



**ESC CHALLENGE**  
**25M RAPID FIRE PISTOL DUET**  
**(Men + Women / Men Junior + Women Junior)**  
**Description of the format and the competition rules**

**1. FORMAT**

**a) General**

25m RFP Duet is a format for competitions between teams. Each Team must consist of two (2) athletes from the same nation (1 female, 1 male) who should wear the competition clothing with national colors and identification as per applicable Rules.

In a championship, in each competition, nations may enter a maximum of two (2) teams. A minimum of five (5) teams must participate in event.

Each of the two (2) athletes entered in the competition must be registered by the set deadline but may be changed for other athletes registered in the Championship by latest 12:00 the day before the start of the Competition.

**b) Number of stages**

The competition consists of two stages:

- Qualification
- Final

**c) Qualification part 1**

Each of two athletes will fire two (2) series of five (5) shots in eight (8), six (6) and four (4) seconds. In total sixty (60) shots per Team.

The scores of each team member will be added together and the combined results will be ranked. The eight (8) top-ranked Teams will progress to the Qualification part 2.

**d) Qualification part 2**

Scores from Qualification part 1 are not carried forward to Qualification part 2. All teams start from zero. Each of three athletes will fire four (4) series of five (5) shots. Four (4) series in 4 seconds. In total twenty (20) shots by each Team member, forty (40) shots for the whole Team. The scores of each team member will be added together and combined results will be ranked. The four (4) top-ranked teams will progress to the Medal Matches.

The two (2) top-ranked teams will progress to the Gold Medal Match (GMM) and the third and fourth ranked teams will progress to the Bronze Medal Match (BMM).

**e) Medal Matches**

Medal Matches take place in the Final Hall. The Bronze Medal Match will take place first, at the assigned time, followed by the Gold Medal Match. One team will compete against the other team. They start from zero.

The coach of team in Medal match must decide and inform RTS Jury after Qualification part 2 which athletes will shoot on which firing point.

Athletes in Team ranked third/first after Qualification should take positions on firing points A B. The Team ranked fourth/second after Qualification should take positions on firing points C, D.

Each athlete will fire Series of five (5) shots in four (4) seconds on hit and miss basis. Hit zone is 9,7 or higher. Athletes will fire on command. Athlete on A, C together and athlete on B, D together on command.

In each series the Team with the highest combined number of hits compared against the other Team in the Match will be awarded with 2 points. The first team to score sixteen (16) points or more will be declared the winner of the Match.

In case of a tie where both teams have scored sixteen (16) points, the Match will continue with one (1) additional series fired by all members of each team to decide the tie. If the scores are still tied the teams will continue to shoot additional series on command until the tie is broken.

## **2. COMPETITION RULES**

### **a) Targets and Ranges**

25m range must be used.

Qualification part 1 and Qualification part 2 take place in the Qualification range. Medal Matches take place in the Final Hall. Electronic Scoring Targets for all ranges

### **b) Scoring at the Qualification range.**

Full ring (integer) scoring.

All scores are not carried forward to the next level.

### **c) Scores and rankings**

The scores and rankings of the teams are based on the total scores of their two (2) members.

### **d) Tied scores**

Ties will be broken by applying ISSF Rule 6.15.5.

### **e) Malfunctions**

Malfunctions will be governed according to ISSF Rules. One (1) malfunction per each Team member in each part of Qualification. Malfunction is repeated immediately while others stand by. Only athlete with malfunction will fire.

## **2.1 QUALIFICATION PART 1 PROCEDURE**

If there are more teams than available firing points, Part 1 is held in more Relays.

Firing points for each Team are allocated randomly by software. Both athletes from one team shot on one (1) firing point. They must take their positions on the left and right sides of the shooting station so that at least one (1) foot touches the line that marks the left or right side of the shooting station. Female athlete is on left side of firing point.

Each athlete fires independently of their Team member on command of CRO.

Athletes will be called to the line ten (10) minutes before the scheduled Start time of the event.

### **a) Course of fire**

Preparation time: three (3) minutes.

Sighting Series: One (1) series of five (5) shots in 8 seconds

Each of three athletes will fire two (2) series of (5) shots in 8-, 6- and 4-seconds time.

The scores of each team member will be added together and the team results will be ranked. The eight (8) top-ranked Teams will progress to Part 2.

