



International Shooting Sport Federation  
Internationaler Schiess-Sportverband e.V.  
Fédération Internationale de Tir Sportif  
Federación Internacional de Tiro Deportivo

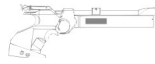
## 9. SHOTGUN RULES

FOR

Trap Double Trap  
Skeet  
Trap Mixed Team  
Skeet Mixed Team

**Trap Team**

**Skeet Team**

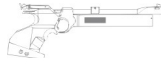


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## NOTE:

Where figures and tables contain specific information, these have the same authority as the numbered rules.



## 9.1 GENERAL

9.1.1 These Rules are part of the ISSF Technical Rules and apply to all Shotgun events.

9.1.2 All athletes, coaches, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

9.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

9.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

9.1.5 Where figures and tables in these rules contain specific information, the specific information in these figures and tables has the same authority as the numbered rules.

## 9.2 SAFETY

~~See ISSF General Technical Rules, Rule ????~~

### 9.2.1 Safety is of paramount importance

The safety of athletes, range personnel and spectators require continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility vests or jackets. Self-discipline is necessary on the part of all.

### 9.2.2 Carrying Shotguns

To ensure safety, all shotguns, even when empty, must be handled with maximum care at all times (penalty - possible **DISQUALIFICATION**).

- a) Conventional double barrelled shotguns must be carried empty with the breech visibly open;
- b) Semi-automatic shotguns must be carried with the breech bolt visibly open, with a safety flag inserted, and the muzzle pointed in a safe direction, up to the sky or down towards the ground only;
- c) Shotguns not in use must be placed in a gun rack, locked gun case, armoury or other secure place;
- d) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given;
- e) Cartridges must not be loaded in the shotgun until the athlete is standing on the shooting station, facing the traps with the shotgun pointed towards the target flight area and after the Referee has given permission (Exceptions, **see Rule 9.9.1.2.(g)**);
- f) When shooting is interrupted, the shotgun must be opened and any



cartridges or empty cartridge cases must be removed;

- g) No athlete may turn from the shooting station before his shotgun is open and empty;
- h) After the last shot and before leaving the range or placing the shotgun on a rack, armoury etc., the athlete must ascertain **and the Referee must verify** that there are no cartridges or empty cartridge cases in the chamber and/or magazine; and
- i) The handling of closed shotguns is prohibited when operating personnel are forward of the firing line.

### 9.2.3 Aiming

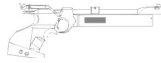
- a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated dry firing areas;
- b) Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited; and
- c) Aiming in any area other than within the designated dry firing areas is prohibited.

### 9.2.4 Shooting and Test Firing

- a) Shots may be fired only when it is the athlete's turn and the target has been thrown;
- b) By permission of the Referee, test firing of shotguns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day;
- c) Test firing of shotguns is also permitted for each athlete prior to the start **of the Finals or any shoot-offs after qualification**;
- d) Test shots must not be fired into the ground within the shooting areas; and
- e) Test firing of a shotgun after a repair is permitted, but it must be arranged with the Chief Referee.

### 9.2.5 "STOP" Command

- a) When the command or the signal "**STOP**" is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe;
- b) No shotgun may then be closed until the command to continue ("**START**") has been given;
- c) Shooting may only be resumed at the appropriate command ("**START**") or signal; and
- d) Any athlete who handles a closed shotgun after the "**STOP**" command has been given, without the permission of the Referee, may be disqualified.



## 9.2.6 Commands

- a) All range commands must be given in the English language;
- b) The Referees or other appropriate range officials are responsible for giving the commands “**START**,” “**STOP**” and other necessary commands; and
- c) The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

## 9.2.7 Eye And Ear Protection

- a) All athletes and other persons in the vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection;
- b) Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the FOP. Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury (see also **G.T.R. 6.2.5**); and
- c) All athletes, Referees and officials are urged to wear shatterproof shooting glasses or similar eye protection.

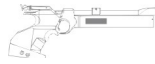
## 9.3 RANGE AND TARGET STANDARDS

- a) Clay target standards are found in **G.T.R. 6.3.6**
- b) Range standards for Shotgun ranges are found in **G.T.R. 6.4.17/18/19/&20**
- c) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, **control units**, etc.) once set by the Referee or Jury. For a first violation, a **Warning (Yellow Card)** will be given to the athlete; a second violation will result in a **one (1) point Deduction (Green Card)** from the last hit target in the last completed round. Any subsequent occurrence will result in **Disqualification (Red Card)**. The deliberate switching off of the **control unit** will result in an **immediate disqualification**. If a coach or team official violates this rule, the warning or penalty shall be given to all **the** athletes in the event from that country.

## 9.4 EQUIPMENT AND AMMUNITION

### 9.4.1 Equipment Restrictions

- a) Athletes must use only equipment and clothing that comply with **the** ISSF Rules.
- b) Any shotgun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is



not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, including accessories or devices used to facilitate the counting of targets, **is prohibited**.

- c) Also, the use of **cartridges** with coloured wads is prohibited **(see also (9.4.3.1 (f)))**.
- d) For a violation of these Rules, the athlete must receive a **Warning (Yellow Card)** for the first occurrence. For a repeat violation, the athlete must receive a **Deduction (Green Card)** of five (5) targets from the last five (5) hit targets in the last completed round.

#### 9.4.1.1 Equipment Control

- a) Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF **Competitions** comply with **the** ISSF Rules.
- b) The Shotgun Jury is responsible for checking **the** athletes' equipment to ensure compliance. The Jury must provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training Day so that athletes, if they wish, may have their equipment checked prior to the competition.
- c) To ensure compliance with **the** ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the **rules will be penalized, as per Rules**.
- d) **Athletes found to be in violation of the rules for shotguns or Skeet marker tapes must be disqualified.**

#### 9.4.1.2 Equipment on the Field of Play / Shooting Area

Any equipment or accessories on the field of play/shooting area shall be deemed as available for use by the athlete concerned and will be subject to inspection/ check by the Jury. Penalties will be applied.

### 9.4.2 Shotguns

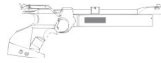
#### 9.4.2.1 Types of Shotguns

- a) All types of smoothbore shotguns, including semi-automatics, **but excluding pump action shotguns**, may be used, provided their calibre does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used.
- b) Shotguns must not have a camouflage finish.

#### 9.4.2.2 Release Triggers

Shotguns with any type of “release” trigger mechanisms are prohibited.

#### 9.4.2.3 Slings



Slings or straps on shotguns are prohibited.

#### 9.4.2.4 Magazines

Shotguns with magazines must have the magazine blocked so that it is not possible to put more than one (1) cartridge in the magazine.

