

FINALS

Revision 06/05/14

Shooters must be at the firing positions **20 min.** before the scheduled starting time for the Finals.
(7.14.4.1.1) – *Scheduled start time is the start (Load command) of the first competition round*

10 Minutes before the start time announce the following (should be word for word)

“This is the Finals competition. During your 3 minutes preparation time you are allowed dry firing followed by 5 minutes time for unlimited sighting shots. The 10 competition shoots are fired shot-by-shot on command, one shot per target. The time limit is 75 seconds per shot”

(8 min and 30 sec before start time) Command - **Preparation time begins now** - a 3 min preparation time is allowed, before and during which shooters may handle firearms, dry fire, and carry out holding exercises only. (7.14.4.2.1)

During this time, **introduce the competitors to the spectators**

Then a **5 Minute sighting in time "Sighting Time - START"** where unlimited sighters are allowed with each shooter generally having 4 targets to use. The competition targets will be 1 shot per bull. The Range officer will give a warning **30 seconds** before the end of sighting time. (7.14.6.1 & 7.14.6.1.1)

After 5 Minutes - **“STOP”**

Aiming exercises with an uncocked Rifle are allowed between commands *Stop* and *Load*
Dry firing in any form is prohibited. (7.14.6.3.6)

The following are the commands used when the preparation time is finished and a **30 Second Pause** has taken place. (7.14.6.3)

*** FOR THE FIRST (NEXT) COMPETITION SHOT ***

LOAD! No cocking of the Air Rifle or closing of the bolt of the rifle may take place and no pellet or shell can be placed in the chamber before this command is given.

ATTENTION! do this countdown on 1 sec intervals for each word

3 – 2 – 1 - START! You now have **75 seconds** to fire the shot - any shot fired before the “start” command or after the time limit will be scored as a “0”.

STOP! After last shot is fired or after **75 seconds** (45 sec in Prone)
Shots fired before Start or after Stop are scored as Zero

CHANGE TARGETS! The targets must only be brought back to the firing line after the command to change targets has been given. (7.14.6.3.5)

Score targets and announce scores to everyone - any protests? - Any protests must be immediate and made by the shooter or his coach by holding up his hand. ! Jury decision at this time is Final!

FOR YOUR NEXT.... -- repeat the above sequence until 10 shots are fired

At the end of 10 shots, shooters *do not leave the line* until it is determined if there are any ties - if there are, the tied shooters will stay on the line and break the tie by a shot-for-shot shoot-off. (Important in a National or International Shoot)

FINALS – How To.Doc

1	2	3	4	5	6	7	8	9	10
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Other Notes re Finals Competitions

During 20 minute time period before the start of Prep time, the range officer should check names, bib/competitor numbers, and firing positions.

Clothing should also be double checked for compliance with all rules including sponsorship rules

Notes:

For Air Rifle and 50M competitions, the top 8 shooters in the Qualifications move into the Final event.

Results of these finals are added to the qualification scores to reach the final placing.

Shots in the final are scored to each 0.1 of a point with the maximum being 10.9

Any Finalist not in assigned shooting position at the start time is automatically given the last place in the Finals results and he is not allowed to participate in the Finals (7.14.5.1)

The discharge of gas in Air Rifles is *not permitted* during 3 Minute Preparation Time - violations – 1st time – warning, 2 point penalty if repeated. (7.14.4.3)

Every shot fired before or after the allocated shooting time is scored as a zero (7.14.6.3.3)

If 2 or more shots are fired during the single shot time, the target is scored as a zero (7.14.6.3.4)

Malfunctions During The Finals

In case of an allowable malfunction, the shooter is allowed to complete or repeat the unfired shot once during the Finals, if he can repair or replace his rifle or ammunition within 3 minutes after the malfunction has been declared “allowable” (7.14.9). In case on non-allowable malfunctions, no re-shoot is allowed. The shooter may try to correct the malfunction in the time remaining

Allowable Malfunctions (7.8.1.1)

A cartridge fails to fire or a bullet or pellet is lodged in the barrel.

The rifle fails to fire although the trigger has been operated.

The extractor fails to extract the cartridge

Single Target Failure

When a single target fails to function, the shooter will be moved to a reserved position. On the shooters request, he will be allowed an additional two (2) minutes period for sighting shots, before he repeats the missed previous competition shots. (7.14.10.6)