

ISSF 25m STANDARD PISTOL – EST

Before the competition

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets set to 'sighters' mode
- Range Incident Forms / Malfunction computation forms
- Be familiar with the operation of the targets and printers
- (for competition) check
 - Shooters in the correct bays
 - Pistols and other equipment approved
 - Shooters wearing Start numbers if provided

Preparation and sighting series:

Check the range is clear of personnel:

5 minutes before start call...

“PREPARATION TIME BEGINS NOW”

Start stopwatch

After 5 (five) minutes, reset stopwatch, and call...

“SIGHTING SERIES ... LOAD”

Start stopwatch

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

After about 30 secs switch targets to 'match' mode

Competition series:

After a minute pause from last STOP command

“150 (or 20, or 10) SECONDS SERIES ... LOAD”

Start stopwatch

After 1 minute, call...

“ATTENTION” and activate the targets

At the end of the series, call...

“STOP ... UNLOAD”

Allow one minute before next call

Repeat this procedure for a total of four series in each of 150, 20 and 10 seconds

At the end of the relay:

Announce bay numbers for random checks

Clear all pistols for casing and removal

Complete Range Report, and forward to Classification Office



Course of Fire

Preparation Time

- 5 minutes

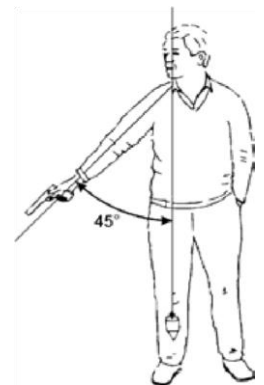
Sighting series

- 1 series of 5-shots in 150 secs

Competition series

- 4 series of 5-shots in 150 secs, then
- 4 series of 5-shots in 20 secs, then
- 4 series of 5-shots in 10 secs

The Ready Position



Malfunctions:

- For an **ALLOWABLE** malfunction in the **SIGHTING** series the shooter is allowed to reshoot but is only allowed to load sufficient rounds to complete the series.
- For a **NON_ALLOWABLE** malfunction in the **SIGHTING** series there is no reshoot allowed.
- For an **ALLOWABLE** malfunction in a **COMPETITION** series the shooter is allowed one (1) reshoot in the 150secs stage and one (1) reshoot in the combined 20secs and 10secs stages.
- For a **NON_ALLOWABLE** malfunction there is no reshoot.