#### 9.4.2.5 Changing Shotguns

The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

#### 9.4.2.6 Compensators

The addition of compensators and similar devices (designed to reduce muzzle rise) fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted (see Rule 9.4.2.7 & 8)

#### 9.4.2.7 Ported Barrels and Ported Interchangeable Chokes (with or without porting)

Ported barrels are permitted, provided they do not extend back further than 20cm as measured from the end of the muzzle, or as measured from the muzzle end of any interchangeable fitted choke; and

9.4.2.8 Interchangeable chokes (with or without porting) fitted to the end of the muzzle are permitted. In the case of ported interchangeable chokes, their porting (plus any barrel porting) shall not extend back further than 20cm as measured from the muzzle end of the interchangeable fitted choke.

#### 9.4.2.9 Optical Sights

All devices or scopes fitted to the gun that have magnifying, light emitting, forward lead displacement, spotting properties, or that give visual enhancement of the target, are prohibited.

#### 9.4.2.10 Buttstock Depth and Barrel Porting

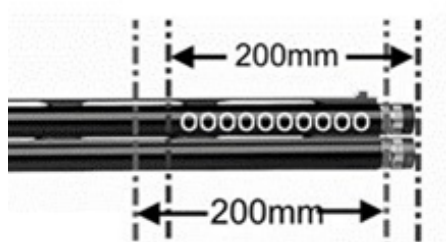
9.4.2.11 The depth of the buttstock (either adjustable or "Monte Carlo" type) measured from the highest point of the cheek rest to the lowest point of the butt plate toe must not exceed 170mm (17cm). Any butt plate toe vertical extension which is not an integral part of the buttstock and simply intended to increase its width, is not permitted.



9.4.2.12 The barrel porting shall not extend more than 200mm (20cm) from the end of the muzzle or end of the interchangeable fitted choke (see also: 9.4.2.7 &



8).



### 9.4.3 Ammunition

#### 9.4.3.1 Cartridge Specifications

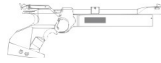
Cartridges permitted in the ISSF competitions must meet the following specifications:

- a) Shot charge must not exceed 24.0g (+0.5g tolerance). To determine if an athlete is using cartridges that comply with this rule, the cartridge inspection procedure must determine that the average weight of the selected cartridges does not exceed the maximum shot charge plus tolerance (24.5g);
- b) Pellets must be spherical in shape;
- c) Pellets must be made of lead, lead alloy or of any other ISSF approved material;
- d) Pellets must not exceed 2.6mm in diameter;
- e) Pellets may be plated;
- f) Only transparent or translucent wads with no colour may be used. Coloured wads are prohibited;
- g) Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and
- h) No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

#### 9.4.3.2 Cartridge Inspection

- a) The Equipment Control or Shotgun Jury must implement a cartridge inspection procedure that is approved by the ISSF Shotgun Committee. Specific details for conducting the cartridge inspection procedure are found in the Shotgun Equipment Control Guide that is available from the ISSF Headquarters.
- b) During a competition, a Referee (under the instructions of the Jury) or a Jury member, may take out of the normal cartridge





**control procedure**, an athletes' **cartridge/s** for inspection at any time when the athlete is in the shooting area.

- c) When **cartridges** are sold to participating teams at an **ISSF Competition** site, the Equipment Control or Shotgun Jury must test selected samples of these cartridges before the **Pre-Event Training** (PET) for the first event and post the results of these tests so that this information is available to coaches and athletes.
- d) If an athlete uses ammunition that is not in accordance with **Rule 9.4.3.1 a)** (maximum shot charge), he must be **Disqualified (Red Card)**; and
- e) **If an athlete uses ammunition that is not in accordance with Rule 9.4.3.1, he must receive a Warning (Yellow Card) or be penalized according to Rules 9.4.1 d) and 9.16.4.1 f).**

## 9.5 COMPETITION OFFICIALS

### 9.5.1 General

All persons who are designated to serve as officials in ISSF competitions must possess valid qualifications appropriate to the level of the competition. When on duty, all Jury Members are required to wear the official ISSF Jury **(red) Vest that can be purchased from the ISSF Headquarters.** **Also,** when on duty, all Referees are required to wear the **official** ISSF Shotgun Referee **(blue) Vest. that can be purchased from ISSF Headquarters.**

### 9.5.2 Jury

#### 9.5.2.1 Duties Before the Competition Starts

Before the competition starts, the Jury must:

- a) Check the ranges to ensure that they comply with these Rules;
- b) Ensure that the targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is properly prepared to conduct the competition;
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked; and
- e) **Cooperate with the RTS office in the verification, preparation and distribution of the start lists, both for the Pre-Event Training, the Qualification stage and the Finals, as well as any possible shoot-offs before and during the Finals.**

#### 9.5.2.2 Duties During the Competition



During the competition, the Jury must:

- a) Supervise the competition;
- b) Advise and assist the Organizing Committee;
- c) Ensure the correct application of the Rules;
- d) Check the athletes' guns, ammunition and equipment;
- e) Check that the targets are set correctly after a trap machine breakdown;
- f) Make random checks during Qualification Rounds to ensure compliance with the Preparation Time Limits;
- g) Make random checks during Competition to ensure compliance with the rules concerning guns, ammunition, shooting vests and other clothing;
- h) Deal with protests that are properly submitted;
- i) Enforce the ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/ Advertising Rules;
- j) Approve the official preliminary and final ranking lists that are produced by the RTS office and confirm/verify the athletes eligible to participate in the shoot-offs and the finals.
- k) Make decisions regarding penalties;
- l) Implement sanctions where appropriate; and
- m) Make decisions in any cases that are not provided for in the Rules, or are against the spirit of these rules.

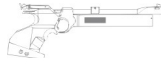
### **9.5.3 Chief Range Officer**

#### **9.5.3.1 General**

The Chief Range Officer is appointed by the Organizing Committee. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns, clay targets, clay target throwing machines, acoustic release systems, scoreboards and range equipment. He should hold a valid ISSF Shotgun Referee's or Judge's license.

#### **9.5.3.2 The Chief Range Officer is responsible for:**

- a) Fulfilling all technical and logistic issues with regard to preparation and proper conduct of a competition; and
- b) Performing all duties listed below in close cooperation with the Technical Delegate, Jury, Organizing Committee, Chief Referee, the



RTS Office and other staff members.

