

## 50m RIFLE – 3 POSITIONS MEN, JUNIOR MEN, WOMEN, JUNIOR WOMEN INDIVIDUAL EVENTS

Valid as of 01.01.2022

GENERAL INFORMATION (Format of the Event)		
Discipline	Rifle	
Type of Event:	Individual	
Name of Events	50m Rifle 3 Positions Men 50m Rifle 3 Positions Men Junior 50m Rifle 3 Positions Women 50m Rifle 3 Positions Women Junior	
Stages	Elimination Stage: One or more relays dependent on the number of entries. Qualification Stage: A single relay dependent on the range capacity. Final stage: Consists of two parts. Final Part 1 consists of a single part to reduce the finalists from 8 to 4. Final Part 2 consists of a Medal Match to decide all three medals.	
Elimination relays	If the number of athletes exceeds the useable capacity of the range, Elimination relays must be conducted.  If there are sufficient firing points on the 50m range to accommodate the total number of entries, Elimination relays are unnecessary.	
Ranges	A 50m range must be used for all relays.  Elimination and Qualification will take place on the Qualification range.  Finals will take place in the Finals Hall or on a designated Finals range.	
Targets	Electronic Scoring Targets for all stages.	
Scoring	Elimination and Qualification Stages Full ring (integer) scoring  Final Stage. Decimal scoring	
Tied scores in Elimination and Qualification	Will be decided by the highest score in Standing, then Kneeling, then Prone	

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Malfunctions in Elimination and Qualification	Will be governed according to ISSF Rule 6.13.  No additional time will be allowed for an equipment malfunction.  The Jury may allow additional sighting shots on return to the firing line if the malfunction is repaired, but the remaining Match shots must be fired within the original time allowed.		
	ELIMINATION STAGE (if required)		
Elimination procedure	Elimination relays should be scheduled on the day before the Qualification stage. The allocation of athletes to targets will be according to the published Start lists for each relay.		
Compilation of start lists	The start lists for Elimination relays will be produced as follows:		
	Relay 1 - 50 percent of the top 24 athletes according to the World Ranking taking part in the competitions by random + random to the maximum of available number of firing points.		
	Relay 2 - 50 percent of the top 24 athletes according to the World Ranking taking part in the competitions by random + random to the maximum of available number of firing points.		
	Relay 3 - by random to the maximum available number of firing points		
Course of fire	Athletes fire a 60-shot course of fire (3 x 20) in 1hr 30 minutes, in the sequence: <b>Kneeling, Prone, Standing.</b>		
Call to the Line CRO Commands	20 minutes before the published Start time of the Match: "Athletes to the line".		
	Five (5) minutes allowed for athletes to setup equipment on their allocated firing points.		
Preparation and Sighting	"Fifteen (15) minutes preparation and sighting time, Start".  After 14 minutes 30 seconds, "30 seconds".  After 15 minutes, "Stop".		
	After 30 seconds to allow the targets to be reset for Match:		
	'Match Firing START"  After 80 minutes, "10 minutes".  After 85 minutes, "5 minutes"  After 90 minutes, "STOP, UNLOAD".		
Subsequent relays	If there is more than one Elimination relay, there must be a thirty (30) minute break before athletes on subsequent relays are called to the line to allow athletes to remove their equipment and for the RTS Jury to check the targets.		
	Athletes will be called to the line as for relay one.		
Number of othletes to	Qualification must consist of a proportionate number of the highest-		

Number of athletes to

Qualify

Qualification must consist of a proportionate number of the highestranking athletes from each of the Elimination relays, taking the total number of entries into account. The number of athletes from each relay who will qualify should be announced as soon as possible.