### **b) Commands**

#### **Sighting series:**

#### **“SIGHTING SERIES – LOAD”**

All athletes have one (1) minute to load one (1) magazine. They load one (1) magazine, but they do not insert magazine until “Ready” command for their side is not given

One (1) minute after the command “Load”, the CRO will command

#### **“LEFT SIDE – READY”**

Athletes have fifteen (15) seconds to insert a magazine and prepare to fire.

**“ATTENTION”** – the red lights are turned on. Athletes must come to the READY position

At the end of the series after a pause of fifteen (15) sec (CRO must confirm targets are ready for the next series)

#### **“RIGHT SIDE – READY”**

Athletes have fifteen (15) seconds to insert a magazine and prepare to fire.

**“ATTENTION”** – the red lights are turned on. Athletes must come to the READY position

**“STOP – UNLOAD”** at the end of the series.

The targets will be switched from sighting to match.

#### **Match:**

#### **“8s/6s/4s SERIES – LOAD”**

All athletes have one (1) minute to load one (1) magazine. They load one (1) magazine, but they do not insert magazine until #Ready# command for their side is not given

One (1) minute after the command “Load”, the CRO will command

#### **“LEFT SIDE – READY”**

Athletes have 15 seconds to insert a magazine and prepare to fire.

**“ATTENTION”** – the red lights are turned on. Athletes must come to the READY position

At the end of the series after a pause of 15 sec (CRO must confirm targets are ready for the next series)

#### **“RIGHT SIDE – READY”**

Athletes have 15 seconds to insert a magazine and prepare to fire.

**“ATTENTION”** – the red lights are turned on. Athletes must come to the READY position

**“STOP – UNLOAD”**

There must be at least thirty (30) second break until next series starts.

## **2.2 QUALIFICATION PART 2 PROCEDURE**

There must be at least fifteen (15) minutes break between Qualification part 1 and the start of Preparation time of Qualification part 2 to allow for the display of results, any protests and for the RTS Jury to check the targets.

If there are more teams than available firing points, Part 2 is held in more Relays. Firing points for each Team are allocated randomly by software. Members of each Team shoot next to each other.

Each athlete fires independently of their Team member. Athletes will be called to the line ten (10) minutes before the scheduled Start time of the event.

### **a) Course of fire**

Preparation time: three (3) minutes.

Sighting Series: One (1) series of five (5) shots in four (4) seconds

Each athlete will fire four (4) series of (5) shots in four (4) seconds (total 40 shots per Team).

The scores of each team member will be added together and the team results will be ranked. The four (4) top-ranked Teams will progress to the Medal Matches. Part 2 is shot in same manner as Part 1.

### **2.3 MEDAL MATCHES PROCEDURE**

After athletes have been called to the line, they will be allowed two (2) minutes preparation time.

Each athlete will fire Series of five (5) shots in four (4) seconds on hit and miss basis. Hit zone is 9,7 or higher. Athletes will fire on command. Athlete on A, C together and athlete on B, D together.

The procedure for conducting all Matches is the same with appropriate wording used by the CRO in each case.

### **a) Reporting Time**

All eight (8) athletes who qualify for the Final must report to the Finals Range Preparation Area, with all necessary equipment, at least thirty (30) minutes before the Start Time of the Bronze Medal Match. Each Team may be accompanied by one Coach.

A two (2) hits penalty will be deducted from the score of the first competition series of the Team if one or more Team members do not report on time but reports at least twenty (20) minutes before start of BMM.

If one or more Team members do not report twenty (20) minutes before start of BMM, Team will not be allowed to start and will lose medal match as DNS.

### **b) Allocation of firing positions**

**BMM:** The Team ranked third after Qualification should take positions on firing points A and B. The Team ranked fourth after Qualification should take positions on firing points C and D.

**GMM:** The Team ranked first after Qualification should take positions on firing points A and B. The Team ranked second after Qualification should take positions on firing points C and D.

### **c) Equipment set-up**

Teams for BMM must be allowed to place their equipment on their allocated firing points at least twenty (20) minutes before the scheduled Start time. Coaches may assist their athletes. All must return to the preparation area not later than fifteen (15) minutes before the Start time.

No bags or transport boxes may be left on the Field of Play.

Teams for the Medal match must be ready to walk in eight (8) minutes before the Start time. An assistant must make sure that athletes are assembled in the correct order and must indicate to the CRO that they are ready.