### 9.5.3.3 The duties of the Chief Range Officer are:

- a) To give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun events;
- b) To give instructions and supervise preparation of auxiliary facilities such as shotgun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;
- c) To give direction and supervise the preparation of clay targets for training and competition;
- d) To provide special ("Flash") targets filled with coloured powder for the Finals and any shoot-offs in the Finals;
- e) To ensure that the traps are adjusted according to the settings of the day;
- f) To ensure that all necessary range systems are functioning properly;
- g) To ensure that all range equipment is on each range and properly placed (large scoreboard, tables, range clocks, seats and umbrellas for Assistant Referees, facilities for the athletes, scorekeepers etc.);
- h) To assist the Organizing Committee to prepare official and unofficial training programmes and give advice in the preparation of the competition schedule.
- i) To make decisions, with the approval of the Jury, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons; and
- j) Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

## 9.5.4 Chief Referee

### 9.5.4.1 General

The Chief Referee must be appointed by the Organizing Committee in conjunction with the ISSF. He must possess an ISSF Shotgun Referee's license and must have a wide experience in Shotgun shooting and in the organization of ISSF competitions and a thorough knowledge of the ISSF Rules applying to the competition.

### 9.5.4.2 The duties of the Chief Referee, in general, are:



- a) To assist the Organizing Committee **and the ISSF**, in the selection and appointment of the Referees;
- b) To supervise the Referees and the Assistant Referees;
- c) To give instruction and information to the Referees and the Assistant Referees;
- d) **Supervise the work of the Referees and evaluate their performance.**
- e) To prepare the schedules and assignments for the Referees, **inclusive of Shoot-Offs and Finals;**
- f) To make decisions in cooperation with the Jury, such as when and on which ranges an athlete who had to leave his squad to repair a gun malfunction or was declared “**ABSENT**” may be permitted to complete his round; and
- g) To keep the Chief Range Officer informed of any difficulties, failures, **machine breakdowns, delays** etc. on the **Ranges;**
- h) **To ensure that all Referees are present on time at the Ranges to conduct the competition.**
- i) **To monitor that the competition is conducted according to the timings of the competition schedule and take necessary action in case of delays.**
- j) **To cooperate with the Technical Delegate and the Jury, in the proper conduct of the Competition and follow their guidelines and directives.**

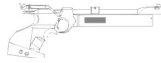
## 9.5.5 Referees

9.5.5.1 Referees must be appointed by the Organizing Committee in co-operation with the **Chief Referee** and must:

- a) Possess an ISSF Shotgun Referee’s license and a current Eyesight Certificate;
- b) Have wide experience in Shotgun shooting; and
- c) Have a thorough knowledge of the Shotgun and ISSF Rules applying to the competition.

9.5.5.2 **The main functions of the Referee are:**

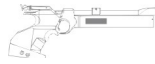
- a) Before the start of any round to ensure that the ranges are safe;
- b) **To check that the correct squad of athletes is present on the range before the start of a round and ensure that the Side Referees are ready in their allocated positions;**



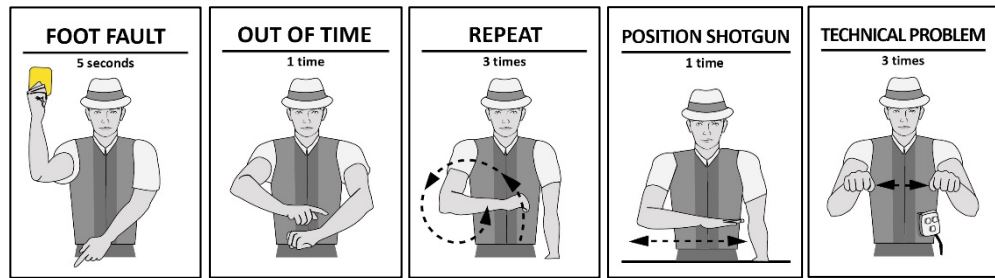
- c) To ensure that the correct procedure is used to declare an athlete **“ABSENT”**  
(See: **Rule 9.16.5** for **“ABSENT”** athlete);
- d) To make immediate decisions regarding **“HIT TARGETS”** (in all doubtful cases or a disagreement made by the athlete, the Referee **must** consult with the Assistant Referees before making a final decision);
- e) To make immediate decisions regarding **“LOST TARGETS”** (the Referee must give a clear and distinct signal for all targets declared **“LOST”**);
- f) To make immediate decisions regarding **“NO TARGETS AND IRREGULAR TARGETS”** (if possible, the Referee must call **“NO TARGET”** or give some signal before the athlete fires);

**Note:** Irregular targets require an immediate decision by the Referee.

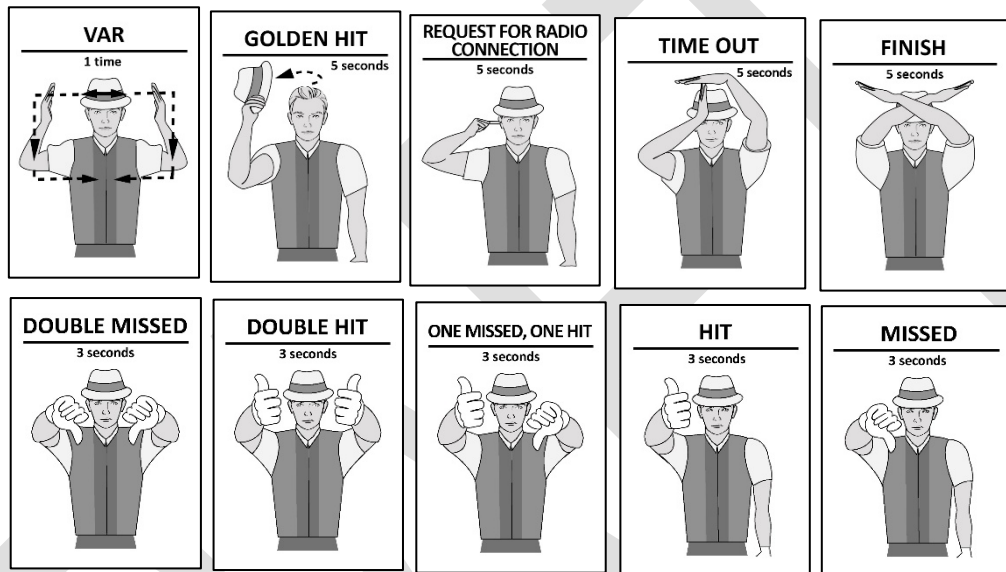
- g) To issue **Warnings (Yellow Card)** or automatic **Deductions (Green Card)** for **technical** violations where appropriate, **as per Rules (See: section 9.16)**;
- h) To ensure that the result of each shot is correctly recorded **(on the scorecards and the scoreboards)**;
- i) **At the end of each round, to sign the official scorecard and ensure that the final results of the round are correctly posted and any initial warning/s on technical violations recorded. Initial warnings on technical or rule violations must also be recorded on an incident report which must be handed over to the RTS office.**
- j) **Any disagreements raised by an athlete regarding his final result recorded on a scorecard, must whenever possible be verified, before the scorecard is handed over to the RTS office.**
- k) To ensure that the athletes are not disturbed;
- l) To monitor illegal coaching (non-verbal coaching is allowed according to **G.T.R. 6.12.5.1)**;
- m) To rule on any protests received from athletes;
- n) To rule on disabled guns;
- o) To rule on malfunctions;
- p) To ensure the correct conduct of the round; and
- q) To ensure the application of the safety rules.



