



**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 CISM Cadet Rapid Fire Pistol Match 25m**

### **1. COURSE OF FIRE**

The match consists of 30 competition shots divided into a precision phase and a rapid fire phase in which 15 shots in each phase are fired in the following order:

2. Sighters: 5 Shots in 5 Minutes
- Precision Fire: 3 series of 5 Shots in 5 minutes, scoring after each series.
- Rapid Fire: 5 Shots in 50 Seconds  
5 Shots in 40 Seconds  
5 Shots in 30 Seconds

### **RANGE OFFICERS CHECK Electronic Scoring Target (EST):**

#### **1.1 MUST HAVE BEFORE PRE-EVENT AND EVENT**

- Hearing protection
- Stopwatch(es)
- Start list (most recent)
- Replacement printer, tape, score cards
- Sound system,
- Knowledge of Electronic Scoring Target system,
- Range Incident Report and Protest ,
- Range Register, black/blue pens, etc. available,
- Chief Range Officer (CRO) should have CISM and ISSF Rule Book visible

#### **1.2 PROCEDURE**

- CRO clears personnel from target area.
- Be sure the range is clear.
- Call athletes to the firing points 10 minutes before the competition starts. Check names, Bib (start) numbers and firing positions.
- Notify Register Keepers of any changes.
- Check athletes clothing to ensure compliance with CISM Cadet rules.  
(For Clothing, only the field uniform with according cap is allowed.  
No special shooting glasses, straps, eye-covers or hats are allowed.)

#### **1.3 PRECISION STAGE**

#### **1.4 COMMANDS**

CRO calls:



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**1.4.1 "ATHLETS TO THE LINE"**

- Only on command, athletes can remove their pistols from their boxes and handle their pistols
- Pre-competition checks by the Jury and Range Officers must be completed before the Preparation Time starts.

**1.4.2 "PREPARATION TIME BEGINS NOW"**

- start stopwatch, wait 5 min., then call out series and give appropriate command:

**1.4.3 "FOR THE SIGHTING SERIES... LOAD"**

- The athlete must prepare himself within one (1) minute with the correct number of cartridges;
- After 1 min. turn on green lights by activating system (don't forget 7 sec. delay in some system).
- At end of series (5 min.) red light come on, check for malfunction and give command:

**1.4.4 "UNLOAD"**

- Make the range safe – Safety flags;
- Wait until the technical officer has changed the sighting targets to competition targets (check the monitors);
- There must be a pause of one (1) minute before the Range Officer gives the next command:

**1.4.5 "FOR THE FIRST (NEXT) SERIES ... LOAD"**

- The athlete must prepare himself within one (1) minute with the correct number of cartridges.
- After 1 minute give command "ATTENTION," and activate the EST target system (don't forget 7 sec. delay in some systems).
- At end of series (5 min.) edges targets or red light come on, check for malfunction and give Command:

**1.4.6 "UNLOAD"**

- Make the range safe – Safety flags;
- There must be a pause of one (1) minute before the Range Officer gives the next command:

**1.5.1 MALFUNCTIONS IN SIGHTING SERIES**

- If a Malfunction (allowable or non-allowable) occurs in the sighting series, it must not be registered as a malfunction.
- If an ALLOWABLE Malfunction occurs, the athlete may complete the sighting series by continuing to shoot the unfired shots within the specified time for the sighting series for that event.
- In sighting Serie the unfired shots may be fired immediately, in a maximum of two (2) minutes.



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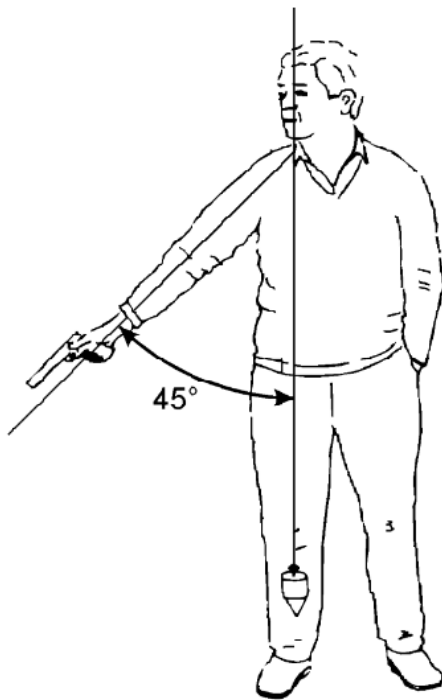
- If a NON-ALLOWABLE Malfunction occurs in the sighting series, no further sighting shots may be fired.

