14.9.1.1** If a shot has not been fired due to a malfunction, a shooter may try to **correct the malfunction** in the time remaining, after attempting any correction he may not claim an allowable malfunction, unless a part of the rifle is damaged sufficiently to prevent it from firing.
- 7.14.9.1.2** In case of an **allowable malfunction**, the results of all the other finalists should not be shown. The other finalists must wait until the shooter(s) with the malfunction shoots (in the allowed time). After that, all the results should be shown together and the Final can continue.
- 7.14.9.2** When a **malfunction of all Final targets** occurs, the following procedure must be used:
- 7.14.9.2.1** The completed shots will be scored as a **sub-total**.
- 7.14.9.2.2** When the **malfunction is repaired** and it is possible to continue the Final within one hour, the remaining shots will be completed. Five (5) minutes unlimited sighting shots will be permitted after the shooters are in their position.
- 7.14.9.2.3** If the interruption **cannot be corrected** to permit continuation of the Final within the above designated time, the recorded sub-total (**7.14.9.2.1**) will be scored as the final total of the competition and awards made on that basis.
- 7.14.9.2.4** For **tied scores** all tied shooters will be ranked according to the TIE-BREAKING Rules. The Final result is counted as the last series.
- 7.14.9.3** When a **single target fails** to function, the shooter will be moved to a reserved position. On the shooters request he will than be allowed an additional two (2) minutes period for sighting shots, before he repeats the missed previous competition shot.



7.15.0 Rifle Event Table

Event	Men/ Women	No. of shots	Number of shots per competition target (paper)	Number of sighting tar- gets(paper)	Targets	Time pit operated or target carriers	Other systems
10 m Air Rifle	Men Women	60 40	1	4	TR 6.3.2.3 6.3.23.1	1 hour, 45 minutes 1 hour, 15 minutes	1 hour, 45 minutes 1 hour, 15 minutes
50 m Rifle 3x40	Men	120	1	each position 4	TR 6.3.2.2 6.3.23.2	prone: 1 hour standing: 1 hour, 30 minutes kneeling: 1 hour, 15 minutes	45 minutes 1 hour, 15 minutes 1 hour
50 m Rifle 3x20	Women	60	1	each position 4	TR 6.3.2.2 6.3.23.2	2 hours, 30 minutes	2 hours, 15 minutes
50 m Rifle prone	Men Women	60 60	1	4	TR 6.3.2.2 6.3.23.2	1 hour, 30 minutes	1 hour, 15 minutes
300 m Rifle 3x40	Men	120	10	each position 1	TR 6.3.2.1 6.3.23.3	prone: 1 hour, 15 minutes standing: 1 hour, 45 minutes kneeling: 1 hour, 30 minutes	45 minutes 1 hour, 15 minutes 1 hour
300 m Rifle 3x20	Women	60	10	each position 1	TR 6.3.2.1 6.3.23.3	2 hours, 30 minutes	2 hours, 15 minutes
300 m Rifle prone	Men Women	60 60	10	1	TR 6.3.2.1 6.3.23.3	1 hour, 30 minutes	1 hour, 15 minutes
300 m Standard Rifle 3x20	Men	60	10	each position 1	TR 6.3.2.1 6.3.23.3	2 hours, 30 minutes	2 hours, 15 minutes

Note: The preparation period of 10 minutes starts before the published start time of the competition.