Teams for the Medal Matches will enter the FOP one at a time. As each Team enters the FOP the Announcer will introduce them to the spectators. Athletes must stand in front of their designated firing points, facing the audience, and remain in that position until all have been presented,

including the Jury Member in Charge, and the Chief Range Officer. Teams for the GMM will remain in the Preparation area.

#### **d) Scoring for the Medal Matches**

Series of five (5) shots in four (4) seconds on hit and miss system. Hit zone is 9,7 or higher. The Team score is determined by the combined result of hits of the two members of the Team.

Points are awarded according to the total team score, as follow:

Highest total: 2 points

Tied scores: 1 point

Lowest total: 0 point

#### **e) Commands of the CRO**

##### **“Range is Ready for Medal Match”**

When all introductions have been made: **“Take your positions”**.

After one (1) minute for athletes to take their positions:

**“Preparation Begins now”**.

After two (2) minutes: **“End of preparation”**

**“Load”**

(Only one (1) “LOAD” command is given before the start of the first Sighting series. During the entire Final, athletes may continue to load magazines as required.

After one (1) minute **“( # Family Name of the athletes on FP A and C#) Sighting series Ready”** (fifteen (15) seconds pause) **“Attention”** and activate the lights.

After series is completed **“STOP.”** There will be fifteen (15) s break to change targets to next group.

**“( # Family Name of the athletes on FP B and D#) Sighting series Ready”** (fifteen (15) seconds pause) **“Attention”** and activate the lights.

After series is completed **“STOP.”** There will be thirty (30) s break to change targets to Match.

**“( # Family Name of the athletes on FP A and C#) First/next series Ready”** (fifteen (15) seconds pause) **“Attention”** and activate the lights.

After series is completed **“STOP” and CRO will announce number of hits per Team.** There will be fifteen (15) s break to change targets to next group.

**“( # Family Name of the athletes on FP B and D#) First/next series Ready”** (fifteen (15) seconds pause) **“Attention”** and activate the lights.

After series is completed **“STOP” and CRO will announce number of hits per Team.**

There should be at least twenty (20) s break after both Teams finishes series in which announcer will comment the teams score and rankings.

When Medal Match is decided, CRO will command: **“STOP-UNLOAD, MEDAL MATCH IS DECIDED!”**

#### **f) Announcer**

An Announcer should make brief comments on the points awarded to each Team and the current ranking as the match progresses after both Teams finishes series.

#### **g) Sequence in the Final**

After the end of the BMM, and after those athletes have left the range with their equipment, RTS Jury has checked targets, athletes for the GMM will set up Equipment for GMM. They will return to reporting area and prepare to walk in. They will walk in in the same manner as for BMM.

The winning Team will be declared the Gold Medalists and the runners-up will be declared the Silver Medalists.

#### **h) Time-out**

A Coach or athlete may request a "Time-out" by raising a hand whilst the announcements are being made after the completion of a series from both teams.

This may be requested once only during the Medal Match. The Coach may approach and speak to his athlete(s) on the firing-line for a maximum time of one (1) minute.

If a "Time-out" is requested by one Team, a Coach of the other Team may also approach and speak to his athlete(s) at the same time. This does not affect the opportunity of the other Team to request their own "Time-out". The time will be controlled by the Jury and CRO.

#### **i) Presentation of Medalists**

The Gold and Silver Medalists will be joined on the Field of Play by the Bronze medalists and line up, for official photographs and announcements.

#### **j) National identification, Dress-code**

The athletes from each nation are recommended to wear shooting clothes of same design and color decisions.

They must display their national identification on their shooting clothing as follows: The name of the country designated by 3 letters as determined by the IOC on their non-shooting shoulder.

#### **k) Malfunctions in Medal Matches**

Malfunctions in Medal Matches will be governed according to ISSF Rules (only one (1) malfunction will be allowed for each Team member during the Medal Match). Malfunction is repeated immediately while others stand by.

#### **l) Penalties**

All penalties will be applied according to ISSF rules.

#### **m) Music & Spectator Activity**

During the Qualification stages and the Medal Matches, music is allowed. Enthusiastic audience support is encouraged and is recommended during the Medal Matches.

#### **n) Irregular or disputed matters**

Will be decided by the Jury according to ISSF Rules.