

**TARGET SHOOTING
NEW ZEALAND
INCORPORATED**



**RANGE OFFICER'S
MANUAL**

50m RIFLE PRONE

2 shots per Diagram on Changers

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Range Officer's Manual

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2 Shots per Diagram on Changers

The Range Officer's key duty is to ensure safety at all times. To enable this, the Range Officer needs to be familiar with the particular range and any standing orders that may apply there.

In addition to conducting the matches as described in this manual, Range Officers have a responsibility for specific actions before and after the competition.

Pre-match duties includes instructing range personnel, checking all target systems, conducting practice shooting, allocation of firing points and target distribution.

After match completion, targets and squad cards are to be sent to the Marking Room. The Chief Range Officer should remain available to the Marking Room to assist in resolving problems, and to explain any notes they may have made on the Squad Card during the match if required.

All range equipment should be disassembled and stored. The range should be cleared and cleaned.

All range personnel should be familiar with these very important responsibilities.

NOTE: This Manual is based on the ISSF 2017 Rules (First Print 01/2017)

1 **COMMANDS** – to be made by the Chief Range Officer

1.1 **When the range is clear and at least 30 minutes before the scheduled start time:**

“Athletes to the line”

Make sure that the targets are displayed. Competitors are allowed to handle their guns, dry fire or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts. Check names, and firing positions. Make sure equipment is checked before the preparation and sighting time.

1.2 **Before the start of Preparation and Sighting time:**

“Welcome shooters - this is the 50 m Rifle Prone event.

You will have 15 minutes of Preparation and Sighting time before Match firing.

An unlimited number of sighting shots is allowed during this time.

The match consists of 60 shots prone.

You will have four sighting targets, thirty competition targets and one lead out. Only 2 shots may be fired on each competition target.

The time limit for Match firing is one hour; there will be time calls at 10 and 5 minutes before the end of competition time.

You are reminded that the final closing of the action must be at the shoulder with the rifle pointing in a safe direction down the range.”

1.3 **At 15 minutes 30 seconds before the match start time:**

“Preparation and Sighting Time Start (Record time / start clock – 15 minutes)

1.4 **At 30 seconds before end of 15 minutes Prep & Sighting: “30 Seconds”**

1.5 **After the 15 minutes has ended: “End of Preparation and Sighting Time Stop”.**

“Change to your Match Targets

1.6 **After 30 second pause: “MATCH FIRING... START”.** Record time / start counting clock - competition starts.

1.7 **At 10 minutes before end of 60 minute match time: “Ten minutes”**

1.8 **At 5 minutes before end of 60 minute match time: “Five minutes”**

1.9 **At 60 minutes after match start, OR when all competitors have finished and have been checked to confirm this: “SHOOTERS STOP”.**

“SHOOTERS CLEAR ACTIONS AND INSERT SAFETY FLAGS” Range Officers must examine ALL rifles to ensure they are unloaded and have flags inserted.

“SHOOTERS ARE CLEARED TO REMOVE RIFLES, PLEASE REMOVE ALL GEAR AND SWEEP THE EMPTY SHELLS OFF THE FRONT OF THE MOUND (or whatever that range requires with brass).

2 **RANGE OFFICER DUTIES** – During a match Range Officers must:

- 2.1 move continually and quietly while observing the competitors at all times;
- 2.2 keep alert to hear any shooter who may be calling for his attention and go to them immediately to assist;
- 2.3 not interrupt any shooter unnecessarily;
- 2.4 keep track of all timings;
- 2.5 make commands (as in Section 1) at the appropriate times;
- 2.6 clearly record on the Squad Card any incidents such as overloads, crossfires etc;
- 2.7 check all rifles and announce the range clear at the end of the match.

NOTE – If there is more than one Range Officer on duty, a CHIEF Range Officer must be appointed before the start of the event.

3 **RULES & PENALTIES**

- 3.1 An athlete who fires a shot or shots **before the start** of the Preparation and Sighting Time must be disqualified if safety is involved. If safety is not involved, the first competition shot must be registered as a miss (0).
- 3.2 If an athlete fires a shot after the command “**END OF PREPARATION AND SIGHTING...STOP**” and before the “**MATCH FIRING...START**” command, the shot must not be counted as a MATCH shot and a two (2) point penalty must be applied to the first competition shot.
- 3.3 Every shot fired after the Start of Match Firing must be recorded as a MATCH shot, however, dry firing is allowed.
- 3.4 A shot or shots that is/are not fired during the MATCH firing time must be scored as miss (es) on the last competition target(s), unless the Chief Range Officer or a Jury Member has authorized extra time.
- 3.5 If a shot(s) is fired after the command or signal “STOP,” that shot(s) must be counted as a miss. If the shot(s) cannot be identified, the best hit(s) must be deducted from the score of that target and scored as a miss (or misses).
- 3.6 If a shooter overloads once on his own target, the Range Officer should instruct the shooter to shoot only once on the next target to keep the ten shot strings correct. This should be recorded on the Squad Card.

4 **INTERRUPTIONS and TIME ALLOWANCES**

- 4.1 If an athlete must stop firing for **more than three (3) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, he may demand

extra time equal to the amount of time lost, or the time remaining when the interruption occurred plus one (1) minute, if during the last five minutes of the competition.

- 4.2 If an athlete is interrupted **for more than five (5) minutes** through no fault of his own and this interruption was not caused by a malfunction of his gun or ammunition, **or if the athlete is moved to another firing point**, he may have additional unlimited sighting shots at the beginning of his remaining shooting time together with any time extension granted plus an additional five (5) minutes.
- 4.3 If automatic paper target systems that have no possibility of providing a new sighting target are in use, the extra sighting shots should be fired on the next unused competition target. Three (3) competition shots should be fired at each of the next two (2) competition targets according to the instructions given by the Range Officer (or Jury Members).
- 4.4 Any **extension of time** allowed by the Range Officer (or Jury) must be documented, stating the reason on a Range Incident Report.
- 4.5 If an athlete **arrives late** for a competition, he may participate but will not be given any extra time. If an athlete arrives after the Preparation and Sighting Time, no additional Sighting time will be given. When it can be proven that an athlete's late arrival was due to circumstances beyond his control, the Jury must grant extra time, including time for Preparation and Sighting if this does not delay the start of the Final or disrupt the overall shooting programme. In this case the Jury will determine when and on which firing point the late athlete may start.

5 MALFUNCTIONS

A malfunction occurs when a gun fails to fire a projectile when the trigger is pulled.

If an athlete has a **gun or ammunition malfunction**, he may repair it and continue shooting, OR if a rifle becomes disabled and cannot readily be repaired, the athlete may replace the disabled rifle with another rifle that has been approved by Equipment Control provided the Jury approves the change.

No extra competition time is allowed to repair or replace a gun after any malfunction in Elimination or Qualification Rounds, but the Jury may allow an athlete to fire additional sighting shots after repairing a malfunctioning gun if the malfunction was ALLOWABLE

5.1 The **ONLY ALLOWABLE MALFUNCTIONS** are:

- A cartridge fails to fire;
- A bullet or pellet is lodged in the barrel; or
- The gun fails to fire or function properly and the trigger mechanism has been released.

5.2 **NON-ALLOWABLE MALFUNCTIONS** are:

- The athlete has opened the action of his gun;
- The safety was engaged;
- The athlete did not properly load his gun;
- The athlete did not pull the trigger; or
- The malfunction is due to any cause that could reasonably have been corrected by the athlete.