7.16.0 Rifle Specification Table

Event	Maximum weight	Trigger	Maximum Length of the barrel/system	Ammunition	Thumb hole, thumb rest, palm rest, heel rest, spirit level	Other specifications
10 m Air Rifle	5.5 kg (men/women)	No set trigger	850 mm (system)	4,5 mm (.177")	No	No bipod
50 m Rifle 3x40 and prone	8.0 kg (men)	No restriction	No restriction	5.6 mm (.22" Long Rifle)	Yes - palm rest only standing	
50 m Rifle 3x20 and prone	6.5 kg (women)	No restriction	No restriction	5.6 mm (.22" Long Rifle)	Yes - palm rest only standing	
300 m Rifle 3x40 and prone	8.0 kg (men)	No restriction	No restriction	Maximum 8 mm	Yes - palm rest only standing	Maximum width of mirage band = 60 mm.
300 m Rifle 3x20 and prone	6.5 kg (women)	No restriction	No restriction	Maximum 8 mm	Yes - palm rest only standing	Maximum width of mirage band = 60 mm.
300 m Standard Rifle 3x20	5.5 kg (men)	No set trigger Minimum trigger pull: 1500g	762 mm (barrel)	Maximum 8 mm	No	Maximum width of mirage band = 60 mm. No bipod or attached rifle rest.

The weighing of the rifle is made with all accessories (including palm rest or hand stop if used).



7.17.0 INDEX 7 Rifle Rules

10 m Air Rifle	7.4.3.5
10 m Air Rifle Event – specific Rules	7.6.4.7
10 m Indoor Ranges – allocation of firing points	7.7.2
50 m Rifle – General	7.4.4
50 m Rifle for men	7.4.4.1
50 m Rifle for women	7.4.4.1
300 m Electronic Scoring Targets – Crossfires	7.6.6.5
300 m Rifle – General	7.4.5
300 m Rifle for men	7.4.5
300 m Rifle for women	7.4.4.5
300 m Standard Rifle	7.4.3.4
Accessories	7.4.10
Additional sighting shots – malfunction	7.8.2.1
Advantage – unfair advantage over others	7.4.1.1
Advertising	7.4.9.1.3
Aiming exercises	7.2.5.3
Aiming left – shooting right handed/aiming right – shooting left handed	7.4.2.3.4
Allocation of Firing Points	7.7.0
Allowable malfunctions	7.8.1.1
Alteration of a rifle or equipment	7.6.6.1.2
Alteration of equipment after control	7.10.7
Ammunition	7.4.8
Annulment of a shot	7.6.6.4.8
Annulment of a shot – the shooter did not fire: confirmed	7.6.6.4.8.1
Annulment of a shot – the shot is reported by another shooter	7.6.6.4.8.2
Appeals	7.13.6
Application of Rules for all Rifle events	7.1.1
Backing cards – Electronic Scoring Targets	7.5.5.1
Barrel – length – 300 m Standard Rifle	7.4.3.4.4
Barrels	7.4.2.2
Blinder	7.4.2.3.3
Butt plate – 50 m Rifle	7.4.4.2
Butt plate – offset 300 m Standard Rifle / 10 m Air Rifle	7.4.3.1
Change a part of a rifle – 50 m Rifle	7.4.4.4
Change a rifle – 50 m Rifle / 300 m Rifle	7.4.4.4
Change a rifle – 300 m Standard Rifle	7.4.3.4.3
Changeover – Rifle 3x40	7.6.2.3
Changing or refilling – gas or air cylinder	7.6.5.1
Chief Range Officer	7.5.1
Classification Jury – decisions / Electronic Scoring Targets	7.13.4.2.3
Classification Jury – decisions / paper targets	7.13.4.3.3
Clothing Regulations - General	7.4.9
Coaching by a team official	7.9.5.3
Coaching during the competition	7.9.5
Commands LOAD / START - UNLOAD / STOP by Range officials	7.2.7
Commercial marking	7.4.9.1.3
Compensators	7.4.2.2.1
Competition lasts more than one day	7.7.4
Competition Rules	7.6.4
Complaint concerning failure to register or display a shot (ESTS)	7.8.3.3
Concealed violation of Rules	7.9.6.5.2
Contact shooter – anyone else	7.9.5.1
Contact team official – shooter	7.9.5.2
Control Card	7.10.6
Conversation near the firing line	7.9.1
Correcting lenses	7.4.2.3.1
Correction glasses	7.4.2.3.1
Count back situation – transfer the values of excessive shots	7.6.6.3.4



