COMMANDS FOR CONDUCTING AN AIR GUN FINAL ON EST

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COMMANDS	INSTRUCTIONS
Before the competition:	Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be marked as firing points A through H. Competitors may not move their equipment to the firing line until the Range Officer calls them to the firing line.
WELCOME TO THE FINAL FOR THE (Competition Name) (AIR RIFLE/AIR PISTOL EVENT.	The Range Officer begins the Final by calling the finalists to the firing line.
FINALISTS TO THE LINEBENCH YOUR (RIFLES/PISTOLS) AND EQUIPMENT.	Competitors must bring their rifles to the firing line and bench or ground them on their assigned firing points with actions open and safety flags inserted. All finalists must turn to face spectators for the introductions.
PLEASE WELCOME THE FINALISTS. ON FIRING POINT A, IS (FIRST NAME, LAST NAME) FROM (Hometown). This sequence continues until all eight finalists are introduced.	Either the Range Officer or an Announcer can introduce each competitor. All finalists must continue to face the spectators until all have been introduced.
TAKE YOUR POSITIONS, YOUR PREPARATION AND SIGHTING TIME WILL START IN TWO MINUTES	Finalists may handle their air guns and get into their firing positions. They may do aiming and holding exercises, but they may not remove safety flags or dry fire until the Preparation and Sighting Time starts.
After 2:00 minutes	
PREPARATION AND SIGHTINGSTARTYOU WILL HAVE FIVE MINUTES TO FIRE UNLIMITED SIGHTING SHOTS	This is a combined Preparation and Sighting Time. During this period, competitors may finish getting into their firing positions, remove safety flags, load, and fire unlimited sighting shots.
30 SECONDS	

	The Range Officer gives a 30 second warning after 4	
	minutes and 30 seconds elapse.	
After 5:00 minutes:		
STOP-UNLOAD PREPARATION AND SIGHTING TIMESTOP	The Technical Officer must reset the targets from Sighter to Record.	
After 30 seconds (or when targets are changed to Record)		
COMMANDS FOR 5-SHOT FINALS SERIES:		
FOR THE FIRST COMPETITION SERIESLOAD (5-sec. pause)START	The time limit for Final 5-shot series is 250 seconds	
After 250 seconds:		
STOP (Commentary on competitors'	The Range Officer or Announcer should make short	
scores and standings)	comments about the scores, rankings, and any changes in rankings.	
FOR THE NEXT COMPETITION SERIESLOAD (5 sec. pause)START	Commands for the next series begin immediately after the Announcer comments.	
After 250 seconds:		
STOP-UNLOAD		
(Commentary on competitors' scores and standings)	The Range Officer or Announcer should make short comments about the scores, rankings, and any changes in rankings. Inform spectators that the Final is now changing to single shots with eliminations after every two shots.	
After two 5-shot series, the final continues with single shots		
COMMANDS FOR SINGLE SHOTS:		
FOR THE NEXT COMPETITION SHOTLOAD (5-second pause)START	The time limit for Final single shots is 50 seconds	
After 50 seconds:		

STOP

(Commentary on competitors' scores and standings)

FOR THE NEXT COMPETITION SHOT...LOAD... (5 second pause) ...START

After 50 Seconds, the **STOP** command is given. The Announcer or Range Officer makes brief commentary about the scores and rankings, and the commands will continue for succeeding shots until 24 total shots are fired.

After the 12th shot, the 8th place competitor is eliminated. The Announcer or Range Officer must recognize the 8th place finisher. After competitors are eliminated, they must insert safety flags, leave their air guns on their firing points and take a seat to the rear of the firing points.

After the 14th shot, the 7th place competitor is eliminated. The Announcer or Range Officer must recognize the 7th place finisher.

After the 16th shot, the 6th place competitor is eliminated. The Announcer or Range Officer must recognize the 6th place finisher.

After the 18th shot, the 5th place competitor is eliminated. The Announcer or Range Officer must recognize the 5th place finisher.

After the 20th shot, the 4th place competitor is eliminated. The Announcer or Range Officer must recognize the 4th place finisher.

After the 22nd shot, the 3rd place competitor is eliminated. The Announcer or Range Officer must recognize the 3rd place finisher.

After the 24th shot:

STOP—UNLOAD...

THERE ARE NO TIES...RESULTS ARE FINAL.

THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown); and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown).

Note: It is recommended that as soon as the gold and silver medal winners are decided that the gold, silver and bronze medal winners should be assembled (2-1-3) with their rifles or pistols so that they can be recognized and photographed.

IS THE LINE CLEAR?

YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE

THANK YOU FOR ATTENDING TODAY'S (AIR RIFLE/AIR PISTOL) FINAL.

IF THERE IS A TIE FOR ANY PLACE TO BE ELIMINATED, THE RANGE OFFICER SHALL CONDUCT A SHOT-BY-SHOT SHOOT-OFF USING THESE COMMANDS:

THERE IS A TIE FOR (Xth) PLACE BETWEEN THE ATHLETES ON POSITIONS (X) AND (Y) (identify firing points)

THESE COMMANDS ARE FOR POSITIONS (X) AND (Y) ONLY FOR THE TIE-BREAKING SHOT... LOAD...(5 second pause) ...START

After 30 seconds:

STOP	The final will resume immediately after the announcements.
(The results of the tie-breaking shot are announced; this is followed by comments about competitors' scores and rankings)	