



CISM

CONSEIL INTERNATIONAL DU SPORT MILITAIRE
INTERNATIONAL MILITARY SPORTS COUNCIL
CONSEJO INTERNACIONAL DEL DEPORTE MILITAR
INTERNATIONALER MILITAERSPORTVERBAND

المجلس الدولي للرياضة العسكرية

CSC Shooting

22.09.2017

Training Manual for Officials for the 300m CISM Cadet Military Rapid Fire RIFLE Match

1. COMPETITION

- 1.1 Be sure the range is clear.
- 1.1.1 Call athletes to the firing line. Check names, Bib (start) numbers and firing positions.
- 1.1.2 Notify Register Keepers of any changes.
- 1.1.3 Has equipment been checked? Mark Start List Y/N Check the athletes clothing to ensure compliance with rules.
- 1.2 ANNOUNCE (5 minutes before the Preparation and Sighting Time starts).
"ATHLETES TO THE LINE"
- 1.2.1 Prior to the Preparation and Sighting Time, close to the end (before the scheduled Preparation and Sighting Time), announce: "(Welcome to the 300m CISM Cadet Military Rapid Fire RIFLE Match MEN / WOMEN...")
- 1.2.1.1 "Your target is set to record sighting shots. A limited number of 20 sighting shots is allowed during the 5 minutes Preparation and Sighting Time before each competition stage.
The program consists of a prone shooting stage with three (3) series of five (5) shots in 30 seconds and a kneeling shooting stage with three (3) series of 5 shots in 60 seconds.
The firing will cease with a 3 seconds long whistle tone. During the whistling, the competitors may fire. Each shot fired after the end of the 3 seconds whistling will be recorded as zero."

After each sighting shot the target shows the value and the position of the hit on the target.
- 1.2.1.2 COMMANDS after 5 minutes of the command athletes to the line:
"FOR FIVE (5) MINUTES PREPARATION AND SIGHTING TIME – LOAD" (pause 5 seconds)
"START"
- 1.2.1.3 COMMANDS after 4 minutes and 30 seconds in the Preparation and Sighting Time:
"THIRTY (30) SECONDS"
- 1.2.2 COMMANDS after the five (5) minutes have ended:
"END OF PREPARATION AND SIGHTING – STOP – UNLOAD." "Reset targets." (pause 30 seconds) (ISSF § 6.11.1.2)



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- 1.2.2.1 **“TAKE YOUR MAGAZINE EQUIPPED WITH FIFTEEN (15) ROUNDS – LOAD”** (pause 30 seconds)
- 1.2.2.2 **“GET READY FOR THE FIRST SERIES IN POSITION PRONE”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 30 seconds time to shoot the series of 5 shots)
- 1.2.2.3 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 27 to 30 seconds) the competitors may fire. Each shot fired after the end of the 3 seconds whistling will be recorded as zero.
(pause 1 minute)
- 1.2.2.4 **“GET READY FOR THE SECOND SERIES IN POSITION PRONE”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 30 seconds time to shoot the series of 5 shots)
- 1.2.2.5 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 27 to 30 seconds) the competitors may fire.
(pause 1 minute)
- 1.2.2.6 **“GET READY FOR THE THIRD SERIES IN POSITION PRONE”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 30 seconds time to shoot the series of 5 shots)
- 1.2.2.7 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 27 to 30 seconds) the competitors may fire.
- 1.2.2.8 **“UNLOAD – UNLOAD CONTROL FOR ALL SHOOTERS”** (wait until all rifles are checked)
- 1.2.2.9 **“TEN (10) MINUTES CHANGEOVER TIME – START”**

The competitors can now move up and prepare themselves for the kneeling position. During this time, dry firing and aiming exercises are allowed. The competitors can now also refill the magazine with 15 rounds. The rifle **MUST NOT** be loaded!
- 1.2.2.10 **COMMANDS** after 9 minutes and 30 seconds in the Changeover Time:
“THIRTY (30) SECONDS”
- 1.2.2.11 **COMMANDS** after the ten (10) minutes have ended:
“CHANGEOVER TIME IS OVER - STOP”
- 1.2.2.12 **COMMANDS: “FOR FIVE (5) MINUTES PREPARATION AND SIGHTING TIME – LOAD”**
(pause 5 seconds) **“START.”**



