



ESC CHALLENGE
50M RIFLE PRONE DUET
(Men + Women / Men Junior + Women Junior)
Description of the format and the competition rules

1. FORMAT

a) General

50m Rifle Prone Duet is a format for competitions between teams. Each Team must consist of two athletes from the same nation (1 female, 1 male) who should wear the competition clothing with national colors and identification as per applicable Rules. In a championship, in each competition, nations may enter a maximum of two (2) teams. A minimum of five (5) teams must participate in event.

Each of the two athletes entered in the competition must be registered by the set deadline, but may be changed for other athletes registered in the Championship by latest 12:00 the day before the start of the Competition.

b) Number of stages

The competition consists of two stages:

- Qualification
- Final

c) Qualification part 1

Each of two athletes will fire twenty (20) shots in prone position in a time limit of twenty (20) minutes. The scores of each team member will be added together and the combined results will be ranked. The eight (8) top-ranked Teams will progress to the Q2.

d) Qualification part 2

Scores from Qualification part 1 are not carried forward to Qualification part 2. All teams start from zero. Each of two athletes will fire twenty (20) shots in prone position in a time limit of twenty (20) minutes. The scores of each team member will be added together and combined results will be ranked. The four (4) top-ranked teams will progress to the Medal Matches. The two (2) top-ranked teams will progress to the Gold Medal Match (GMM) and the third and fourth ranked teams will progress to the Bronze Medal Match (BMM).

e) Medal Matches

Medal Matches take place in the Final Hall. The Bronze Medal Match will be shot first, at the assigned time, followed by the Gold Medal Match. One team will compete against the other team. They start from zero and make single shots. The coach of team in Medal match must decide and inform RTS Jury after Qualification part 2 which athletes will shoot on which firing point.

Athletes in Team ranked third after Qualification should will take firing points E and F. The Team ranked fourth after Qualification will take firing points G and H.

Athletes in Team ranked first after Qualification will take firing points A and B. The Team ranked second after Qualification will take firing points C and D.

The score of each shot is determined by the combined result of the two members of the team. Points are awarded according to the total team score.

The first team to score sixteen (16) points or more will be declared the winner of the Match.

In case of a tie where both teams have scored sixteen (16) points the Match will continue with one (1) additional shot fired by all members of each team to decide the tie.

If the scores are still tied the teams will continue to shoot additional shots on command until the tie is broken.

2. COMPETITION RULES

a) Targets and Ranges

A 50m range must be used. Qualification part 1, Qualification part 2 take place in the Qualification range. Medal Matches take place in the Final Hall. Electronic Scoring Targets for all ranges

b) Scoring at the Qualification range.

Decimal scoring. All scores are not carried forward to the next level.

c) Scores and rankings

The scores and rankings of the teams are based on the total scores of their two (2) members.

d) Tied scores

Ties will be broken by applying ISSF Rule 6.15.5.

e) Malfunctions

Malfunctions will be governed according to ISSF Rules. One malfunction per each member.

2.1 QUALIFICATION PART 1 PROCEDURE

If there are more teams than available firing points, Part 1 is held in 2 relays. In case of 2 Relays, Relays must be composed in manner that there is approx. same number of teams in each Relay.

If there are 2 teams from same country, teams must be in different relays. (Team 1 in Relay1, Team 2 in Relay 2). Firing points for each Team are allocated randomly by software. Members of each Team shoot next to each other. Female on left side. Each athlete fires independently of their Team member. Athletes will be called to the line twenty (20) minutes before the scheduled Start time of the event.

a) Course of fire

Equipment Set up time: ten (10) minutes.

Preparation and Sighting time: ten (10) minutes.

Each athlete will fire twenty (20) shots in prone position (total 40 shots per Team), in a time limit of thirty (20) minutes.

The scores of each team member will be added together and the team results will be ranked. The eight (8) top-ranked Teams will progress to Part 2. (If there are 2 Relays, four (4) best Teams from each Relay will progress to Part 2).

2.2 QUALIFICATION PART 2 PROCEDURE

There must be at least twenty (20) minutes break between Qualification part 1 and the start of Preparation and Sighting time of Qualification part 2 to allow for the display of results, any protests and for the RTS Jury to check the targets.

a) One relay in Qualification part 1

The athletes remain on their original firing points for Part 2. Athletes who do not qualify for Part 2 should remove their equipment from the firing-line as soon as possible.

The Chief Range Officer will command athletes, “**Take your positions**” eight (8) minutes before the scheduled start time of Part 2. This allows five (5) minutes to take positions before the start of Preparation and Sighting time three (3) minutes).

b) Two relays in Qualification part 1

The qualifying Teams from Part 1 will move to firing points in a designated part of the range so that they are positioned next to each other, with a reserve firing point between each Team. Members of each Team shoot next to each other. Athletes who do not qualify for Part 2 should remove their equipment from the firing-line as soon as possible. Firing points for each Team are allocated randomly by software. Female on left side. The Chief Range Officer (CRO) will command athletes, “**Take your positions**” fifteen (15) minutes before the scheduled Start time of part 2.