### 9.5.5.3 Hand Signals to be used by Referees during Competition



### 9.5.5.4 Additional Hand Signals to be used by Referees during RMs and Finals



### 9.5.5.6 Warnings Issued by the Referee

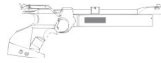
- The Referee must give **Warnings** for rule violations (**Yellow Card**) and must note such warnings on the official range scorecard (See: section 9.16); but
- The Referee may not assess penalties or disqualifications that fall under the responsibility of the Jury.

Has the idea of recording infringements and warnings given to athletes to be notified to RTS, in case of repeated infringements been discussed ?

### 9.5.6 Assistant Referees

#### 9.5.6.1 The Referee must be assisted by two (2) or three (3) Assistant Referees:

- Who are usually appointed in rotation from among the athletes who fired in the previous squad;
- All athletes must serve in this function when designated;
- The Organizing Committee may provide substitute qualified Assistant Referees;
- The Referee may accept experienced substitutes; and



- e) A Coach/Team leader must not be a substitute if there is an athlete of the same nation in the squad.

#### **9.5.6.2 The main duties of an Assistant Referee are:**

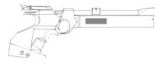
- a) To watch each target thrown;
- b) To carefully observe whether a target is broken before the shot is fired;
- c) To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target(s) is/are “LOST;”
- d) If required, to mark the result of the Referee's decision regarding each shot on the official scorecard;
- e) If asked, to advise the Referee on any other matters relating to the targets;
- f) To be positioned in such a way that they can observe the whole unobstructed shooting area;
- g) To indicate to the Referee in a Skeet event if the target is not hit within the boundaries; and
- h) In a Skeet event at the time of shooting on station 8, the two Side Referees under the directions of the Referee, must leave their original positions and be placed in the middle of the layout (in line of station 4 and 8), behind the Referee, to be able, if necessary, to advise him, whether the target is hit or not within the boundaries.
- i) To advise the Jury in case of a protest.

#### **9.5.6.3 Advising the Referee**

The Referee must always make the final decision. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.

#### **9.5.6.4 Absent Designated Assistant Referee**

- a) If an athlete has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by decision of the Jury by the deduction of one (1) point for each refusal, from his last hit target in the last completed round.
- b) Continued refusals may result in disqualification from the competition.



## 9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES

### 9.6.1 Shotgun Events (See: GR section 3):

#### 9.6.1.1 Olympic Events:

Skeet individual Men  
 Skeet individual Women  
 Trap individual Men  
 Trap individual Women  
 Skeet Mixed Team in the senior category (Men-Women)

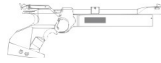
#### 9.6.1.2 Other Events

Skeet individual Men Junior  
 Skeet individual Women Junior  
 Trap individual Men Junior  
 Trap individual Women Junior  
 Trap Mixed Team in both senior and junior categories  
 Skeet Mixed Team in junior categories  
 Trap Team (Men, Men Junior, Women, Women Junior)  
 Skeet Team (Men, Men Junior, Women, Women Junior)  
 Double Trap individual Men  
 Double Trap individual Women  
 Double Trap individual Men Junior  
 Double Trap individual Women Junior  
 Open individual events (mixed categories) ???????????

#### 9.6.1.3 The programmes for each event are:

Event	Categories	Qualification Stage Number of Targets	Final Stage
Skeet individual	All (M, MJ, W, WJ)	125 in 5 rounds of 25 each, shot in 2 or 3 days	(Final Part 1; Relay 1, Relay 2, plus, Final Part 2) (See: Rule 9.18.5)
Trap individual	All (M, MJ, W, WJ)	125 in 5 rounds of 25 each, shot in 2 or 3 days	(Final Part 1; Relay 1, Relay 2, plus, Final Part 2) (See: Rule 9.18.6)
Skeet Mixed Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	Final Part 1; (Bronze Medal) Final Part 2; (Gold/Silver medals) (See: Rule 9.19.1.7)
Trap Mixed Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	Final Part 1; (Bronze Medal) Final Part 2; (Gold/Silver medals) (See: Rule 9.19.1.6)
Skeet Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	Final Part 1; (Bronze Medal) Final Part 2; (Gold/Silver medals) (See: Rule 9.20.6)
Trap Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	Final Part 1; (Bronze Medal) Final Part 2; (Gold/Silver medals) (See: Rule 9.20.5)
Double Trap individual	All (M, MJ, W, WJ)	120 in 4 rounds of 30 each, shot in 1 or 2 days	No Final





Note: Description of the formats of the Finals in individual events as well as the detailed formats of the Mixed Team and Team events can be found in section 9.18, 9.19 & 9.20 of the Rules.

## 9.6.2 Training

### 9.6.2.1 Pre-Event Training

- a) Must be provided for each event on the **day(s)** before the start of the official competition on the same ranges and the same make and colour of targets as **those that will** be used in the official competition;
- b) The Jury must check that the targets are set correctly for all Pre-Event trainings;
- c) All training times must be allocated fairly between those athletes present so that no advantage is given; and
- d) For Skeet, two extra Doubles shall be provided **(one reverse Double on Station 3 and one reverse Double on station 5).**

### 9.6.2.2 Unofficial Training

All range availability for unofficial training is the responsibility of the Organizing Committee, **which must be prepared in conjunction with the Jury and** must:

- a) Ensure that **the** unofficial training must not interfere, **in any way**, with any scheduled competition events;
- b) Be allocated fairly between those nations present so that no advantage is given; and
- c) Ensure that all team leaders present are informed of any unofficial training schedules.

## 9.7 TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS

### 9.7.1 Regular Target

- a) A regular target is one (1) whole target called by the athlete and released according to the Rules; and
- b) A regular Double is two (2) whole targets called by the athlete and released simultaneously according to the Rules.

### 9.7.2 Irregular Target

**An irregular target is a target that is not thrown according to the Rules and flies along a path other than that specified in the Rules in angle, elevation or distance.**



An irregular Double occurs when;

- a) One (1) or both of the targets are irregular;
- b) The targets are not thrown simultaneously;
- c) Only one (1) target emerges; or
- d) Either target emerges “broken.”

### 9.7.3 Broken Target

- a) A broken target is any target that is not whole in accordance with the General Specifications for Clay Targets **(G.T.R. 6.3.6.1)**; and
- b) A broken target is a **“NO TARGET”** target and must always be repeated.