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- 1.2.2.13 **COMMANDS** after 4 minutes and 30 seconds in the Preparation and Sighting Time:
“THIRTY (30) SECONDS”
- 1.2.3 **COMMANDS** after the five (5) minutes have ended:
“END OF PREPARATION AND SIGHTING – STOP – UNLOAD.” “Reset targets.”
(pause 30 seconds) (ISSF § 6.11.1.2)
- 1.2.3.1 **“TAKE YOUR MAGAZINE EQUIPPED WITH FIFTEEN (15) ROUNDS – LOAD”**
(pause 30 seconds)
- 1.2.3.2 **“GET READY FOR THE FIRST SERIES IN POSITION KNEELING”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 60 seconds time to shoot the series of 5 shots)
- 1.2.3.3 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 57 to 60 seconds) the competitors may fire. Each shot fired after the end of the 3 seconds whistling will be recorded as zero.
(pause 1 minute)
- 1.2.3.4 **“GET READY FOR THE SECOND SERIES IN POSITION KNEELING”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 60 seconds time to shoot the series of 5 shots)
- 1.2.3.5 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 57 to 60 seconds) the competitors may fire. (pause 1 minute)
- 1.2.3.6 **“GET READY FOR THE THIRD SERIES IN POSITION KNEELING”** (pause 5 seconds)
“ATTENTION – 3 – 2 – 1 – FIRE”
(the competitors now have 60 seconds time to shoot the series of 5 shots)
- 1.2.2.7 **3 SECONDS LONG WHISTLING TONE.** During the whistling (in the series time from 57 to 60 seconds) the competitors may fire.
- 1.2.2.8 **“UNLOAD – UNLOAD CONTROL FOR ALL SHOOTERS”**

To ensure safety, when placing a gun down to leave the firing point or when firing is complete, all guns must be unloaded with actions (bolt or locking mechanism) open and safety flags inserted. The rifle must not be removed from the firing line during the course of fire except with the permission of a range official. Before the athlete leaves the firing point, the athlete must ascertain and the Range Officer must verify that the action is open and there is no pellet in the chamber or magazine and a safety flag is inserted. If the athlete boxes his rifle or removes it from the firing point without having it checked by the Range Officer, he may be disqualified. (ISSF § 6.2.2.4, 6.2.2.5).



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- 1.2.3. Electronic targets: The athlete should sign the printer strip (ISSF § 6.10.4 e).
- 1.2.4. TIE-BREAKING
All tied scores will be broken as following (ISSF § 6.15.1):
- a) The highest number of inner tens;
 - b) The highest score of the last ten (10) shot series working backward by 10-shot series in full ring scoring (not inner tens or decimals) until the tie is broken;
 - c) If any ties remain, scores will be compared on a shot-by-shot basis using inner tens (i. e. an inner ten outranks a 10 that is not an inner ten) beginning with the last shot, then the next to the last shot, etc.;
 - d) If any ties remain, and EST are used, scores will be compared on a shot-by-shot basis using decimal ring scores beginning with the last shot, then the next to the last shot, etc.;
 - e) If any ties remain, the athletes must have the same ranking and must be listed in Latin alphabetical order using the athlete's family name.

1.3 NOTES

- 1.3.1 Range Officers must move continually and quietly while observing the athletes at all times.
- 1.3.2 Shots fired before "START", a penalty may be imposed (ISSF § 6.11.1.1e).
- 1.3.3 Each shot fired after the end of the 3 seconds whistling will be recorded as zero. Not enough shots fired in a series have to be scored as zero(s).
- 1.3.4 Interruptions
For rapid fire series (based on ISSF § 8.8.1):
If shooting is interrupted for safety or technical reasons (without being the fault of the athlete):
- a) If the elapsed time is **more than 15 min.**, the Jury must allow one (1) extra sighting series of five (5) shots;
 - b) If the series is interrupted it must be annulled and repeated. The repeated series must be recorded and credited to the athlete.
- 1.3.5 Malfunctions
One (1) allowable malfunction per competition is permitted. If a competitor should have malfunctions, the ISSF Rules and Regulations for the Standard Pistol Event are applicable (ISSF § 8.9.4.5).