Course of fire – Elimination Events	7.7.3.1.1
Cross stitching	7.4.9.1
Crossfires	7.6.6.4
Crossfires – 300 m Electronic Scoring Targets	7.6.6.5
Crossfires – annulment of a shot	7.6.6.4.8
Crossfires – determination of a confirmed crossfire	7.6.6.4.3
Crossfires – determination of a not-confirmed crossfire	7.6.6.4.4
Crossfires – disclaim a crossfire	7.6.6.4.5
Crossfires – not confirmed by the Range Officer	7.6.6.4.7
Crossfires – scoring	7.6.6.4.1
Crossfires – sighting shot on a competition target of another shooter	7.6.6.4.2
Crossfires – the shooter did not fire: confirmed by the Range Officer	7.6.6.4.6
Decisions of the Classification Jury / Electronic Scoring Targets	7.13.4.2.3
Decisions of the Classification Jury / paper targets	7.13.4.3.3
Deduction of points – coaching	7.9.5.3
Deduction of points – delay of the competition by a shooter	7.9.6.9
Deduction of points – release of propellant charge	7.6.4.7.1
Deduction of points – false information	7.9.6.7
Deduction of points – general / in a series	7.6.6.4.9
Deduction of points – green card	7.9.6.2
Deduction of points – impeding a shooter	7.9.6.6
Deduction of points – not able to produce the Control Card	7.6.6.1.4
Deduction of points – open violations of Rules	7.9.6.5.1
Deduction of points – recording on an Incident Report	7.9.6.2
Deduction of points – shot(s) before the command START	7.6.4.5
Deduction of points – unapproved rifle or equipment	7.6.6.1.1
Deductions – marking, reporting, information	7.6.6.1.5
Deductions – too many shots per target	7.6.6.3.1
Delay of the competition by a shooter	7.9.6.9
Device inside barrels	7.4.2.2
Release of propellant charge during the 10 m competition	7.6.4.7.1
Disqualification – concealed violations of Rules	7.9.6.5.2
Disqualification – impeding a shooter	7.9.6.6
Disqualification – red card	7.9.6.3
Disqualification – violation of safety rules	7.9.6.8
Disqualification in the Final	7.9.6.3.1
Dressing the shooter	7.4.9.7
Dry firing	7.2.5.3
Dry firing – definition	7.2.5.3.1
Dry firing – during the 10 m competition	7.6.4.7.2
Ear Protection	7.2.8
Electronic Scoring Targets	7.6.3.2
Electronic triggers	7.4.2.4
Eligibility of shooters	7.4.9.1.3
Elimination Events – formula for the qualification round	7.7.3.1.2
Elimination Events – not qualified shooter	7.7.3.3
Elimination Events – number of relays	7.7.3.2.1
Elimination Events – qualification shooters	7.7.3.1.2
Elimination Events – team matches	7.7.3.2
Elimination Events – tied scores	7.7.3.4
Elimination Events for Outdoor Ranges	7.7.3
Equal consideration – Left-handed shooters / Right-handed shooters	7.7.1.2
Equipment and ammunition	7.4.0
Equipment Control	7.10.0
Equipment Control – duties of the Organizing Committee	7.10.1
Equipment Control – information of shooters and team officials	7.10.3
Equipment Control – marking of equipment and rifles	7.10.6
Equipment Control – registration	7.10.5
Equipment Control – reinspection	7.10.8



