

# ISSF 25m RAPID FIRE PISTOL – Paper Targets

## Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets and Patches
- Score sheets (Registers)
- Range Incident Forms
- Be familiar with operation of the timer
- Collect ammunition for velocity testing
- (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,  
3 minutes before the competition time, call...

**“PREPARATION TIME BEGINS NOW”**

Start stopwatch

After 3 (three) minutes, reset stopwatch, and call...

**“8 SECONDS SIGHTING SERIES ... LOAD”**

Start stopwatch

After 1 minute, call...

**“ATTENTION”** and activate the targets

At the end of the series, call...

**“STOP ... UNLOAD”**

Clear all pistols – flags to be inserted

Allow scoring personnel forward

After all personnel have returned, call...

**“8 (or 6 or 4) SECONDS SERIES ... LOAD”**

Start stopwatch

After 1 minute, call...

**“ATTENTION”** and activate the targets

At the end of the series, call...

**“STOP ... UNLOAD”**

Clear all pistols – flags to be inserted

Allow scoring personnel forward

After all personnel have returned...

Repeat this procedure for a total of six series.

## At the end of the relay and all personnel have returned:

- Announce bay numbers for trigger checks and velocity testing.
- Clear all pistols for casing and removal
- Complete Range Report, and forward to Classification Office



## Course of Fire

### Preparation Time

- 3 minutes

### Sighting series

- 1 series of 5-shots in 8 seconds

### Competition series

- 2 series of 5-shots in 8 seconds
- 2 series of 5-shots in 6 seconds
- 2 series of 5-shots in 4 seconds

## Targets



ISSF 25m Rapid Fire Pistol Target  
Targets are scored at the target line.

## 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 re-shoot allowed.
- For an **ALLOWABLE** malfunction in a **COMPETITION** series, the shooter is allowed one (1) re-shoot in each 30-shot Stage.
- For a **NON-ALLOWABLE** malfunction in a **COMPETITION** series, there is no re-shoot.

Velocity Testing – the jury will advise if this is to be done and the procedure to be followed.