

ISSF RULES STARTING 1st JANUARY 2005

The ISSF Technical Committee informs that the following are the major changes in the rules to be effective as of 1st January 2005. The rule numbers may differ from the present 2004 Rule Book because of some new numbering for 2005. The list may not be showing all changes but the most important.

3.3.1.5.1 A team, of which a member has been disqualified, must not be ranked under any circumstances but will be shown in the result list with the remark "DSQ".

3.7.7.3.3 Any entry accepted after the final entry deadline will incur a penalty of US \$ 50.00 for each shooter entered in each event which has to be paid to the organizing committee by the federation who makes the late entry. In case this late entry fee has not been paid to the organizing committee by the end of the competition, the invoice will be forwarded to the ISSF Headquarters by the organizing committee which results in a further penalty of US \$ 100.00 to offset ISSF's costs incurred. The ISSF Headquarters will send out the invoice for the late entry including the US \$ 100.00 penalty to the federations concerned. This invoice must be paid immediately but latest by 1st October of the year concerned. If the late entry fees are not paid by that date (1st October), the entry to the following years ISSF Championships will not be permitted for the federation concerned.

World Cups In World Cups the exchange of a shooter between one competing for a quota place and a MQS shooter is not permitted. A MQS shooter may replace a withdrawn quota place shooter. A withdrawn quota place shooter may not shoot for MQS. (C.9.1.7.1)

6.3.4.1 Backing Targets for 50 m ranges

For locating cross shots if possible Backing Targets 0.5 m – 1 m behind the targets should be used and are recommended. The exact distance between the target and the backing target should be measured and recorded. As far as possible, this distance should be the same on all targets.

6.3.14.3 Light conditions for 50 m Indoor Ranges

The minimum illumination of the targets must be 1500 lux. However it is recommended that the minimum illumination of the targets is 3000 lux.

6.3.15.2.1 The nearest edge of the bench or stand must be placed 10cm forward of the 10 m Firing Line.

6.3.15.4 10 m Ranges: No other amendments except Targets must be illuminated evenly with no less than 1500 lux.

6.3.16.7 Light conditions for 25m Indoor Ranges

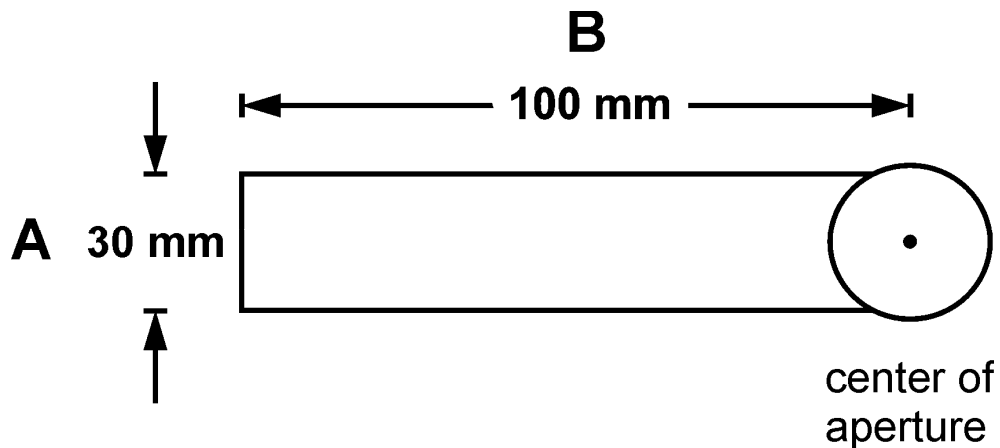
The minimum illumination of the targets must be 1500 lux. However it is recommended that the minimum illumination of the targets is 2500 lux.

6.3.19.5.1 For Trap (and Double Trap) Finals a medium intensity colored lamp must be mounted at a height of 40cm to 50cm and positioned at a distance of 1.0m to 1.5m immediately forward of the center of the front edge of Station 1. The lamp must be controlled by a manual or automatic system which must be so constructed as to indicate that for a period of 10 seconds immediately after the shooter on Station 5 has shot and which must also make the microphone on Station 1 inoperable while the lamp is showing.

6.3.21.7 and
6.4.2.2 When electronic scoring targets are used, targets must be checked for functioning and accuracy by the Technical Delegate (this may be delegated by the TD to the appropriate Jury).