Equipment Control – responsibility of the shooter	7.10.2
Equipment Control – supervision by the Jury	7.10.4
Equipment Control – validity	7.10.9
Equipment control in interest of safety	7.2.4
Examination by the jury – extra shot	7.8.3.3.4
Exterior Weights – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.3
Extra shot – annulling of the last shot fired (extra to the competition)	7.8.3.3.5
Extra shot – complained shot not located	7.8.3.3.6
Extra shot – directed to fire	7.8.3.3.2
Extra shot – not registered and displayed on the monitor	7.8.3.3.7
Extra shot – registered and displayed on the monitor	7.8.3.3.3
Extra shot – scoring	7.8.3.3.5
Eye Protection	7.2.9
Failure of the paper or rubber band	7.8.3.4
False information	7.9.6.7
Fault of a shooter – malfunction	7.8.2.2
Final – Disqualification	7.9.6.3.1
Finals – Absent Finalists at the starting time	7.14.5.1
Finals – aiming exercises	7.14.6.3.5
Finals – allowable malfunction of a rifle	7.14.9.1
Finals – Announcement of shots	7.14.6.3.1
Finals – Commands	7.14.6.3
Finals – Competition procedures	7.14.6
Finals – Decisions of tied scores	7.14.8
Finals – delay of Starting time	7.14.5
Finals – discharge of gas in air rifle	7.14.4.3
Finals – dry firing	7.14.6.3.5
Finals - Events	7.14.1
Finals – Events-Program	7.14.4
Finals – Language	7.14.4
Finals – Malfunction of a single target	7.14.9.3
Finals – Malfunction of all Finals targets	7.14.9.2
Finals – Malfunctions	7.14.9
Finals – more than one shot fired after START or before STOP	7.14.6.3.3
Finals – non allowable malfunction of a rifle	7.14.9.1.2
Finals – Number of starters	7.14.2.3
Finals – Preparation	7.14.4.2
Finals – Presentation of Finalists	7.14.4.1.2
Finals – Protests	7.14.7.1
Finals - Qualification	7.14.2
Finals – Reporting time	7.14.4.1.1
Finals – Reporting to the range	7.14.4.1
Finals – Results	7.14.7
Finals – Scoring	7.14.7.2
Finals – shots fired before START or after STOP	7.14.6.3.2
Finals – Sighting shots	7.14.6.1
Finals – Starting Positions	7.14.2.4
Finals – Starting time	7.14.5
Finals – Targets	7.14.3
Finals – use of carrier operating systems	7.14.6.3.4
Finals in the Olympic Events	7.14.0
Firing after the command UNLOAD / STOP	7.2.5.4
Firing before the command LOAD / START	7.2.5.4



Firing order – Three positions	7.6.2.1
Firing Point Allocation	7.7.0
Firing Point Allocation – basic principle	7.7.1
Flash Photography	7.4.1.6
Gas or air cylinder – changing or refilling	7.6.5.1
General Rifle	7.1.0
General Standards for Rifles and equipment	7.4.1
Handling of rifles – removing of rifles during the course	7.2.5
Handling of rifles – self discipline	7.2.2
Handling of Targets	7.6.3
Heel rest – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Hook – 50 m Rifle / 300 m Rifle	7.4.4.2
Impeding a shooter	7.9.6.6
Impose of penalties	7.9.6
Incident Report	7.9.7
Increased grip material – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Individual shooters – allocation of firing points	7.7.1.1
Individual Tie – perfect score	7.12.1.1
Individual Ties for the first 8 places	7.12.1.1.1
Individual Ties from 9 th place and below	7.12.1.2
Information about malfunctions	7.8.2.3
Infringements	7.9.6.5
Infringements and Disciplinary Rules	7.6.6
Infringements and Disciplinary Rules – General	7.6.6.1
Interruptions	7.6.5
Jury	7.5.0
Jury – Time extension by the Jury	7.6.5.2
Jury – to slow marking or changing of targets	7.6.3.1.2.2
Kneeling	7.6.1.3
Kneeling roll	7.4.10.4
Knowledge of the Rules	7.1.2
Late arriving	7.6.6.1.3
Lay down a rifle	7.2.5.5
Left-handed shooter – Right-handed shooter	7.1.3
Left-handed shooters – equal consideration	7.7.1.2
Length of barrel – 300 m Standard Rifle	7.4.3.4.4
Length of rifle system –10 m Air Rifle	7.4.3.5.1
Lenses	7.4.2.3.2
Light filters	7.4.2.3.2
Lining: Material – characteristics	7.4.9.1
Loading of rifles	7.2.5.1
Malfunction of a single target	7.8.3.2
Malfunction of all targets on a range	7.8.3.1
Malfunction of Electronic Scoring Target Systems (ESTS)	7.8.3
Malfunctions	7.8.0
Mark on shooting clothes which 3 times fail the equipment control	7.4.9.1.1
Material for shooting jackets, shooting trousers, shooting gloves	7.4.9.1
Maximum extra time to repair or replace a rifle – malfunction	7.8.2
Measuring Devices	7.4.9.2
Men's events	7.1.4
Miss – no fired shots	7.6.4.5
Miss – shots after the end of the shooting time	7.6.4.5
Mobile Telephones	7.4.1.4
Monitor – Instruction of the shooters	7.6.3.2.1
Monitor – visibility	7.6.3.2.2
More than one day Competition	7.7.4
Move to a reserve position	7.8.3.3.7
Moving to another firing point	7.6.5.2
Muzzle brakes	7.4.2.2.1



