

COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

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COMMANDS	INSTRUCTIONS
<i>Before the competition:</i>	<i>Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be labeled as firing points A-H. The range must have electronic targets to conduct this Final correctly. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i>
WELCOME TO THE FINAL FOR THE (Competition Name) THREE-POSITION AIR RIFLE MATCH.	<i>The Range Officer begins the Final by calling the finalists to the firing line.</i>
ATHLETES TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.	<i>Athletes should bring their rifles to the firing line and ground them on their firing points with actions open and CBIs inserted. All finalists must turn to face spectators for the introductions.</i>
PLEASE WELCOME THE FINALISTS. ON POSITION A, , REPRESENTING (club or school), IS (FIRST NAME, LAST NAME). This presentation continues until all eight finalists are introduced.	<i>Either the Range Officer or an Announcer can introduce each athlete. The finalists should all face the spectators until all have been introduced.</i>

TAKE YOUR POSITIONS	<p><i>The finalists may handle their rifles and get into the kneeling position. They may do aiming and holding exercises, but they may not remove CBIs or dry fire until the Preparation and Sighting Time begins.</i></p>
After 2:00 minutes	
FIVE MINUTES PREPARATION AND SIGHTING TIME...START	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may finish getting into their kneeling positions, remove CBIs and dry fire as well as load and fire unlimited sighting shots.</i></p>
30 SECONDS	
	<p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
After 5:00 minutes:	
SIGHTING SHOTS...STOP-UNLOAD	<p><i>There must be a pause while the Technical Officer resets the targets from sighter to record.</i></p>
After 30 seconds:	
FOR THE FIRST COMPETITION SERIES, LOAD...(5-second pause)...START	<p><i>After the command LOAD for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions.</i></p> <p><i>The time limit of 200 seconds (3 min., 20 sec.) begins when the command START is given.</i></p>
After 200 seconds (3 min., 20 sec.):	
STOP	<p><i>The Range Officer must command STOP.</i></p>
Range Officer or Announcer makes comments about the first series (who had the best score, best shot, is the leader, etc.)	<p><i>The Range Officer or Announcer must begin making comments about the results of the first 5-shot series immediately after the STOP command.</i></p>

FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START	Commands for the second and third five-shot series begin immediately after the comments.
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Three 5-shot series in the kneeling position are fired using this command sequence. After the third series is completed:

STOP	<i>The Range Officer must command STOP.</i>
SEVEN MINUTES CHANGEOVER AND SIGHTING TIME...START	During this Changeover, the finalists change from the kneeling position to the prone position and fire unlimited sighting shots.
The Range Officer or Announcer makes comments about the third kneeling series and the finalists' overall standings during the changeover.	
30 SECONDS	<i>The Range Officer gives a 30 second warning after 6 minutes and 30 seconds elapse.</i>
STOP	<i>There will be a 30-second pause to reset electronic targets.</i>

After 30 seconds:

FOR THE NEXT COMPETITION SERIES, LOAD...(5-second pause)...START	After the command LOAD for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions. <i>The time limit of 150 seconds (2 min., 30 sec.) begins when the command START is given.</i>
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After 150 seconds (2 min., 30 sec.):

STOP	<i>The Range Officer must command STOP.</i>
The Range Officer or Announcer makes comments about the last prone series.	<i>Commands for the second and third five-shot series begin immediately after the comments.</i>

FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START

Three 5-shot series in the prone position are fired using this command sequence. After the third series is completed:

STOP

NINE MINUTES CHANGEOVER AND SIGHTING TIME...START

The Range Officer or Announcer makes comments about the third prone series and the athletes' overall standings during the changeover.

30 SECONDS

STOP

*The Range Officer must command **STOP**.*

During this Changeover, the finalists change from the prone position to the standing position and fire unlimited sighting shots.

The Range Officer gives a 30 second warning after 8 minutes and 30 seconds elapse.

There will be a 30-second pause to reset electronic targets.

After 30 seconds:

FOR THE NEXT COMPETITION SERIES, LOAD...(5-second pause)...START

*After the command **LOAD** for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions.*

*The time limit of 250 seconds (4 min., 10 sec.) begins when the command **START** is given.*

After 250 seconds (4 min., 10 sec.):

STOP

The Range Officer or Announcer makes comments about the first standing series.

*The Range Officer must command **STOP**.*

Commands for the second five-shot series begin immediately after the comments.

FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START

Two 5-shot series in the standing position are fired using this command sequence. After the second series is completed, the 8th and 7th place athletes are eliminated. The Final will continue with five single shots (50 second time limits) through the 45th shot when the 1st and 2nd place athletes are decided.

STOP

The Range Officer or Announcer will recognize and congratulate the 8th and 7th place finalists and make comments about the athletes' standings after the second standing series.

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

*The Range Officer must command **STOP**.*

The 8th and 7th place athletes must insert CBIs in their rifles, ground them on their firing points and step back from the firing line (chairs should be provided for eliminated athletes).

Commands for the first single shot (41st shot) must begin immediately after the commentary.

If there is a tie for any place finish, the Range Officer shall immediately give tie-breaking commands to the tied athletes to break the tie before announcing the results for that shot (Rule 10.2.9 n).

After 50 Seconds, the **STOP** command is given. After the 41st shot, the 6th place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6th place finisher.

After the 42nd shot, the 5th place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6th place finisher.

After the 43rd shot, the 4th place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6th place finisher.

After the 44th shot, the 3rd place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer must recognize the 6th place finisher.

After the 45th shot (with no ties for places 1-2):

STOP—UNLOAD...

**THERE ARE NO TIES, RESULTS
ARE FINAL**

**THE BRONZE MEDAL WINNER,
WITH A SCORE OF (final score),
REPRESENTING (club or school),
IS (ATHLETE'S NAME); THE
SILVER MEDAL WINNER, WITH A
SCORE OF (final score),
REPRESENTING (club or school),
IS (ATHLETE'S NAME) and THE
GOLD MEDAL WINNER, WITH A
SCORE OF (final score),
REPRESENTING (club or school),
IS (ATHLETE'S NAME).**

IS THE LINE CLEAR?

**THE LINE IS CLEAR...YOU MAY
DISCHARGE AIR DOWNRANGE**

**YOU MAY REMOVE YOUR
EQUIPMENT FROM THE FIRING
LINE**

*When the **STOP—UNLOAD** command is given after the 45th shot, the 1st and 2nd place athletes must insert CBIs and ground their rifles.*

When there are no ties, the Range Officer or Announcer must immediately recognize the first three place winners. The bronze medal winner should be brought back to the firing line so that the first three place winners can be presented together.

After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.

After 50 seconds:

<p>STOP—UNLOAD</p>	<p>When the STOP—UNLOAD command is given after the tie-breaking shot, the two remaining athletes must insert CBIs and ground their rifles.</p>
<p>THERE ARE NO TIES, RESULTS ARE FINAL</p>	<p>The Range Officer or Announcer must immediately recognize the first three place winners.</p>
<p>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).</p>	
<p>IS THE LINE CLEAR?</p>	<p>After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.</p>
<p>THE LINE IS CLEAR...YOU MAY DISCHARGE AIR DOWNRANGE</p>	
<p>YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p>	