7.4.2.3.4 A blinder may be attached to the rifle or to the rear sight. The blinder must not be more than 30 mm deep (A) nor extend further than 100 mm from the center (B) of the rear sight aperture on the side of the non aiming eye. A blinder must not be used on the side of the aiming eye.

7.4.2.3.4.1 Blinder on rear sight



7.4.3.3.2 Exterior weights: Any other weights must be within the dimensions of the stock.

7.4.3.7 Measurements for Dimensions C, D, E, F, and J, are from Center line of Barrel

		300m Standard Rifle	Air Rifle
C	Distance from center of the front sight ring or top of post to center of bore either directly above or offset (except for those shooters firing from the right shoulder but using their left eye).	60mm	60mm

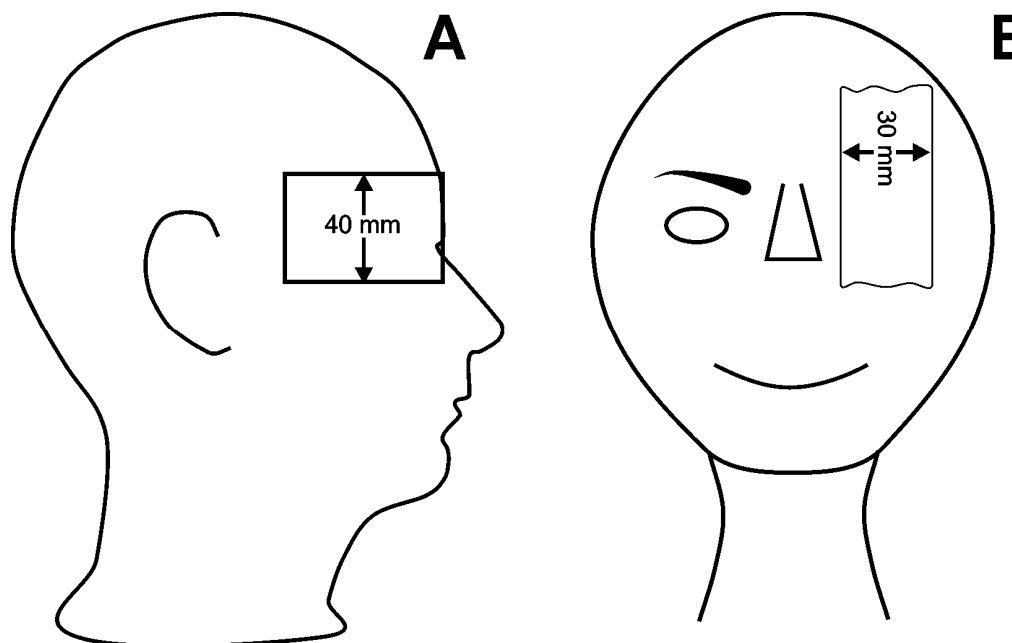
7.4.7.1 It is the responsibility of the competitor to appear on the ranges dressed in a dignified manner appropriate to a public event.

7.4.7.1.1 During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.

7.4.7.6 **Side Blinders** attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40 mm deep (A) are permitted. These blinders must not extend further forward than to a line from the center of the forehead (see also 7.4.2.3.4).

7.4.7.6.1 A piece to cover the non aiming eye not larger than 30 mm wide (B) is permitted.

7.4.7.6.2



7.4.7.7.2 **Stiffness – The Stiffness for clothing will be measured by a suitable device approved by the ISSF.**

Rifle Shooting jackets, trousers and shoes remain as before. However, strict and correct equipment controls will be made as of 2005.

7.14.9.1 In case of an allowable malfunction the shooter is allowed to complete or repeat the unfired shot once during the Finals including shoot-offs.

8.4.7 Clothing Regulations

8.4.7.1 It is the responsibility of the competitor to appear on the ranges dressed in a dignified manner appropriate to a public event.

8.4.7.2 During the Competitions and Pre-Event Training:

8.4.7.2.1 Women are required to wear dresses, skirts, divided skirts, shorts or trousers, and blouses and tops (which will cover the front and back of the body, and be over each shoulder).

8.4.7.2.2 Men are required to wear full-length trousers or shorts and long or short sleeved shirts.

8.4.7.2.3 Shorts may not be shorter than the athlete's fingertips when the arms and fingers are extended at the athlete's side.

8.4.7.2.4 Sweaters or cardigans may be worn.

8.4.7.2.5 Tracksuits supplied to the team, as official uniform will be permitted.

8.4.7.2.6 All members of one team, men or women should be dressed in a similar team top.

8.4.7.2.7 During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.

8.4.7.3 The use of any special devices, means or garments which immobilize or unduly reduce the movement of the shooter's legs, body or arms, are prohibited in order to ensure that the performance skills of the shooters are not artificially improved by special clothing.