No fired shots	7.6.4.5
Not producing the Start Card	7.6.6.1.4
Not qualified shooter – Elimination Events –	7.7.3.3
Note of failure to register or display a shot (ESTS)	7.8.3.3.1
Number of failures of shooting clothes at the equipment control	7.4.9.1.1
Number of relays – Elimination Events	7.7.3.2.1
Officials	7.5.0
Open violations of Rules	7.9.6.5.1
Outdoor Ranges – Elimination Events	7.7.3
Padding: Material – characteristics	7.4.9.1
Palm rest – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Palm rest – 50 m Rifle / 300 m Rifle	7.4.4.3
Paper targets – 10 m Air Rifle	7.6.3.1.1
Paper targets – 10 m Air Rifle: changing of targets	7.6.3.1.1.1
Paper targets – 10 m Air Rifle: putting behind after 10 shots series	7.6.3.1.1.2
Paper targets – 50 m Rifle	7.6.3.1.2
Paper targets – 50 m Rifle: changing of targets	7.6.3.1.2.1
Paper targets – 50 m Rifle: too slow marking or changing	7.6.3.1.2.2
Paper targets – handling of targets	7.6.3.1
Penalties – marking, reporting, information	7.6.6.1.5
Penalties for Rule violations	7.9.6
Perforation of barrels	7.4.2.2
Pistol Grips	7.4.2.1
Pocket – shooting jacket	7.4.9.3.8.5
Positions	7.6.1
Preparation Time	7.6.4.1
Preparation Time – handling rifles, dry firing, aiming exercises	7.6.4.1
Preparation Time – sighting targets, pre-competition checks	7.6.4.1
Prone	7.6.1.1
Protest fee	7.13.1
Protest time	7.13.4.1
Protests and Appeals	7.13.0
Range and Target Standards	7.3.0
Range Officer	7.5.2
Recording on Incident Report	7.9.7
Register Keeper	7.5.3
Reinforcements	7.4.9.2.1.1
Reinforcements: Material – characteristics	7.4.9.1
Release of the propelling charge during the 10 m competition	7.6.4.7.2
Remaining time	7.6.4.6
Removing from the firing line – 300 m Standard Rifle	7.4.3.4.2
Repair or replace a rifle – malfunction	7.8.2
Replace or repair a rifle – malfunction	7.8.2
Replacement of a shooter	7.6.4.3
Report of failure to register or display a shot (ESTS)	7.8.3.3.1
Report of the shooter	7.9.4
Report to the jury – extra shot	7.8.3.3.3
Requirement of Elimination Events	7.7.3.1
Reserve position	7.8.3.3.7
Resume shooting	7.2.6
Rifle 3x40	7.6.2.2
Rifle Events: see the RIFLE EVENT TABLE 7.15.6	7.6.2
Rifle Measurement Table – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.6
Rifle Measurements – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.7
Right-handed shooter – Left-handed shooter	7.1.3
Right-handed shooters – equal consideration	7.7.1.2
Rights of the Jury	7.4.1.1
Roughening – shooting jacket	7.4.9.3.7
Rules of conduct for shooters and team officials	7.9.0