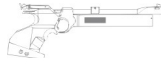
### 9.7.4 “HIT” Target

- a) A target is declared as **“HIT”** when a regular target is thrown and hit according to the event Rules and at least one (1) visible piece is broken from it;
- b) A target that is only “dusted,” but from which no visible piece is seen, is not a **“HIT;”**
- c) Where flash (powder filled) targets are used, a target must also be declared as **“HIT”** when there is visible emergence of powder **after a shot is fired**; and
- d) All decisions regarding **“HIT,” “LOST,” “IRREGULAR”** or **“NO TARGET”** targets rest finally with the Referee.
- e) See also **Rule ???** for the application of VAR (Video Assistant Referee) during Finals.
- f) It is prohibited to pick up a clay target from the range to determine whether or not it was a **“HIT.”**

### 9.7.5 “LOST” Target

A **target**, must be declared **“LOST”** when:

- a) It is not hit during its flight within the shooting boundaries;
- b) It is only dusted and no visible piece is broken from it;
- c) The athlete does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the athlete from firing;



- d) The athlete is not able to fire his **shotgun** for any reason attributable to the fault of the athlete;
- e) The athlete is not able to fire because he has not released the “safety,” **or** the “safety” has slipped to “safe”;
- f) The athlete has forgotten to load;**
- g) In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- h) If after a malfunction the athlete has opened the **shotgun** or has touched the safety before the Referee has examined the **shotgun**; or
- i) It is the third or subsequent malfunction in the same round.

#### 9.7.6 **“NO TARGET”**

- a) A **“NO TARGET”** is irrelevant to the competition and must always be repeated;
- b) The Referee must, if possible, call **“NO TARGET”** before the athlete fires, but if he calls **“NO TARGET”** after the athlete fires, a **“NO TARGET”** must be declared regardless of whether the target/s was/were hit or not; and
- c) After a **“NO TARGET”** is declared the athlete may open the **shotgun** and reposition himself.

### 9.8 **COMPETITION RULES FOR TRAP**

#### 9.8.1 **Conduct of a Round of Trap**

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand in the marked area (Station 6) behind Station 1 ready to move to Station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command **“START.”**

##### 9.8.1.1 **Method**

- a) When the first athlete is ready to fire, he must raise the **shotgun** to the shoulder and call **loudly and crisply** for the target, after which the target must be thrown at once;
- b) When the result of the shot(s) is known the second athlete must do likewise, followed by the third athlete and so on;
- c) When the athlete has called for the target, it must be released

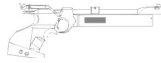


immediately, allowing only for human reaction time to press a button if the release is manual;

- d) Two (2) shots may be fired at each target except that in Finals and any shoot-offs before or during Finals only one (1) shot may be fired. If an athlete fires two (2) shots, the target will be **declared "LOST"** whether it was hit or not by either of the shots;
- e) After athlete No.1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- f) This whole sequence must continue until all athletes have each shot at 25 targets (**2 left, 2 right and 1 centre from each of the five stations**);
- g) Once the round has started an athlete may close the **shotgun** only after the previous athlete has completed his turn;
- h) An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and **the** result is registered, except when the athlete has completed shooting on Station 5; **in this case he must turn clockwise and proceed immediately to Station 6, with unloaded shotgun**, being careful not to disturb the athletes who are on the line as he passes by;
- i) All **shotguns** must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1;
- j) Any athlete who loads his/her shotgun on Station 6 or carries his **shotgun** loaded between stations 5 and 6 must be given an initial **Warning (Yellow Card)**; any further occurrences in the same **round** will result in **Disqualification (Red Card)**; and
- k) No athlete having shot on one (1) station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

#### 9.8.1.2 Preparation Time Limit

- a) An athlete must take his/her position, close the **shotgun** and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the **shotgun** and the result is registered, or after the Referee has given the command "**START;**"
- b) In case of non-compliance with this time limit, the penalties provided in the rules will be applied;
- c) Where squads consist of five (5) or less athletes, preparation time must



be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and

- d) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be monitored by an electronic timing device which must be managed by a Referee selected from among the appointed Competition Referees.

### 9.8.1.3 Interruptions

- a) If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target from each machine in the group on which the interruption occurred before the competition resumes.
- b) If a technical malfunction **or any other unforeseen situation (example: the control unit is accidentally set at the start of a round to the wrong number of participating athletes)** requires a restart of the **control unit**, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

## 9.8.2 Target Distances, Angles and Elevations

### 9.8.2.1 Trap Setting Table

Each trap machine must be set before the start of the competition to one (1) of the **Trap Setting Tables 1 - 9 of Rule 9.21.9** drawn by lot, under the supervision of the Jury.

<b>Two (2) Day Competition (75 + 50)</b>		
	<b>1st DAY</b>	<b>2nd DAY</b>
	<b>75 Targets</b>	<b>50 Targets</b>
<b>3 Ranges</b>	<b>3 settings (different setting for each range)</b>	<b>Changed—but same setting for all ranges</b>
<b>4 Ranges</b>	<b>Same setting for all ranges</b>	<b>Changed—but same setting for ranges 1 and 3 and changed—but same setting for ranges 2 and 4</b>
<b>or Two (2) Day Competition (50 + 75)</b>		
	<b>1st DAY</b>	<b>2nd DAY</b>
	<b>50 Targets</b>	<b>75 Targets</b>
<b>3 Ranges</b>	<b>Same setting for all ranges</b>	<b>Changed but different setting for each range</b>
<b>4 Ranges</b>	<b>Same setting for ranges 1 and 3 and different—but same setting for ranges 2 and 4</b>	<b>Changed but same setting for all ranges</b>



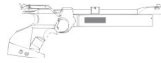
**Three (3) Day Competition (50 + 50 + 25)**

	1st-DAY	2nd-DAY	3rd-DAY
	50-Targets	50-Targets	25-Targets
3 Ranges	Same setting for all ranges	3 settings (changed but different setting for each range)	
or			
3 Ranges	Same setting for all ranges	Changed — but same setting for all ranges	Changed — but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different — but same setting for ranges 2 and 4	Changed — but same setting for all ranges	Changed — but same setting for all ranges
or			
4 Ranges	Different setting for each range		Changed — but same setting for all ranges
<b>or Three (3) Day Competition (50 + 25 + 50)</b>			
	1st-DAY	2nd-DAY	3rd-DAY
	50-Targets	25-Targets	50-Targets
3 Ranges	3 settings (different setting for each range)		Changed — but same setting for all ranges
3 Ranges	3 settings (different setting for each range)		Changed — but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed — but same setting for ranges 1 and 3 and different — but same setting for ranges 2 and 4	Changed — but same setting for ranges 1 and 3 and different — but same setting for ranges 2 and 4
<b>Two (2) or Three (3) DAY Competitions</b>			
5 Ranges	5 settings (different setting for each range)		

**9.8.2.2 Trap Competition arrangements and settings**

In a competition, depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, in such a way that, whenever possible, each squad should shoot:

- a) The same number of times on each range in use;
- b) The same number of times on a particular setting;
- c) Whenever possible the settings used in Unofficial, Official or Pre-Event Training must be different from those used during the competition;



- d) If the Organizing Committee together with the Jury decide that the Trap competition for any group of athletes (e.g.: men, women or juniors) is to be conducted on only one (1) separate range, the settings must be changed after all athletes in this group have completed fifty (50) targets (except in **special ISSF competitions, with very small number of participating athletes**);

### 9.8.2.3 Target Limits

Targets must be set according to the selected schemes in **Tables 1 - 9 (Rule 9.21.9)** and within the following limits:

- a) Height at 10m -- 1.5m to 3.0m, **as per Trap setting tables, 1-9** with a tolerance of +/- 0.15m;
- b) Angle -- **as per Trap setting tables 1-9, with a tolerance of 5°; and**
- c) Distance -- 76.0m +/- 1.0m (as measured from the front edge of the pit roof).

