



25M Military Rapid Fire

Attached is a copy of the CISM Military Rapid Fire Event, likely to feature at the Island Games in 2017.

In essence, it is the same as **ISSF Rapid fire** but done with a full bore pistol with a few changes. To be competitive, it's generally shot with a .32SW Long ISSF Centrefire pistol, but other pistols can be used within the rules. As it's shot single handed, a Glock 9mm or other similar gun is unlikely to be competitive.

The club has no events planned this year for selection as yet, but those wishing to be considered should shoot ISSF Rapid Fire events for a score and ISSF Centrefire events as additional practice and training.

Further Information:

<http://islandgames2017.com/>

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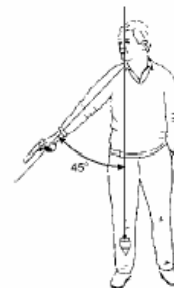


Must have before pre-event and event:

- Hearing protection
- Stopwatches
- Start list
- Score cards/extra printer tape
- New targets and patches
- Sound system
- Trigger weight, SKID gauge & gauges cal. .38" / .22"
- Knowledge of timer if using turning targets or Knowledge of electronic target system
- Malfunction and Range Incident Report forms, Range Register, etc available
- CRO should have ISSF Rule Book visible

READY POSITION
8.6.1.3.1

Ready position applies to all stages



1. CRO clears personnel from target area
2. Shooters called to line
3. Check by Range Officers (Jury checks to see if done) before event
 - Names, Target numbers and Start List correspond
 - Equipment control sheet/serial numbers
 - Bib numbers on back, above waist
 - Clothing and equipment checks to conform to rules

INTERRUPTED SERIES	8.6.5.2.2
EARLY & LATE SHOTS	8.6.6.2.3
DISTRUBANCES	8.6.7
TOO MANY SHOTS	8.6.6.2.2.1
CROSS FIRES	8.6.6.4
EXCESSIVE HITS	8.6.8
MALFUNCTIONS	8.8.4 & CISM 5.4.2.3

“PREPARATION TIME BEGINS NOW” (issf 8.6.4.1.1.2-3)

- Start stopwatch/timer
- Wait 5 minutes , then call out series and gives command:
“FOR THE 10 sec SIGHTING SERIES. LOAD.” (issf 8.6.4.10.1)
- After 1 minute, give command:
“ATTENTION” (8.6.4.10.3)
- Switch on red light or turn targets to edge-on, i.e. start timer
- At end of series, check for malfunctions then give command:
“UNLOAD”
- Make the range safe
- Allow target personnel forward to score and/or repair
- After target crew has finished and returned or signaled that they are in protected area, call out series and give command:
“10 (8 or 6) SECOND SERIES. LOAD” (cism 5.4.2.2 / issf 8.6.4.10.2)
- After 1 minute, give command:
“ATTENTION”
- Switch on red light or turn targets to edge-on, i.e. start timer
- At end of series, check for malfunctions then give command:
“UNLOAD”
- Make the range safe
- Allow target personnel forward to score and or repair
- After last series, Range Officers check pistols before they are removed from line and cased. Remind shooters to sign score sheet or printer strip.
- After range is made safe, allow target crew to go out and score, and/or replace targets.

COURSE OF FIRE

- SIGHTING SERIES:**
1 series x 5 shots in 10 seconds
- COMPETITION (3 STAGES)**
1. 4 series x 5 shots in 10 seconds
 2. 4 series x 5 shots in 8 seconds
 3. 4 series x 5 shots in 6 seconds

Check Lists:

RELAY _____
Preparation (5 min.)
Sighting Series (10 sec)
10 10 10 10 M
8 8 8 8 M
6 6 6 6 M

Check Lists:

RELAY _____
Preparation (5 min.)
Sighting Series (10 sec)
10 10 10 10 M
8 8 8 8 M
6 6 6 6 M

****MALFUNCTION IN SIGHTING SERIES** –not counted as malfunction. Sighting series may be completed by firing **unfired** shots in 1 further sighting series. In this stage, the shooter may complete his 5 shots. (5.4.2.2)

****MALFUNCTION – COMPETITION SERIES** – 2 re-shoots allowed within the 60 shots for allowable malfunctions only (cism 5.4.2.3 / issf 8.8.4.5.3.2) See also Rule 8.8.4.5.2.1.6. Series is completed in the same time stage with the following regular series. Final series will be fired after other shooters have completed that time stage. (8.8.4.5.4, 8.8.4.6) Form D



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