Safety	7.2.0
Safety requirements	7.2.1
Scoring Procedures - General	7.11.1
Scoring Procedures – see Technical Rules (TR) 6.7.0	7.11.0
Scoring Procedures Indication of shots 300 m	7.11.2
Scoring Protests	7.13.4
Scoring Protests – Electronic Scoring Targets	7.13.4.2
Scoring Protests – Paper Targets	7.13.4.3
Shooting boots – for a championship	7.4.9.1.1
Shooting box / shooting bag	7.4.10.2
Shooting Events Procedures and Competition Rules	7.6.0
Shooting gloves	7.4.9.6
Shooting gloves – drawing and closure	7.4.9.6.2
Shooting gloves – thickness	7.4.9.6.1
Shooting jacket	7.4.9.3
Shooting jacket – artificial support; straps, laces, stitchings, bindings	7.4.9.3.3
Shooting jacket – body, sleeves, length	7.4.9.3.1
Shooting jacket – characteristics of the back panel	7.4.9.3.5
Shooting jacket – closure: non-adjustable	7.4.9.3.2
Shooting jacket – construction of the back panel	7.4.9.3.4
Shooting jacket – fastening the sleeve	7.4.9.3.8.3
Shooting jacket – for a championship	7.4.9.1.1
Shooting jacket – loose material in the area of the shoulder	7.4.9.3.3
Shooting jacket – overlapping, hanging loosely	7.4.9.3.2
Shooting jacket – pocket	7.4.9.3.8.5
Shooting jacket – reinforcements	7.4.9.3.8
Shooting jacket – reinforcements: butt plate rest on the shoulder	7.4.9.3.8.4
Shooting jacket – reinforcements: elbows	7.4.9.3.8.2
Shooting jacket – reinforcements: maximum thickness	7.4.9.3.8.1
Shooting jacket – roughening	7.4.9.3.7
Shooting jacket – size of pocket	7.4.9.3.8.6
Shooting jacket – use of the sleeve	7.4.9.3.6
Shooting jacket – velcro, sticky substances, liquid or spray	7.4.9.3.7
Shooting left handed – aiming right/shooting right handed – aiming left	7.4.2.3.4
Shooting mats (see TR 6.3.12.2.2)	7.4.10.3
Shooting shoes	7.4.9.5
Shooting shoes – drawing and table	7.4.9.5.1
Shooting shoes – height	7.4.9.5.3
Shooting shoes – material sole	7.4.9.5.2
Shooting shoes – material upper part	7.4.9.5.1
Shooting trousers	7.4.9.4
Shooting trousers – braces (suspenders)	7.4.9.4.1
Shooting trousers – closure devices	7.4.9.4.2
Shooting trousers – closure devices: trousers fly	7.4.9.4.2.1
Shooting trousers – closure devices: trousers leg	7.4.9.4.2.2
Shooting trousers – draw-strings, zippers, fasteners	7.4.9.4.1
Shooting trousers – for a championship	7.4.9.1.1
Shooting trousers – loose around the legs	7.4.9.4.1
Shooting trousers – reinforcements	7.4.9.4.2.3
Shooting trousers – sitting test	7.4.9.4.1
Shooting trousers – thickness	7.4.9.4.1
Shooting trousers – top of trousers	7.4.9.4.1
Shooting trousers – waist band: wide, closure devices	7.4.9.4.1
Shooting trousers – waist belt	7.4.9.4.1
Shooting trousers – waist belt: support the arm or elbow	7.4.9.4.1
Shot(s) before the command START	7.6.4.5
Shots after the end of the shooting time	7.6.4.5
Sighting shots	7.6.4.4
Sighting shots after the first competition shot	7.6.4.4