### 1.5.2 MALFUNCTIONS IN PRECISION STAGE

- One malfunction is allowed in the precision stage.
- The number of shots is recorded and the series may be completed.
- Shot(s) to complete the series must be fired in the immediately following series in a time of one (1) minute allowed for each shot to be fired.
- Any shots(s) not fired or not hitting the targets must be scored as miss(es), (zero(s);
- The five shot series must be scored in the normal manner.

### 1.5.3 EARLY OR LATE SHOTS

- Any shot fired after command "LOAD" but before the start of MATCH series, must not be counted in the competition and two (2) point penalty must be deducted following series. Penalty does not apply in sighting series. The athlete must not continue but report to the Range Officer to be allowed to repeat the series. If procedure is not followed and athlete continues original series, early shot is scored as zero.
- In Precision Stage, if a shot(s) is fired after command or signal "STOP," that shot must be counted as a miss. If shot(s) cannot be identified, the highest valued hit(s) must be deducted from the score of that target and scored as a miss(es). In the 25m Pistol Rapid Fire Stages, shooting must start from the READY position (see drawing)



In the READY position, the athlete's arm must point downward at an angle of not greater than 45 degrees from the vertical. The arm with the pistol must not be pointed at the ground within the forward edge of the firing point. After the series begins, the pistol may not rest on the bench or shooting table. The arm must remain in this position while waiting either for the appearance of the target or, when EST are used, for the green light(s) to come on.

Ready Position Violations A READY position violation occurs when an athlete

- a)** Raises his arm too soon and this movement becomes part of the arm lift (continuous motion);
- b)** Does not lower his arm sufficiently; or
- c)** Raises his arm above 45 degrees before the light changes or the targets start to turn.

Procedures for Ready Position Violations

WHEN A READY POSITION VIOLATION OCCURS;

- a)** The athlete must be warned by a Jury Member and the series must be recorded and repeated;



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- b) When the series is repeated in the 25m events, the athlete must be credited with the five (5) lowest value hits in the two (2) series (or three (3) series should a malfunction be involved);
- c) If the fault is repeated in the same stage of 30 shots, the same procedure must be applied and the athlete must be penalized by a deduction of two (2) points from his score; and
- d) If a third violation of this Rule occurs, the athlete must be disqualified.

## 1.6 **RAPID FIRE STAGE**

- CRO calls:

### 1.6.1 ***"We continue the competition with the rapid fire stage"***

### 1.6.2 ***"FOR THE FIRST (NEXT) SERIES IN ...SECONDS - LOAD"***

- After 1 min. give command:

### 1.6.3 ***"ATTENTION"***

- The red lights must be switched on;  
After a delay of seven (7) sec. (+/-0.1 sec.) either the green lights will come on, or the target will be turned to face the athlete.
- The pistol must not rest on the bench, or shooting table, during the series.
- A series is considered as at end of series, check for malfunctions, then give command:

### 1.6.4 ***"UNLOAD"***

- Make the range safe - Safety flags.
- After last series, CRO announces :

**ALL ATHLETES MUST NOT REMOVE THEIR PISTOLS UNTIL THE RANGE OFFICER HAS CHECKED THEM FOR SAFETY.**

**PLEASE SIGN YOUR PRINTER TAPE BEFORE LEAVING THE RANGE."**

## 1.7.1 **INTERRUPTIONS**

### 1.7.2 **TOO MANY COMPETITION SHOTS FIRED (ISSF § 8.8.2.1)**

### 1.7.3 **TOO MANY SIGHTING SHOTS FIRED (ISSF § 8.8.2.2)**

## 1.7.5 **MALFUNCTIONS IN RAPID FIRE SERIES**

- One malfunction is allowed in the Rapidfire stages.
- The number of shots already fired must be recorded and the series may be repeated;
- The athlete must fire all five (5) shots at the target(s) in any repeat series.  
Any shot(s) not fired or not hitting the target in the re-fire must be scored as zero(s).
- Should a second malfunction occur, then the athlete may not re-fire again



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(but unfired shots must NOT be scored as zero(s). The athlete may continue to shoot the remainder of the event. The score must be recorded as the total of the five (5) lowest valued hits on the Target.

- If the athlete is unable to complete a full series in the one (1) permitted re-fire, he must be credited only with as many of the lowest value hit(s) as the highest number of shots he has fired in the series or in the repeat series.

#### 1.7.6 **EARLY OR LATE SHOTS**

- Any shot fired after command "LOAD" but before the start of MATCH series, must not be counted in the competition and two (2) point penalties must be deducted following series. Penalty does not apply in sighting series. Athlete must not continue but report to the Range Officer to be allowed to repeat the series. If procedure is not followed and athlete continues original series, early shot is scored as zero.