



10m AIR RIFLE and 10m AIR PISTOL MIXED TEAM EVENTS

Description of the format and of the competition rules

1. GENERAL

The 10m Air Rifle and Pistol Mixed Team events consist of two stages: Qualification and Final.

A 10m enclosed range must be used for all relays.

Qualification will take place on the Qualification range.

Finals will take place in the Finals Hall.

Mixed team: One male and one female athlete from same Nation

Electronic Scoring Targets must be used for all stages.

2. QUALIFICATION

Scoring:

Air Rifle: Decimal scoring.

Air Pistol: Full ring scoring with inner tens

Qualification scores are not carried forward to the Final

Procedure

Teams in each relay will shoot on positions according to the published start lists. These will be produced showing the female athlete in each Team on the left of the male athlete.

Call to Line

Athletes will be called to the line twenty five (25) minutes before the scheduled Start time for each relay. All athlete checks by the Range Officers must be completed before the start of Preparation and Sighting time.

Preparation and Sighting

Ten (10) minutes Preparation and Sighting time.

Course of fire

Thirty (30) Match shots to be fired by each Team member in thirty (30) minutes. Each Team member shoots independently of their partner.

Subsequent relays

If there is more than one Qualification relay, there must be a fifteen (15) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to check the targets and reface as necessary.

CRO commands

25 minutes before the published Start time of the relay: "Athletes to the line"

Ten (10) minutes allowed for athletes to setup equipment on their allocated firing-points.

"Ten (10) minutes preparation and sighting time, Start".

After 9 minutes 30 seconds, "30 seconds".

After 10 minutes, "Stop".

After 20 seconds to allow the targets to be reset for Match:

'Match Firing START"

After 20 minutes, "10 minutes".

After 25 minutes, "5 minutes"

After 30 minutes, "STOP, UNLOAD".

Number of Teams to progress to the Final

The highest scoring six (6) ranked Teams will progress to the Final.

Tie breaking

Equal scores between Teams to determine progression to the Final will be decided by ISSF Tie-break Rule 6.15

3. FINAL

The Final consists of 2 Bronze Medal Matches (BMM) and the Gold Medal Match (GMM)

Teams ranked 4th and 5th after Qualification will contest the BMM 1

Teams ranked 3rd and 6th after Qualification will contest the BMM 2

Teams ranked 1st and 2nd after Qualification will contest the GMM

Procedure

Final scoring starts from zero.

All match shots in the Final (both Rifle and Pistol) will be scored with decimal scoring.

Firing points will be numbered R1, A, B...to...H, R2

The Teams ranked 4th and 5th (BMM 1) after Qualification will be allocated firing points B & C
The Teams ranked 3rd and 6th (BMM 2) after Qualification will be allocated firing points F & G

Reporting time

Athletes in ALL Medal Matches must report at least 30 minutes before the scheduled Start Time of a BMM 1.

Team Leaders are responsible for presenting their athletes to the Preparation Area and reporting to the Jury on or before that time.

Late reporting

An athlete or Team reporting later than 30 minutes before the published Start Time will receive a deduction of one (1) point from the combined score of the Teams first competition shots.
If an athlete or Team reports later than twenty (20) minutes before the Start Time, the Team will not be allowed to start and will be ranked and the last place in Bronze Medal Matches or 2nd in Gold Medal Match.

Athletes in all four Teams must report dressed in their competition clothing complete with all their shooting equipment needed for the Final and must bring a national team uniform that must be worn in the Victory Ceremony.

Jury Members and Equipment Control Officers must complete their pre-competition checks in the Preparation Area as soon as practicable..

Team Coaches must inform the RTS Jury during score Protest time from Qualification, if members of their Team wish to swap their former positions so that the female is on the right of the male during the Final.

Equipment set-up time

Teams in the Bronze Medal Matches must be allowed to place their equipment on their allocated firing points at least 20 minutes before the scheduled Start time. Coaches may assist their athletes. All must return to the preparation area not later than 15 minutes before the Start time

No Rifle/Pistol cases or equipment containers may be left on the Finals range Field of Play (FOP).