Sights	7.4.2.3
Sign the printer record – Electronic Scoring Targets	7.6.3.2.3
Size of cards for penalties	7.9.6.4
Sleeve – use with the shooting jacket	7.4.9.3.6
Sleeve fastened to the shooting jacket	7.4.9.3.8.3
Slings	7.4.2.5
Slow marking or changing: paper targets – 50 m Rifle	7.6.3.1.2.2
Smoking	7.4.1.5
Sound Producing	7.4.1.3
Spirit level – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Spirit of the rules	7.4.1.1
Sponsorship	7.4.9.1.3
Spotting telescopes	7.4.10.1
Standards for 300 m Standard Rifle / 10 m Air Rifle	7.4.3
Standards for all rifles	7.4.2
Standing	7.6.1.2
Start – sighting shots, competition shots, dry firing	7.6.4.2
Start (Bib) Numbers	7.4.9.1.2
Stiffness	7.4.9.2.2
Stop firing more than 3 minutes	7.6.5.1
Stop firing more than 5 minutes or moving to another firing point	7.6.5.2
Stop shooting	7.2.6
Stop shooting by Jury Member / Range Officer in interest of safety	7.2.3
Substitute rifle – malfunction	7.8.1.2
Target and Pit Officer	7.5.4
Team leader	7.9.2
Team leader's responsibilities	7.9.3
Team matches – Elimination Events	7.7.3.2
Team Ties	7.12.2
Teams – allocation of firing points	7.7.1.1
Technical Officers	7.5.5
Technical problems with a rifle / ammunition	7.8.1
Telescopes	7.4.2.3.1
Telescopes	7.4.10.1
Thickness	7.4.9.2.1
Thickness – table	7.4.9.2.1.1
Three positions – firing order	7.6.2.1
Thumb hole – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Thumb rest – 300 m Standard Rifle / 10 m Air Rifle	7.4.3.2
Tie-Breaking – General	7.12.0
Tie-Breaking – Olympic events with Finals	7.12.1
Tie-Breaking – Olympic events without Finals / non-Olympic events	7.12.1.1
Tied scores – Elimination Events	7.7.3.4
Time allowances – marking, reporting, information	7.6.6.1.5
Time extension by the Jury – marking on the score card /score board	7.6.5.3
Time extension by the Jury – moving to another firing point	7.6.5.2
Time extension by the Jury – stop firing more than 5 minutes	7.6.5.2
Time extension by the Jury – to slow marking or changing of targets	7.6.3.1.2.2
Too many shots in an event or position	7.6.6.2
Too many shots per target	7.6.6.3
Too many shots per target – 2 occurrences	7.6.6.3.1
Too many shots per target – more than 2 occurrences	7.6.6.3.1
Too many shots per target – three position events	7.6.6.3.2
Too many shots per target – transfer the values of excessive shots	7.6.6.3.3
Transfer the values of excessive shots – count back situation	7.6.6.3.4
Transfer the values of excessive shots – too many shots per target	7.6.6.3.3
Trigger Pull – 300 m Standard Rifle	7.4.3.4.1
Unapproved rifle or equipment	7.6.6.1.1
Undergarment	7.4.9.7.2



Underwear	7.4.9.7.1
Unfair advantage over others	7.4.1.1
Verbal Protests	7.13.2
Verifying of rifles	7.2.5.2
Violation of safety rules	7.9.6.8
Warning – expressed in terms – yellow card	7.9.6.1
Warning – recording on an Incident Report	7.9.6.1
Wind flags	7.4.1.2
Withdrawing of a shooter	7.6.4.3
Women's events	7.1.4
Written Protests	7.13.3