### 9.8.2.4 Trap Setting Procedure

Each machine must be set to throw the target as follows:

- a) Adjust angle to the zero (0) degrees, straight forward position;
- b) Adjust spring tension and height at 10m forward of the front edge of the trap pit to obtain the required elevation and distance; and
- c) Adjust to required angle as measured from a position immediately above the centre of each machine, on the top of the trap pit roof.

## 9.8.3 Jury Checks

### 9.8.3.1 Trial Targets

- a) Each range must be set before the start of the competition **and the settings must be examined, approved and sealed by the Jury;**
- b) Each day, after the traps have been adjusted and approved by the Jury, one (1) trial target must be thrown from each machine, in sequence, **from each range in use,** before the start of the competition **(before the start of the first rounds of the day);**
- c) **One (1) trial target must also be thrown from each machine, in sequence, from each range in use, in cases where there is a time break between rounds in the competition programme and the athletes cannot observe the targets of the range on which they will shoot their next round.**
- d) Trial targets may be observed by the athletes; and
- e) **All athletes, Coaches and Team Officials are prohibited from entering**



the trap pits after the Jury has examined and approved the trap settings (see Rule 9.3.c)).

#### **9.8.4 Trap General Rules**

##### **9.8.4.1 Irregular Trajectory**

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

##### **9.8.4.2 Refused Target**

An athlete may refuse a target if:

- a) A target is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for the target, was **visibly disturbed** by some external cause; or
- c) The Referee agrees that the target was irregular.

**Procedure by Athlete** -- The athlete refusing a target must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

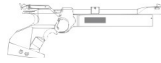
##### **9.8.4.3 A "NO TARGET" target is one that is not thrown according to these Rules:**

- a) A **"NO TARGET"** decision is always the Referee's responsibility;
- b) A target declared a **"NO TARGET"** by the Referee must always be repeated from the same trap (whether hit or not). However, the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and
- c) A Referee should attempt to call **"NO TARGET"** before the athlete fires. However, if the Referee calls **"NO TARGET"** as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was **"HIT"** or not.

##### **9.8.4.4 A "NO TARGET" target must be declared even if the athlete has fired when:**

- a) A broken or irregular target emerges;
- b) A target of a distinctly different colour from that of the others being used in the Competition is thrown;
- c) Two (2) targets are thrown;
- d) The target is thrown from a machine in another group;





- e) An athlete shoots out of turn;
- f) Another athlete fires at the same target;
- g) The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
- h) The Referee detects an initial violation of the athlete's foot position in a round;
- i) The Referee detects an initial violation of the time limit;
- j) The Referee, for any reason, cannot decide whether the target was “HIT” or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);

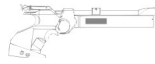
See also **Rule ????** for the application of VAR (Video Assistant Referee) during Finals.

- k) The shot is discharged involuntarily before the athlete has called for the target. However, if the athlete then fires at the target with the second shot, the result must be scored. Also, the athlete must be warned and if the same situation occurs a second or subsequent time in a round, the target(s) shall be declared “**LOST**”; or
- l) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the shotgun or the cartridge. In this case the target must be repeated and **must be missed with the first shot** and hit only with the second shot. If the target is hit with the first shot, it must be declared “**LOST.**”

**9.8.4.5 A “NO TARGET” target must be declared provided that the Athlete has NOT fired when:**

- a) A target is thrown before the athlete's call;
- b) A target is not released immediately after the athlete's call (see **Note**);
- c) A target's trajectory is irregular (see **Note**);
- d) There is an allowable malfunction of shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored.

**Note:** Unless the Referee calls “**NO TARGET**” before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged “Quick Pull” or an alleged “Slow Pull” or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result must



be recorded.

#### **9.8.4.6 A target must be declared “LOST” when:**

- a) It is not hit during its flight;
- b) It is only dusted and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- d) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or moves the safety catch before the Referee has inspected the shotgun;
- e) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round;
- f) The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the shotgun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the “safe” position by recoil of the first shot;
- g) The athlete is not able to fire his shotgun because he has not released the safety or has forgotten to load;
- h) The time limit is violated and the athlete has been warned once already **(Yellow Card)** in the same round **(Rule 9.16.4)**; or
- i) The athlete's foot position is violated and the athlete has been warned once already **(Yellow Card)** in the same round **(Rule 9.16.4)**.

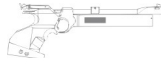
### **9.9 COMPETITION RULES FOR DOUBLE TRAP**

#### **9.9.1 Conduct of a Round of Double Trap**

- a) Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard;
- b) The sixth athlete must stand in the marked area behind Station 1 (Station 6) ready to move to Station 1 as soon as the first athlete has shot at a regular double and the results are known; and
- c) The Referee must ensure that all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, viewing of targets etc.) give the command **“START.”**

#### **9.9.2 Method**

- a) When the first athlete is ready to fire, he must raise the shotgun to



the shoulder and call clearly for the double after which the double must be thrown immediately after the athletes' call.

- b) When the result of the shots is known the second athlete must do likewise, followed by the third athlete and so on;
- c) After the first athlete has fired at a regular double, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular double. The other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- d) This whole sequence must continue until all athletes have each shot at the required number of doubles;
- e) Once the round has started an athlete may close the shotgun only after the previous athlete has completed his turn;
- f) An athlete having shot, must not leave the station before the athlete on the right has fired at a regular double and the results are registered, except when the athlete has completed shooting on Station 5. In this case, he must proceed immediately to Station 6, with unloaded shotgun, being careful not to disturb the athletes who are on the line as he passes by;
- g) All shotguns must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1.
- h) Any athlete who loads his/her shotgun on Station 6 must be given an initial **Warning (Yellow Card)**; any further occurrences in the same round will result in **Disqualification**; and
- i) No athlete having shot on one station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

### 9.9.3 Preparation Time Limit

- a) An athlete must take his/her position, close the shotgun and call for the double within twelve (12) seconds after the previous athlete has fired at a regular double and has opened the shotgun and the result is registered, or after the Referee has given the command **"START;"**
- b) In case of non-compliance with this time limit, the penalties provided in these rules will be applied;
- c) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and
- d) Preparation time limits must be controlled by the Referee.