Teams 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 Bronze 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.

CRO commands

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

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

"Five minutes preparation and sighting time" 5 secs "START".

After 4 minutes 30 seconds: "30 seconds"

After 5 minutes: "STOP".

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

"For the first competition shot, LOAD" 5 secs "START".

After 50 seconds, or when all four athletes have fired a single shot.

"STOP"

Announcer

An Announcer should make brief comments on the points awarded to each Team and the current ranking as the Match progresses.

The CRO will repeat the commands to "Load", "Start" and "Stop" until all athletes have fired a single competition shot.

There is no recommended minimum time before the command to load the next shot, but the CRO should allow 15 seconds to prepare themselves for the next shot before continuing the sequence.

Scoring

Athletes will fire single shots on command in 50 seconds

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

Highest total: 2 points

Tied scores: 1 point

Lowest total: 0 points

The first Team to reach 16 points or more will be declared the winner of the Match

In case of a tie where both Teams have scored 16 points, the Match will continue with one (1) additional shot fired by both members of each team to decide the tie.

If the scores are still tied the teams will continue to shoot additional shots on command until the tie is broken.

Timeout during Medal Matches

A Coach or athlete may request a "Timeout" by raising a hand whilst the announcements are being made after the completion of a series.

A "Timeout" may be requested by each Team once only during the Medal Match. The Coach may approach and speak to his athletes on the firing line for a maximum time of thirty (30) seconds.

If a "timeout" is requested by one Team, a Coach of the other Team may also approach and speak to his athletes at the same time. This does not affect the opportunity of the other Team to subsequently request their own "timeout".

Timings will be controlled by the Jury Member in Charge.

Bronze medals decided

The winners of the BMM 1 and the BMM 2 will be awarded the bronze medals.

As soon as the winner is decided the CRO will command:

“STOP, UNLOAD. The bronze medal match is completed.

Athletes must leave the field of play.

Range Officers prepare for the gold medal match”

Gold Medal Match

As soon as the targets have been checked and refaced, if necessary, Athletes in the gold medal match must be allowed to set up their equipment on their allocated firing points, then return to the Preparation Area and line up in readiness to walk in as they are announced, as for the bronze match.

The changeover should take a maximum time of ten (10) minutes

The Team ranked 1st after Qualification will be allocated firing points B & C
The Team ranked 2nd after Qualification will be allocated firing points F & G

The Teams will enter the FOP one at a time as they are introduced and stand facing the audience, as in the previous match.

The CRO and Jury Member in charge are not re-introduced

When all introductions have been made, the CRO will give the same commands as for the BMM, starting with: “Take your positions”, etc.

The GMM will be conducted in the same way as the Bronze Medal Matches.

At the conclusion of the GMM, if there are no protests the CRO will announce:

“STOP...UNLOAD - RESULTS ARE FINAL”

A Range Officer must verify that gun actions are open with safety flags inserted.

Presentation of medalists

The gold and silver medal winning Teams will be joined by the bronze medal winning Teams and the Jury Member in Charge will organise the four Teams to line up for photographs.

Announcer

“The bronze medalists are:

..... and Representing

“The silver medalists are:

..... and Representing

“The gold medalists are:

..... and Representing

Malfunctions in the Final

Only one (1) malfunction will be allowed for each athlete throughout the Final.

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

Music & audience support

During the Qualification and the Medal Matches, music must be played. Enthusiastic audience support is encouraged and recommended during all Final stages

Penalties

Any penalties will be applied according to ISSF rules.

If a finalist fires an extra shot in a single shot time the extra shot must be nullified, and a two (2) point penalty applied to the previous correct shot

Irregular cases

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs.

The Jury will decide irregular or disputed matters according to General Technical Rules for each event.

National identification (Dress-Code)

Athletes should wear shooting clothes consistent with the ISSF Dress Code (Rule 6.20)

Rifle athletes must display their national identification on their shooting jackets as follows:

The 3-letter identifier as determined by the IOC on the pocket that faces towards the audience or on the lower back of the jacket.