



**10M AIR RIFLE/AIR PISTOL  
ESC CHALLENGE  
Solo U-16 &U-18 MJ/WJ  
Description of the format and the competition rules**

**1. FORMAT**

**a) General**

It is a format for competitions between Individual athletes of the same gender.

**b) Number of stages**

The competition consists of two stages:

- Qualification
- Final

**c) Qualification**

Consists of Qualification part 1 and Qualification part 2.

In Qualification part 1 each athlete will fire thirty (30) shots in a time limit of thirty (30) minutes. The best sixteen (16) athletes will qualify to Qualification part 2.

In Qualification part 2 athletes will fire twenty (20) additional shots in time limit of twenty (20) minutes to decide the best four (4) which will qualify for the Final. The score of athletes is total number of Hits in Qualification part 1 and Qualification part 2

**d) Final**

Consists of a Medal Match in which four (4) athletes will fire single shots in time limit of 50 seconds. When an athlete has 5 misses he/she is ruled out. The winner will be the athlete NOT reaching 5 misses AFTER all others are ruled out before him/her.

**e) National identification, Dress-code**

The athletes must display their national identification on their shooting clothing as follows:

The name or flag of the country designated by 3 letters as determined by the IOC on their shooting jacket pocket for rifle.

The name of the country designated by 3 letters as determined by the IOC on their non-shooting shoulder for pistol.

**f) Penalties**

All penalties will be applied according to existing rules for 10m Air Rifle/Air Pistol events

**g) Music & Spectator Activity**

During the Qualification stages and the Finals, music is allowed.

Enthusiastic audience support is encouraged and is recommended during the Medal Matches.

## **h) Irregular or disputed matters**

Will be decided by the Jury according to existing rules for 10m Air Rifle/Air Pistol events for Men and Women.

## **i) Equipment**

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

## **2. COMPETITION RULES**

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

A 10m range must be used. The Finals must take place in a dedicated area of the Qualification range or in the Final Hall.

Electronic Scoring Targets for all ranges

### **b) Scoring**

Hit and Miss Scoring is used. Athletes score is the number of hits.

- Air Rifle HIT value is 10,3 or higher.
- Air Pistol HIT value is 9,8 or higher.

### **c) Malfunctions**

Malfunctions will be governed according to ISSF Rules for 10m Rifle and Pistol.

### **2.1 QUALIFICATION part 1**

Firing-points for each Athlete are allocated randomly by software.

Athletes from the same nation cannot shoot next to each other.

Athletes will be called to the line twenty (20) minutes before the scheduled Start time of the event.

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

Equipment Set up time: ten (10) minutes.

Preparation and Sighting time: ten (10) minutes.

Each athlete will fire thirty (30) shots in a time limit of thirty (30) minutes. The best sixteen (16) will qualify for the Qualification part 2

#### **b) Ranking and Ties in Qualification part 1**

If athletes have the same number of hits, the tie will be broken by the highest number of hits in the last ten shot series working backward. If any tie remains, the tie will be broken using a shot-by-shot basis using hits and misses beginning with the last shot, then to the next shot, etc.

If the Tie is still not broken, the athletes must have the same ranking and must be listed in alphabetical order using the athlete's family name. In case of more athletes tied on 16th place, all of them will qualify for Qualification part 2

### **2.2 QUALIFICATION part 2**

Score from Qualification part 1 is carried to Qualification part 2. The best 16 athletes will remain on their FP, not qualified athletes will remove their equipment from their FP. There must be 10 minutes break between the end of Q1 and the start of preparation and sighting time for Q2.

### a) Course of fire

Equipment Set up time: two (2) minutes.

Preparation and Sighting time: five (5) minutes.

Each athlete will fire twenty (20) shots in a time limit of twenty (20) minutes. The best four (4) will qualify for the Medal Match

### b) Ranking and Ties in Qualification part 2

If athletes have the same number of hits (Q1+Q2), the tie will be broken by the highest score of Qualification part 2. Any Tie remains it will be decided by highest number of hits in last ten shot series working backward for Qualification part 2 and Qualification part 1. If any tie remains tie will be broken using shot-by-shot basis using hits and misses beginning with the last shot, then to the next shot, etc.

If the Tie is still not broken, the athletes must have same ranking and must be listed in alphabetical order using athletes' family name. **If tie will remain for qualify to Final, the youngest athlete will Qualify for final.**

## 2.3 FINAL

After athletes have been called to the line, they will be allowed five (5) minutes preparation and sighting time. Each shot will be fired on command of the CRO, with all athletes firing a single shot in a time limit of fifty (50) seconds.

### a) Reporting Time

All four (4) athletes who qualify for the Final must report to the designated reporting Area, with all necessary equipment, at least 30 minutes before the Start Time of the Final. Each athlete may be accompanied by one Coach.

A one (1) hit penalty will be deducted from the first athletes hit if athlete does not report on time, but reports at least 20 minutes before start of Finals.

If athlete does not report 20 minutes before start of Final, he will not be allowed to start and will be ranked fourth as DNS.

### b) Allocation of firing positions and Bib Numbers

The Final will be held on dedicated part of the Qualification range or in the Finals hall.

Athletes will wear New Bib number for Final. Bib Number will display Athletes name and number which will represent his Qualification ranking.

Firing points will be allocated according to qualification ranking following the table:

A	B	C	D
4 <sup>th</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	3 <sup>rd</sup>

### c) Equipment set-up

Athletes 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.

Athletes will enter the FOP one at a time. As each athlete 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.

#### **d) Scoring for the Final**

Hit and Miss Scoring is used. Athlete's score is the number of hits.

- Air Rifle HIT value is 10,3 or higher.
- Air Pistol HIT value is 9,8 or higher.

#### **e) Ranking and ties in finals**

The Athlete who reaches five (5) misses is ruled out. The first ruled out athlete will take 4<sup>th</sup> place, the second ruled out athlete will take 3<sup>rd</sup> place, etc. When 3 athletes have missed 5 shots, the winner is decided. The winner will be the athlete NOT reaching 5 misses AFTER all others are ruled out before him/her.

If 2 or more athletes are ruled out after the same shot, their final ranking will be decided according to their Qualification ranking (Qualification part 2)

If there is a tie to decide the gold medal, it will be broken by single shots in time limit of fifty (50) seconds on HIT/MIS basis until tie is not broken.

#### **f) Commands of the CRO**

**"Range is Ready for the Medal Match"**

**"Athletes to the line"**

When all introductions have been made: **"Take your positions"**

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

**"Five minutes preparation and sighting time, Start".**

After 4 minutes 30 seconds, **"30 seconds"**

After 5 minutes, **"Stop"**.

After 30 seconds to allow the targets to be reset for the Match:

**"For the first (1<sup>st</sup>) competition shot, LOAD"** five (5) seconds **"START"**

After fifty (50) seconds, or when all four (4) athletes have fired a single shot. **"STOP"**

#### **g) Announcer**

An Announcer should make brief comments on hits of each athlete and the current ranking as the match progresses. The CRO will repeat the commands to **"LOAD"** and **"STOP"** until winner is decided.

#### **h) Presentation of Medalists**

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

#### **i) Malfunctions in Finals**

Malfunctions in Finals will be governed according rules for 10m Air Rifle/Air Pistol events. Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Final to continue without unnecessary delay.