### 9.9.4 Interruption

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular double from each scheme before the competition resumes.

### 9.9.5 Target Distances, Angles and Elevations Double Trap Setting Table

Each trap machine must be set before the start of the competition each day according to the following Table:

Setting/ Scheme	Trap No.	Angle * (degrees)	Height at 10m (+/- 0.1m)	Distance (+/- 1m)
<b>A</b>	7 (1)	5 Left	3.00m	<b>55.00m</b> (as measured from the front edge of the pit roof)
	8 (2)	0	3.50m	
<b>B</b>	8 (2)	0	3.50m	
	9 (3)	5 Right	3.00m	
<b>C</b>	7 (1)	5 Left	3.00m	
	9 (3)	5 Right	3.00m	

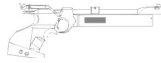
**\* Note:**  
The angles must be set with a tolerance of one (1) degree.  
Target distribution must be random, but each athlete must receive one (1) scheme A double, one (1) scheme B double and one (1) scheme C double on each station sometime during each round.

### 9.9.6 Jury Check

Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.

#### 9.9.6.1 Trial Targets

- a) Each day, after the traps have been adjusted and approved by the Jury, one trial regular double must be thrown for each setting one (1) scheme A, one (1) scheme B and one (1) scheme C before each squad fires its first round for the day;
- b) Trial targets may be observed by the athletes; and
- c) All athletes, coaches and team officials are prohibited from entering the trappits after the Jury has examined and approved the trap settings (See: Rule 9.3).
- d) During competition, after a scheduled time break, one (1) trial regular double must be thrown for each setting, one (1) scheme A, one (1) scheme B and one (1) scheme C, before a squad fires.



## 9.9.7 Double Trap General Rules

### 9.9.7.1 Irregular trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

### 9.9.7.2 Refused Double

An athlete may refuse to shoot at a double if:

- a) The double is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for a double, was visibly disturbed by some external cause; or
- c) The Referee agrees that either of the targets were irregular.

**Procedure by Athlete** -- The athlete refusing a double must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

### 9.9.7.3 "NO TARGET" Double

A "NO TARGET" double occurs when either or both targets are not thrown according to these Rules:

- a) A "NO TARGET" decision is always the Referee's responsibility;
- b) A double declared as a "NO TARGET" by the Referee must always be repeated whether either or both targets were HIT or not; and
- c) A Referee should attempt to call "NO TARGET" double before the athlete fires. However, if the Referee calls "NO TARGET" as, or immediately after the athlete has fired, the Referee's decision must stand and the targets must be repeated regardless of whether either target of the double was "HIT" or not.

### 9.9.7.4 A "NO TARGET" Double must be declared even if the Athlete has fired when:

- a) A broken or irregular target emerges;
- b) A target of a distinctly different colour from that of the others being used in the competition is thrown;
- c) Only one (1) target is thrown;
- d) The targets are not released simultaneously;
- e) The targets collide;

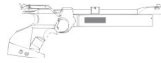


- f) Fragments from one (1) target break the other target;
- g) The first shot breaks both targets;
- h) An athlete shoots out of turn;
- i) Another athlete fires at the same double;
- j) Both shots are fired simultaneously (see Rule 9.12.1.1), “Number of Malfunctions Permitted”);
- k) The Referee is satisfied that the athlete, after calling for the double was visibly disturbed by some external cause;
- l) The Referee detects an initial violation of the athlete's foot position in a round;
- m) The Referee detects an initial violation of the time limit;
- n) The Referee, for any reason, cannot decide whether either target was “**HIT**” or not, (in such cases the Referee must always consult the Assistant Referees **before** announcing the decision); or
- o) The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the shotgun or the cartridge. In this case the first target must be declared “**LOST**” and the double must be repeated to determine the result of the second shot only.

**9.9.7.5 A “NO TARGET” double must be declared, provided that the Athlete has NOT fired when:**

- a) The double is thrown before the athlete’s call;
- b) The double is not released immediately (see **Note** below);
- c) Either target's trajectory is irregular (see **Note** below);
- d) There is an allowable malfunction of shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun or cartridge and he does not fire the second shot. The double must be repeated to establish the result of both shots even if the second shot was fired.

**Note:** Unless the Referee calls “**NO TARGET**” before, as, or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged “Quick Pull” or an alleged “Slow Pull” or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result must be recorded.



**9.9.7.6 A target(s) must be declared “LOST” when:**

- a) It is not “**HIT**” during its flight;
- b) It is only “dusted” and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular double for which he has called, the targets must be declared “**LOST**” and “**LOST;**”
- d) An athlete, for no permitted reason, does not shoot a second shot, the result of the first shot must be recorded and the second target declared “**LOST;**”
- e) The **first shot** is declared “**LOST**” and the athlete fails to fire his second shot because he forgot to place a second cartridge in the shotgun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the safe position by recoil of the first shot the targets must be declared “**LOST**” and “**LOST;**”
- f) The athlete is not able to fire his shotgun because he has not released the safety or has forgotten to load, the targets must be declared “**LOST**” and “**LOST;**”
- g) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round the targets must be declared “**LOST**” and “**LOST**” (Rule 9.16.4); or
- h) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round, the targets must be declared “**LOST**” and “**LOST**” (Rule 9.16.4).

**9.9.7.7 Result in the case of a Malfunction:**

- a) The athlete shoots at the first target but an allowable malfunction prevents the firing of the second shot, the result of the first shot must be recorded and the double repeated to determine the result of the second shot only;
- b) After a malfunction of shotgun or cartridge, the athlete is unable to fire a **first shot** and he opens the shotgun or touches the safety catch before the Referee has inspected the shotgun, the targets must be declared “**LOST**” and “**LOST;**”
- c) After a malfunction of shotgun or cartridge, the athlete is unable to fire a **second shot** and he opens the shotgun or touches the safety catch before the Referee has inspected the shotgun, the result of the first shot must be recorded and the second target must be declared “**LOST;**”





- d) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round on the **first shot** the targets must be declared “**LOST**” and “**LOST;**” or
- e) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round on the **second shot**, the result of the first shot must be recorded and the second target must be declared “**LOST;**”

#### 9.9.7.8 **Result in the event of an Involuntary Discharge when:**

- a) A shot is discharged involuntarily before the athlete calls, the Referee must declare “**NO TARGET**” and warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, both targets shall be declared “**LOST;**”
- b) A shot is discharged involuntarily **after the athlete calls**, but **before the targets appear**, and he shoots a second shot, the first target must be declared “**LOST**” and the second target must be scored according to the result of the second shot. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “**LOST;**”
- c) A shot is discharged involuntarily **after the athlete calls** but **before the targets appear** and he does not shoot a second shot, the first target must be declared “**LOST**” and the double must be repeated to determine the result of the second shot only. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared “**LOST;**”

#### 9.9.7.9 **Shooting into the Ground**

An athlete who shoots into the ground must receive an initial **Warning (Yellow Card)**. For a repetition in the same round, both targets must be declared “**LOST**” whether hit or not.

