

# PA 25yds SERVICE PISTOL

## Before the competition:

- Your eye protection
- Your hearing protection
- Stopwatch
- Targets and Patches
- Score sheets (Registers)
- Range Incident Report forms
- Be familiar with operation of the timer
- (for competition) check:
  - Shooters in the correct bays,
  - Pistols and other equipment approved
  - Shooters wearing Start Numbers if provided

## Check the range is clear of personnel.

10 minutes before match start time - start stopwatch and call

**“PREPARATION TIME BEGINS NOW”**

- Start stopwatch
- Check timer is set for 210 seconds
- RO takes 10 rounds from each shooter

After 10 minutes stop stopwatch and call

**“210 SECONDS....LOAD”**

Competitors load at the firing line and place the pistol on the ground at the firing line

After the competitors have loaded and have assumed the start position, 2m behind the firing line, call

**“ARE YOU READY”** & activate the targets

(If there is a call of “Not Ready” announce

**“NOT READY CALLED”**

After 15 seconds again call

**“ARE YOU READY”** & start the series)

(NOTE Pistol must be obviously ‘clear’ when changing position)

At the end of the series call

**“STOP ... UNLOAD”**

- Clear all pistols
- Allow competitors to move forward to next distance
- Allow scoring personnel forward

Repeat the above commands for all remaining series –

- the time of the series must be announced with the LOAD command
- the course of fire may be announced if requested

At the end of the relay and after all personnel have returned:

Clear all pistols for casing and removal  
Complete Range Report, and forward to the RTS Office



## **Target**

ISSF 25m  
Rapid Fire  
Target



**All ammunition for a series must be loaded from one (only) pocket**

## **Preparation Time**

- Minimum 3 mins / maximum 10 mins

## **At 25yds (22.85m)**

### **25 shots in 210 seconds**

- 5 shots target 5 – prone
- 5 shots target 4 – sitting
- 5 shots target 3 – kneeling
- 5 shots target 2 – RH barricade
- 5 shots target 1 – LH barricade

### **5 shots in 6 seconds**

- 3 shots target 1 / 2 shots target 2

### **5 shots in 6 seconds**

- 1 shot target 2 /
- 2 shots target 3 / 2 shots target 4

### **5 shots ‘duelling’**

- 5 shots target 5

## **At 10yds (9.14m)**

### **5 shots in 4 seconds**

- 5 shots target 5

### **5 shots in 6 seconds**

- 5 shots target 4 – weak hand only

### **5 shots in 4 seconds**

- 3 shots target 1
- 2 shots target 2

## **At 7yds (6.40m)**

### **10 shots in 25 seconds – unsighted**

- 5 shots target 1 / reload
- 5 shots target 2

## EYE AND HEARING PROTECTION

Eye protection is mandatory for all shooters, range officials and spectators.

Hearing protection is mandatory for everyone on or near the firing line and is recommended for everyone on the range.

### **LOADING**

The competitor places only the correct number of rounds that are required for a particular stage, in a pocket (one only, and the same pocket throughout the course of fire). **The pocket must be standard for the garment worn, not an addition to accommodate ammunition for this competition.**

**Note:** The rules require that the cylinder/magazine be loaded from the pocket, not from a pile of rounds on a table or dropped on the floor.

**S25/7.4.5.2** If a competitor miscalculates and places less than the number of rounds in their pocket required for that stage, they are permitted to make up to the required number of rounds but will incur a 10point procedural penalty.

**S25/7.4.5.3** Spare magazines and devices to aid in reloading are not permitted; ammunition must be loose in a pocket.

**S25/7.4.5.4** Rounds dropped while loading for a series may be picked up and loaded for that series, or returned to the pocket. Rounds dropped in excess of that required for a series, and not returned to the pocket before the series is shot, may not be picked up during that stage, they must remain where they land until the completion of that stage (refer rule S25/7.4.5.1).

**S25/7.4.5.5** If a competitor picks up and fires rounds which were dropped during a previous series in a stage and left on the floor, the shots will be scored and a 10 points penalty imposed for each round picked up.

### **HOLSTERS**

- Competitors may use a holster to carry an UNLOADED gun. A holster safety accreditation is required.
- Under NO CIRCUMSTANCES may a loaded gun be holstered for Service 25 yards.

### **SPECTATORS**

Where the match is conducted 'down the line', spectators and team officials 'moving up' with shooters are to remain **at least 5 metres behind the shooters**. Range officials may request a longer distance be maintained if they deem a safety hazard or disturbance may occur.

### **Penalties and infringements**

Penalty value is 10points. Penalties MUST be advised after Unload command for the series in which the penalty was incurred, and before the next Load command.

**7.4** – Loading procedures and penalties

**7.5** – Early/Late shots – recorded as zero – may incur a penalty – also **see 7.7.9 to 7.7.12**

**7.7.5** – Loading too many

**7.7.6** – Firing with wrong hand – 10pts for each shot fired with the wrong hand

**7.7.8** – Crossfires – if cannot be identified on recipient's target score the highest value shots

**7.7.13** – Wrong position – 10pts applied to that series (penalty applies to the SERIES) except

**7.7.13.3** – pistol above shoulder height in the unsighted position – 10pts per shot so fired

**7.7.14** – Shots fired out of sequence