

## **16.10 - 16.12 Reserved**

### **16.13 Practice and Zeroing Shots**

- (1) Practice or zeroing shots shall not be allowed except when specified in the program or at the discretion of the CRO when targets are available.
- (2) Not more than ten consecutive practice or zeroing shots will be allowed if other competitors are waiting.
- (3) No competitor shall fire a practice or zeroing shot until after he has handed a practice shot ticket to the RO. See Rule 11.20.
- (4) If two hits are found on a target when practice shots are being fired, the competitor whose turn it was to fire shall, if he has fired, be allowed another shot.
- (5) Before leaving the firing point after practice or zeroing shots, and whether or not so ordered, the Firer shall:
  - (a) Clear his firearm and make it safe in accordance with all the procedures of Rule 16.04.
  - (b) Then present his firearm to the RO for further checking in accordance with paragraph (2)(e) of Rule 16.04.

### **16.14 Sighting Shots - Deliberate Fire**

- (1) Two non-compulsory sighting shots will be allowed at each distance in deliberate fire TR matches and tie shoots.
- (2) Two non-compulsory sighting shots per competitor shall be allowed at each range in team matches and their tie shoots.
- (3) Except as otherwise permitted by Rule 3.09(l) and sub-para (5) below, competitors will not be allowed any sighting shots once they have gone on score.
- (4) The time taken for sighting shots shall count against the overall time limit.
- (5) In all cases where shooting is interrupted for a period of not less than five minutes through no fault of the Firer, any Firer who has not completed his shoot may fire a declared sighting shot which the Scorer shall NOT enter on the Firer's scorecard and which may NOT be converted into the next shot on score.
- (6) A competitor who cannot tell the position of a sighting shot owing to another shot also hitting his target will, if he so requests be permitted by the Range Officer to repeat this sighting shot. Any such additional sighting shot may be converted into a shot on score (see rule 16.15(1)). In the event the shooter does not elect to repeat the sighting shot rule 3.09 (1) and (2) apply.

## 16.15 Convertible Sighters

(1) A shooter may convert into a shot counting for score both of his sighting shots or his second sighting shot only. It is not permissible to convert the first sighter and not the second.

(2) When the value of the second sighting shot is signalled, the shooter must declare to his scorer if he wishes to convert one or more sighting shot(s). When shot(s) are converted, the scorer must strike a diagonal line through their value in the sighting box(s) on the scorecard, and transfer these value(s) to the first (or first two) scoring box(s). Any scoring spaces left blank, crossed through, or annotated with a "C" will count as zero; only those shots recorded in the scoring boxes will be entered into the computer.

For examples of correct scorecard completion, see below:

### No sighting shots converted:

S	S	1	2	3	4	5	6	7	8	9	10	Total
4	3	4	5	4	v	5	4	v	5	4	5	46(2v)

### One sighting shot converted (which MUST be the second sighter):

S	S	1	2	3	4	5	6	7	8	9	10	Total
4	v	v	5	4	5	v	v	4	5	5	5	48(3v)

### Both sighting shots converted:

S	S	1	2	3	4	5	6	7	8	9	10	Total
v	5	v	5	5	4	v	v	v	5	v	5	49(5v)

(3) In a match in which the competitor is using DND-supplied ammunition, upon completion of the shoot, the competitor must turn in to the RO, with his score ticket, the equivalent number of unexpended rounds which have been converted.

**16.16 - 16.17 inclusive      Reserved**