They will then have ten (10) minutes to set up their equipment on their allocated firing points before the start of Preparation and Sighting time five (5) minutes.

c) Course of fire

Preparation and Sighting time: Three (3) minutes (five (5) minutes if athletes change firing point from Part 1).

Each athlete will fire twenty (20) shots in prone position (total 40 shots per Team) in a time limit of twenty (20) minutes.

The scores of each team member will be added together and the team results will be ranked. The four (4) top-ranked teams will progress to the Medal Matches.

2.3 MEDAL MATCHES PROCEDURE

After athletes have been called to the line, they will be allowed five (5) minutes preparation and sighting time. Each round will be fired on command of the CRO, with all athletes firing a single shot in a time limit of thirty (30) seconds. The procedure for conducting all Matches is the same with appropriate wording used by the CRO in each case.

a) Reporting Time

All eight (8) athletes who qualify for the Final must report to the Finals Range Preparation Area, with all necessary equipment, at least thirty (30) minutes before the Start Time of the Bronze Medal Match. Each Team may be accompanied by one Coach.

A two (2) points penalty will be deducted from the score of the first competition shot if one or more Team members do not report on time but reports at least twenty (20) minutes before start of BMM.

If one or more Team members do not report twenty (20) minutes before start of BMM, Team will not be allowed to start and will lose medal match as DNS.

b) Allocation of firing positions

BMM: The Team ranked third (3rd) should take positions on firing points E and F, Team ranked fourth (4th) on firing points G and H.

GMM: The Team ranked first (1st) should take positions on firing points A and B and the Team ranked second (2nd) on firing points C and D.

c) Equipment set-up

The four (4) Teams must be allowed to place their equipment on their allocated firing points at least twenty (20) minutes before the scheduled Start time. Coaches may assist their athletes. All must return to the preparation area not later than fifteen (15) minutes before the Start time.

No bags or transport boxes may be left on the Field of Play. Athletes in GMM can leave their rifles in preparation area but must set all other equipment.

Teams for BMM must be ready to walk in eight (8) minutes before the Start time. An assistant must make sure that athletes are assembled in the correct order and must indicate to the CRO that they are ready.

The two (2) Teams for the BMM will enter the FOP one at a time. As each Team enters the FOP the Announcer will introduce them to the spectators. Athletes 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. Teams for the GMM will remain in the Preparation area.

d) Scoring for the Medal Matches

Decimal scoring will be used in all Medal Matches. The score of each shot is determined by the combined result of the two members of the Team. Athletes will fire single shots on command in thirty (30) seconds.

Points are awarded according to the total team score, as follow:

Highest total:	2 points
Tied scores:	1 point
Lowest total:	0 point

e) Commands of the CRO

“Range is Ready for Medal Match”.

When all introductions have been made: **“Take your positions”.**

After one (1) minute for athletes to take their positions:

“Five (5) minutes preparation and sighting time, Start”.

After 4 minutes 30 seconds: **“Thirty (30) seconds”.**

After 5 minutes: **“Stop”.**

After 30 seconds to allow the targets to be reset for Match:

“For the first (1st) competition shot, LOAD” (five (5) seconds pause) **“START”.**

After thirty (30) seconds, or when all six (6) athletes have fired a single shot. **“STOP”.**

f) Announcer

An Announcer should make brief comments on the points awarded to each Team and the current ranking as the match progresses. The CRO will repeat the commands to **“LOAD”** and **“STOP”** until all athletes have fired a single competition shot.

g) Sequence in the Final

After the end of the BMM, and after those athletes have left the range, coaches have put the rifles for GMM on FP, athletes for GMM will walk in in the same manner as for BMM

The winning Team will be declared the Gold Medalists and the runners-up will be declared the Silver Medalists.

h) Time-out

A Coach or athlete may request a "Time-out" by raising a hand whilst the announcements are being made after the completion of a series. This may be requested once only during the Medal Match. The Coach may approach and speak to his athlete(s) on the firing-line for a maximum time of one (1) minute. If a "Time-out" is requested by one Team, a Coach of the other Team may also approach and speak to his athlete(s) at the same time. This does not affect the opportunity of the other Team to request their own "Time-out". The time will be controlled by the Jury and CRO.

i) Presentation of Medalists

The Gold and Silver Medalists will be joined on the Field of Play by the Bronze medalists and line up, for official photographs and announcements.

j) National identification, Dress-code

The athletes from each nation are recommended to wear shooting clothes of same design and color decisions. They must display their national identification on their shooting clothing as follows: The name or flag of the country designated by 3 letters as determined by the IOC on their rifle pocket.

k) Malfunctions in Medal Matches

Malfunctions in Medal Matches will be governed according to ISSF Rules (only one (1) malfunction will be allowed for each Team member during the Medal Matches). Athletes may be allowed one (1) minute to repair or replace a malfunctioning firearm to permit the Medal Matches to continue without unnecessary delay.

l) Penalties

All penalties will be applied according to ISSF rules.

m) Music & Spectator Activity

During the Qualification stages and the Medal Matches, music is allowed. Enthusiastic audience support is encouraged and is recommended during the Medal Matches.

n) Irregular or disputed matters

Will be decided by the Jury according to ISSF Rules.