8.4.7.7 Same Blinder rules as for Rifle

8.6.4.8 Specific Rules for the 25m Rapid Fire Pistol Event

Targets: No change

Program: No change

Pistol: All measurements and weights as described in 8.16.0 for 25 m Rim Fire Pistols (25m Pistol and Standard Pistol) are valid without any exceptions (compensators, muzzle brakes, perforated barrels or any device(s) functioning in a similar manner are not allowed).

Ammunition: 5,6 mm (.22") Rim fire Long Rifle

For the Rapid Fire Pistol Event: Minimum bullet weight 2.53g = 39gr; Minimum velocity 250m/sec.

Malfunction In Rapid Fire Pistol, Standard Pistol, 25 m Pistol Women only one (1) allowable malfunction is permitted.

8.8.4.5.1 In the case of NON-ALLOWABLE MALFUNCTION every shot that is not fired will be scored as a miss (zero). No re-fire or completion is permitted. Only the values of shots fired will be credited to the shooter. The shooter may continue to shoot the remainder of the event.

9.4.1.4 The Jury may implement an equipment control program on the days of official training, or some other suitable period, at which each competitor's gun and all other equipment may be examined to ensure strict adherence to the rules. (see **Rules 9.4.2, 9.4.3 and 9.5.2.2.1.7**)

Referees

9.5.5.2 All Referees must possess a valid ISSF Shotgun Referees License or a current ISSF "A" or "B" grade Judges license and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.

Clothing

9.9.4.1.5 During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.

Side Blinders

- 9.9.4.3** **Side Blinders** attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40mm deep are permitted. These blinders must not extend further forward than to a line from the center of the forehead.

Classification Office

- 9.11.1.5** **Note:** The Organizing Committee shall retain the range scorecards, which show the result of every target shot at, for a minimum period of 12 months after the conclusion of the competition.

Electronic Visible Scoreboards

9.11.3.1 **Ranges with Electronic Visible Scoreboards**

- 9.11.3.1.1** The Referee must control the operation of the electronic visible scoreboard:

9.11.3.2 **Electronic Visible Scoreboard Errors**

- 9.11.3.2.1** If at any stage the electronic visible scoreboard should display an incorrect score, the Referee must stop the shooting and with minimum delay take whatever action is required to correct it.

- 9.11.3.2.2** If for any reason, it is not possible to correct the display, the following action will be taken:

- 9.11.3.2.2.1** the official scorecard must be examined and verified up to the point where the electronic visible scoreboard failed;

- 9.11.3.2.2.2** then, if possible, to substitute quickly a manual visible scoreboard, enter the scores upon it up to the point of failure and continue the round (see **Rule 9.14.3.2, 9.15.3.2, 9.16.6.3 or 9.17.6.3**).

- 9.11.3.2.3** If it is not possible to substitute a manual visible scoreboard then a second scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person appointed by the Chief of Referees.

- 9.11.3.2.4** In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the Chief of Referees, must prevail.

Individual Rankings

- 9.12.1.7** Individual tied scores ranking 7th place and below, not decided by a shoot off must be ranked equally but listed according to the "Count Back" Rule.

9.12.3.4.1

TRAP

Shoot – Off Procedures

- 9.12.6.1 - 7** TRAP – all shoot at a target from the same machine starting on Station 1

Preferred Special Settings for the Trap Event

- 9.14.5.1 – 3** for 3, 4 or 5 ranges

“FINALS” IMPORTANT CHANGE

- 9.14.2.3** Two (2) shots may be fired at each target. Except in the “Finals” round and any shoot offs before and after a “Final” when only one (1) cartridge must be loaded (see Rules 9.12.6.3 and 9.12.6.4).

Media Coverage in the “Finals”

- 9.18.8.1.1** **Trap.** On Station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 seconds after the shooter on Station 5 has fired gives the command "**READY**". The shooter's normal preparation time limit (see **Rule 9.14.3**) must then start.

AUTOMATIC TRAP

Shoot – Off Procedures

- 9.12.7.1 - 7** AUTOMATIC TRAP –all start at Station 1

DOUBLE TRAP

Shoot – Off Procedures

- 9.12.8.1 – 6** DOUBLE TRAP – all start at Station 1

Simultaneous Discharge

- 9.16.9.1** The single or double must be declared “**NO BIRD(S)**” when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round.
- 9.16.9.2** If a shooter has a third or subsequent occurrence in the same round, the targets must be scored “**LOST**” and “**LOST**”.