The maximum number of athletes progressing from Elimination to Qualification is dependent on the number of firing points available at the

	venue. The minimum number is twelve (12). The numbers will be	
	calculated by using the following formula:	
Formula	The usable number of firing points is divided by the total number of athletes on the start lists multiplied by the number of athletes on the start list for each relay.  e.g. 60 firing points and 101 athletes:	
	1st relay: 54 athletes 60 ÷ 101 x 54 = 32.08 (32) athletes	
	2nd relay: 47 athletes 60 ÷ 101 x 47 = 27.92 (28) athletes	
	The same formula will be used if there are 2 or 3 relays.	
QUALIFICATION STAGE		
Qualification procedure	The same procedure will be used as described for the Elimination Stage, with athletes firing 3 x 20 shots in the three positions.	
Number of athletes to Qualify	The <b>top eight (8)</b> athletes in the Qualification stage will progress to the Final stage	
	FINAL STAGE – Part 1	
	Final Part 1 will consist of a single relay comprising eight (8) athletes. The highest ranked four (4) athletes will progress to the Medal Match.	
Firing point allocation	Firing points will be numbered R1, A, BtoH, R2 Athletes will be allocated to firing points in accordance with their ranking in the Qualification Stage with the highest ranked on firing point A.	
Reporting time	Finalists must report at least 30 minutes before the scheduled Start Time of Final Part 1 Team Leaders are responsible for presenting their athletes to the Preparation Area and reporting to the Jury on or before that time.	
	An athlete reporting later than 30 minutes before the published Start Time will receive a deduction of one (1) point from the gun score of their first competition shot.	
	An athlete reporting later than twenty (20) minutes before the Start Time will not be allowed to start and will be ranked eighth in the Final.	
	All eight finalists must report dressed in their competition clothing complete with all their shooting equipment needed for the Final and must bring a national team uniform that must be worn in the Victory Ceremony.	
	Athletes will each be issued with a box or container into which all accessories, extra ammunition and all equipment that they will need in the Final must be placed. This will be placed at the rear of the allocated firing points. During changeovers between positions, all replaced items must be placed in this box and not be left on the floor of the FOP.	
	Jury Members and Equipment Control Officers must complete their pre- competition checks in the Preparation Area as soon as practicable	
Equipment set-up time	All athletes must be allowed to place their equipment on the firing points at least 20 minutes before the start of the semi-final. Coaches may assist their athletes. All must return to the preparation area not later than 15 minutes before the Start time.	

No Rifle cases or equipment containers may be left on the Finals range Field of Play (FOP). Athletes must be ready to walk in ten (10) minutes before the Start time. An assistant must make sure that Finalists are assembled in the correct order and must indicate to the CRO that they are ready. Athletes will enter the FOP one at a time. As each athlete enters the FOP the Announcer will introduce them to the spectators. They must stand in front of their designated firing points, facing the audience, and remain in that position until all have been presented, including the Jury Member in Charge and the Chief Range Officer CRO commands When all introductions have been made: "Take your positions". After two (2) minutes to take the kneeling position: "Five minutes preparation and sighting time" 5 secs "START". After 4 minutes 30 seconds: "30 seconds" After 5 minutes: "STOP". After 30 seconds to allow the targets to be reset for Match: "For the first competition series, LOAD" 5 secs "START". Course of fire **Two (2)** series of 5 shots in each position in the following sequence: Kneeling **200** seconds to fire each series in the **Kneeling** position Changeover time Six (6) minutes changeover from Kneeling to Prone, including sighting shots. Prone **150** seconds to fire each series in the **Prone** position Changeover time Eight (8) minutes changeover from Prone to Standing, including sighting shots. Standing 250 seconds to fire each series in the Standing position The CRO will give "TEN" and "FIVE" second warnings before the end of each series, and the commands for the changeover periods to "STOP" and "START" as appropriate. Progression to Medal The four (4) athletes ranked with the highest scores will progress to the Match Medal Match and will remain on the same firing points. The four lowest ranked athletes are eliminated, must withdraw from the firing line, place their rifles on their equipment boxes and sit on their allocated seats. Announcer The Announcer will congratulate each of the eliminated athletes as they withdraw, starting from the 8th lowest scorer. **MEDAL MATCH (Final Stage Part 2) Medal Match Procedure** The Medal Match will be fired in the Standing position as a continuation of Part 1, immediately after the four other finalists have retired from the Firing line. Course of fire Scores start from zero. Athletes will fire TEN (10) single shots on command in a time limit of fifty (50) seconds per shot.

