



EYOF SKOPJE 2025  
**10M AIR RIFLE/AIR PISTOL**  
**EYOF 2025**  
**SOLO**

## 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 (male or female).

#### b) Number of stages

The competition consists of two (2) stages:

- Qualification (two parts)
- Final (Bronze Medal Match and Gold Medal Match)

#### c) Scoring

Hit and Miss Scoring is used during all stages. 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.

#### d) Targets and Ranges

A 10m range must be used for Qualification. Medal Matches must take place in the Final Hall.

Electronic Scoring Targets for all ranges.

### 2. COMPETITION RULES

#### A. QUALIFICATION

Consists of Qualification Part 1 (QP 1) and Qualification Part 2 (QP 2).

In QP1 1 each athlete will fire thirty (30) shots in a time limit of thirty (30) minutes. The best sixteen (16) athletes will qualify to QP 2. **The score from QP 1 is carried to QP 2.**

In QP 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 each athlete is total number of Hits in QP 1 and QP 2.

Athletes ranked first and second will qualify for Gold Medal Match. Athletes ranked third and fourth will qualify for Bronze Medal Match.

#### 2.1 QP1

##### a) Course of fire

Firing-points for each Athlete are allocated randomly by software. Athletes from the same nation cannot shoot next to each other.

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 QP 2.

## **b) Ranking and Ties in QP 1**

If the 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.

In case 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 tie is not unbroken for 16th place, all athletes will qualify for QP 2.

Score from QP is carried to QP 2.

## **2.2 QP 2**

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

Each athlete will fire twenty (20) shots in a time limit of twenty (20) minutes.

### **b) Procedure in case of one relay in QP 1**

The athletes remain on their original firing-points. The athletes who do not qualify for QP 2 should remove their equipment from the firing-line as soon as possible.

The Chief Range Officer will command athletes, "Take your positions" eight (8) minutes before the scheduled start time of Part 2. This allows five (5) minutes to take positions before the start of Preparation and Sighting time (three (3) minutes).

There must be 10 minutes break between the end of QP1 and command "Take your positions" for QP2.

### **c) Procedure in case of two relays in QP 1**

Athletes should remove their equipment from the firing-line as soon as possible. New start list with new firing points will be issued.

The Chief Range Officer will command athletes, "Take your positions" fifteen (15) minutes before the scheduled start time of Part 2. This allows ten (10) minutes to take positions before the start of Preparation and Sighting time (five (5) minutes).

There must be 10 minutes break between the end of QP1 and command "Take your positions" for QP2.

### **d) Ranking and Ties in QP 2**

If the athletes have the same number of hits (QP1+QP2), the tie will be broken by the highest score of QP 2. Any Tie remains it will be decided by highest number of hits in last ten shot series working backward for QP 2 and QP 1. 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 tied athletes will proceed to the shoot off to resolve tie.

### **e) Shoot off procedure**

Athletes which participate in shoot or their coaches off must report to designated part of the range latest 10 min after the end of QP 2.

They will be assigned to their Firing points (They will use the FP from QP2).

Three (3) minutes will be given to set up followed by three (3) minutes Preparation and Sighting time.

They will fire single shots in time limit of fifty (50) seconds on command on HIT/MISS basis until the tie is broken.

### **f) Malfunctions**

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

### 3. FINAL

Consists of the Gold Medal Match (GMM) and Bronze Medal Match (BMM).

The first athlete to reach ten (10) Hits will be declared the winner of the Medal Match.

#### a) Reporting Time

All four (4) athletes which 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 he/she 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/she will not be allowed to start and will be ranked fourth as DNS.

#### b) Allocation of firing positions

The Final will be held in the Finals hall.

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

A	B	C	D
BMM 4th	BMM 3rd	GMM 2nd	GMM 1st

#### c) Equipment set-up and presentation

All 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 for BMM 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 Members and the Chief Range Officer.

The same procedure will be repeated for GMM.

#### d) Match procedure

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. The score of athlete is number of Hits.

#### e) Ties in the Final

If there is a tie to decide the winner of the BMM or GMM, it will be broken by single shots in time limit of fifty (50) seconds on HIT/MISS 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) Malfunctions in Finals**

Malfunctions in Medal Matches will be governed according to ISSF Rules (only one (1) malfunction will be allowed for each athlete during the GMM or BMM).

Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Medal Matches to continue without unnecessary delay.

#### **i) Time-out in the Final**

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. This may be requested only once during the GMM/BMM. The Coach may approach and speak to his athlete on the firing-line for a maximum time of one (1) minute. If a "Time-out" is requested by one Coach, a Coach of the other athlete may also approach and speak to his athlete at the same time. This does not affect the opportunity of the other Coach to request his own "Time-out". The time will be controlled by the Jury and CRO.

#### **j) 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.

#### **4. 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. Athletes should wear national uniforms.

#### **5. Penalties and Irregular or disputed matters**

All penalties will be applied according to existing rules for 10m Air Rifle/Air Pistol events. All irregular or disputed matters will be decided by the Jury according to existing rules for 10m Air Rifle/Air Pistol events.

#### **6. Equipment**

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

#### **7. 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