Second Barrel Malfunction

- 9.16.10.1.8.4** If the shooter shoots at the first target but an allowable malfunction of gun or cartridge prevents the firing of the second shot, the result of the first shot must be recorded “**HIT**” or “**LOST**” and the double repeated to determine the result of the second shot only.

Media Coverage in the “Finals”

- 9.18.8.1.3** **Double Trap.** On Station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 seconds after the shooter on Station 5 has fired, gives the command "**READY**". The shooter's normal preparation time limit (see **Rule 9.16.3**) must then start.

SKEET

Shoot – Off Procedures

- 9.12.9.1 – 6** SKEET - all shoot at Station 4 only, at “normal” and “reverse” doubles

Time Limits

- 9.17.5.2** When a further single target and/or a double is to be fired at from the same Station this should be completed in the shortest time possible but not to exceed ten (10) seconds between shooting at the first single target and calling for the second single target and a further ten

(10) seconds between shooting at the second (or only single) target and calling for the double.

Aiming Exercises before a Round

9.17.7.1.1 Aiming exercises with a closed but empty gun may be conducted immediately before a round on Stations 1, 2 and 3 only but only with the permission of the Referee. A shooter is not permitted to go beyond Station 3 prior to the start of the round.

“Ready Position”

9.17.10.1.4 the toe of the stock on or below the ISSF Official Marker Tape and clearly visible to the Referee standing in the correct position.

Marker Tape

9.17.11.1 To aid the Referee in controlling the position of the gun the ISSF Official Marker Tape must be worn. The ISSF Official Marker Tape being: (see Rules 9.17.11.1.1 – 9.17.11.1.2)

9.17.11.2 Marker Tape Check

9.17.11.2.1 The Jury must implement a program during the hours of official training to check the position of all competitor’s official marker tapes.

9.17.11.2.2 The correct position of the Marker Tape must be checked as follows:

9.17.11.2.2.1 any pockets of the outer garment must be empty;

9.17.11.2.2.2 the trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;

9.17.11.2.2.3 the Marker Tape must be affixed permanently, horizontally below the tip of the elbow (see drawing).

9.17.11.2.3 All illegal markers will be required to be properly positioned and subjected to re-check.

Simultaneous Discharge

9.17.14.1 The single or double must be declared “**NO BIRD(S)**” when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round.

9.17.14.2 If a shooter has a third or subsequent occurrence in the same round when shooting at a single target, it must be scored “**LOST**”.

9.17.14.3 If a shooter has a third or subsequent occurrence in the same round when shooting at "doubles", the targets must be scored “**LOST**” and “**LOST**”.

Media Coverage in the “Finals”

9.18.8.1.4 Skeet Final:

The first shooter in the squad must not move onto the next Station until the Referee, after a period of 20 seconds after the last shooter on the previous Station has fired, gives the command “**READY**”. The shooter's normal preparation time limit (see **Rule 9.17.5.1**) must then start.

Target Shooting Sequence in the “Finals”

9.18.8.1.5

Station	Target	Order
1	Single	High
	Double	High - Low
2	Single	High
	Double	High - Low
3	Single	High
	Double	High - Low
4	Single	High
	Single	Low
	Double	High – Low
	Double	Low - High
5	Single	Low
	Double	Low - High
6	Single	Low
	Double	Low - High
7	Double	Low - High
8	Single	High
	Single	Low

10.4.7.2 Marker Tape

10.4.7.2.1 The ISSF Official Marker Tape must be worn to allow the Range Officer or Jury Member to see the position of the rifle stock. The Marker Tape must be as available from the ISSF:

10.4.7.2.1.1 250mm long, 30mm wide and of yellow color with a black border

10.4.7.2.1.2 this must be permanently affixed on the right side of the outer garment.

10.4.7.2.2 The correct position of the Marker Tape must be checked as follows:

10.4.7.2.2.1 any pockets of the outer garment must be empty;

10.4.7.2.2.2 the trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;

10.4.7.2.2.3 the Marker Tape must be affixed permanently, horizontally, below the tip of the elbow.

10.4.7.2.3 This Marker Tape must be checked by the Equipment Control Section prior to the competition and marked with a seal or stamp. This must also be recorded on the Equipment Control Card.

10.4.7.6 Side Blinders same as for Rifle