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Scoring  Equal scores	Points are awarded according to the score of each shot, as follows: Highest value: 4 points Second highest: 3 points Third highest: 2 points Lowest value: 1 point Total number of points available for each round = 10 If at any time an athlete does not shoot in time, or misses the target, they will score zero (0) points.  Equal scores will be awarded the sum of points corresponding to each ranking divided by the number of scores that are equal. This is to ensure that the total number of points awarded for each series remains the same. i.e.  Ties for $1^{st}$ and $2^{nd}$ awarded $(4+3) = 7 \div 2 = 3.5$ points each Ties for $2^{nd}$ and $3^{rd}$ awarded $(3+2) = 5 \div 2 = 2.5$ points each Ties for $3^{rd}$ and $4^{th}$ awarded $(2+1) = 3 \div 2 = 1.5$ points each Ties for $1^{st}$ , $2^{nd}$ & $3^{rd}$ awarded $(4+3+2) = 9 \div 3 = 3$ points each
4 <sup>th</sup> place decided	After ten (10) shots the athlete with the lowest number of points is eliminated and withdraws from the line after inserting a safety flag and placing their rifle on their equipment box.
	Points awarded during the first ten shots are carried forwards. The remaining athletes continue to fire another FIVE (5) single shots on command.
	Points will be awarded according to the score of each shot, as follows: Highest value: 4 points Second highest: 3 points Lowest value: 2 points Total number of points awarded for each round = 9
Equal scores	Equal scores will be awarded the sum of points corresponding to each ranking divided by the number of scores that are equal, as before. i.e. Ties for 1 <sup>st</sup> and 2 <sup>nd</sup> awarded (4+3) = $7 \div 2 = 3.5$ points each Ties for 2 <sup>nd</sup> and 3 <sup>rd</sup> awarded (3+2) = $5 \div 2 = 2.5$ points each Ties for 1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> awarded (4+3+2) = $9 \div 3 = 3$ points each
Bronze medal decided	After a total of fifteen shots (10 + 5), the athlete with the lowest points score wins the bronze medal, will withdraw from the firing line and sit at the rear or side of the FOP.
Early completion	If after ten or more shots, two athletes have scored sufficient points to make it impossible for the third athlete to score enough points to finish in the top two places, the CRO may command:
	"STOP. The bronze medal is decided"
	The athlete will withdraw from the firing line and sit at the rear or side of the FOP. The Final Part 2 will continue with the Gold Medal Match.
Gold medal match	All previous points scored are zeroed.
	The CRO will repeat the commands as for the single shot series.

Tied Scores	Points are awarded according to the ranking after each shot, i.e. Highest value 2 points Tied scores 1 point Lowest value 0 points  The winner will be the first athlete to score sixteen (16) points or more. If the points are tied on 16 or more, athletes will continue firing additional shots on command until the tie is broken.  If there are no ties or protests, the CRO will command:  "STOPUNLOAD - THE RESULTS ARE FINAL"
	A Range Officer must verify that gun actions are open with safety flags inserted.
Timeout during Final Part 2, (Medal Match)	A Coach or athlete may request a "Timeout" by raising a hand whilst the announcements are being made after the completion of a series of shots.
	A "Timeout" may be requested by each athlete once only during the Medal Match. The Coach may approach and speak to his athlete on the firing line for a maximum time of thirty (30) seconds.
	If a "timeout" is requested by one athlete, a Coach of the other athletes may also approach and speak to their athlete at the same time. This does not affect the opportunity of the other athletes to subsequently request their own "timeout".
	Timings will be controlled by the Jury Member in Charge.
Presentation of medallists	The Gold and Silver medal winners will be joined by the bronze medallist and the Jury Member in Charge will organise the three athletes to line up for photographs.
	The Announcer will present them individually. Athletes may hold their rifles after insertion of safety flags.
	"The bronze medallist, representing
	is:"
	"The silver medallist, representing
	is:"
	"The gold medallist, representing
	is:"
Malfunctions in Finals	Only one (1) malfunction will be allowed for each athlete throughout the Final.
	Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Final to continue without unnecessary delay

Music & audience support	During the Qualification rounds and Medal matches, music must be played, which must be approved by the Technical Delegate. Enthusiastic audience support is encouraged and recommended during all Final stages
Penalties	Any penalties will be applied according to ISSF rules.  If a finalist fires an extra shot in a single shot time the extra shot must be nullified, and a two (2) point penalty applied to the last correct shot
Irregular cases	ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs.  The Jury will decide irregular or disputed matters according to General Technical Rules for each event.