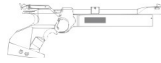
### 9.10 **COMPETITION RULES FOR SKEET**

#### 9.10.1 **Conduct of a Round of Skeet**

The squad must assemble on the range in an area next to Station 1, with sufficient ammunition and all equipment necessary to complete the round.

The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, trial of targets, etc.) give the command “**START.**”





### 9.10.1.1 Method

After the command “**START**” is given:

- a) The first athlete must move on to Station 1, load the shotgun with one (1) cartridge only, adopt the READY position and call for the target, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;

**Note:** If an electronic-microphone system is used, it must be constructed so as to randomly insert a delay varying from 0.2 to 3.0 seconds.

- b) When the result of the shot is known, the first athlete shall remain on the station, load with two (2) cartridges, adopt the READY position, and call and fire at a regular double;
- c) When the results of both shots are known the first athlete must leave the station;
- d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
- e) The first athlete must then move on to Station 2 and shoot the required number of targets in the required sequence and time, followed in turn by each member of the squad;
- f) This rotation will continue until all the required stations have been shot by all members of the squad;
- g) No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and
- h) No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.

### 9.10.2 Competition Procedures

#### 9.10.2.1 Preparation Time Limits.

Athletes must call for and fire at their targets according to the following time limits:

- a) After the Referee has given the signal to “**START**” or after the previous athlete has left the station, the next athlete must occupy the station within **ten (10) seconds**;



- b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the shotgun, adopt the READY position and call for the target(s) in the required sequence for the station;
- c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible;
- d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station; and
- e) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be controlled with an electronic timing device managed by the appointed Referee.

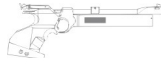
### 9.10.2.2 Target Shooting Sequence for Qualification Rounds

Only one (1) shot may be fired at each target

STATION	TARGET	ORDER
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High – Low
4	Single	High
	Single	Low
5	Single	Low
	Double	Low – High
6	Single	Low
	Double	Low – High
7	Double	Low - High
4	Double	High – Low
	Double	Low – High
8	Single	High
	Single	Low

### 9.10.2.3 Special Procedures for Station 8:

When the squad advances to Station 8, they must stand in their shooting order **behind the Referee** who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the



centres of Station 8 and Station 4.

After the Referee has declared “**START**” each athlete in turn must:

- a) Take position for the high house target;
- b) Load the shotgun with one (1) cartridge only;
- c) Adopt the READY position;
- d) Call for the target; and
- e) Shoot at the high house target.

**Then turn clockwise** (to the right, in the direction of the target crossing post):

- f) Take position for the low house target;
- g) Load the shotgun with one (1) cartridge only;
- h) Adopt the READY position;
- i) Call for the target;
- j) Shoot at the low house target; and
- k) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession.

#### **9.10.2.4 Cartridge Loading Sequence**

- a) On Station 8 for both the high and low house targets, the shotgun must be loaded with one (1) cartridge only;
- b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
- c) In case an athlete forgets to load the second barrel in singles on Station 4 (when two (2) single targets are to be shot) and after calling for or shooting at the first target, remembers and either opens his shotgun to load or he raises his hand to ask permission of the Referee to load his shotgun, the target will be declared “**LOST;**”
- d) When shooting is interrupted, the shotgun must be opened and be made empty; and
- e) No athlete may turn from the shooting station before his shotgun is open and empty.



### 9.10.2.5 Trial Targets

A regular target from each of the high and low houses may be seen by the athletes of each squad:

- a) From Station 1 immediately prior to the start of their first round on each day of competition;
- b) If the Referee declares “**NO TARGET**,” the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both **or either of the** targets of an irregular double **were** not fired upon; and
- c) If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, before the competition resumes the squad must be allowed to view one (1) regular target from each trap.

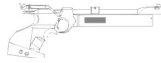
### 9.10.2.6 Sighting On the Ranges

Aiming and sighting exercises:

- a) May be conducted after the Referee has ordered “**START**” only on **Station 1**.
  1. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the shotgun to the shoulder and sight for a few seconds for both the single target and the double;
- b) The athlete must then adopt the READY position before calling for the target(s);
- c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the shotgun on any other station; and
- d) **during the round, athletes who are not shooting may, without disturbing the other athletes or the Referee, use their hand to track targets while another athlete is shooting.**

### 9.10.3 Target Distances and Elevations

- a) Skeet traps must be set before the start of the competition according to the specifications. (In calm weather conditions targets must carry a distance of **68.00m +/- 1.00m** as measured from the face of the house behind Stations 1 and 7). The settings must be examined, approved and sealed by the Jury prior to each day of competition.
- b) All athletes, coaches and team officials are prohibited from entering the Skeet houses after the Jury has examined and approved the trap settings **(see Rule 9.3.c)**.



- c) Depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, in such a way so that, whenever possible, each squad should shoot the same number of times on each range in use.

#### 9.10.3.1 Irregular Trajectory

Any target flying along a path other than that specified in angle, elevation or distance, in the Rules, must be considered irregular. A target must also be considered irregular in case it does not pass the boundary.

#### 9.10.4 READY Position

At the moment the athlete calls and until the target(s) appears, the athlete must stand in the READY position with:

- a) Both feet entirely within the shooting station boundaries;
- b) Holding the shotgun with both hands;
- c) The shotgun stock in contact with the body; and
- d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.



#### 9.10.4.1 Marker Tape

To aid the Referee in controlling the position of the gun the ISSF official marker tape must be permanently affixed to the shooting vest (outer garment).

#### 9.10.4.2 The ISSF official marker tape must be:

- a) 400mm long, 30mm wide, yellow in colour, bearing the ISSF logo; and



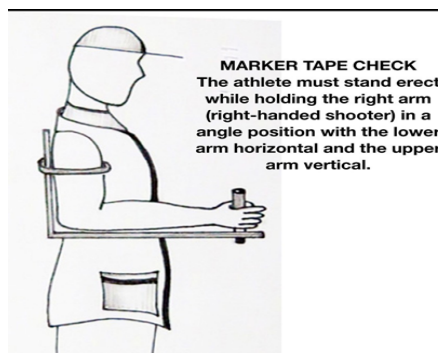
- b) Permanently affixed to the appropriate side of the shooting vest.

#### 9.10.4.3 Marker Tape Check

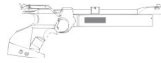
- a) Athletes are responsible for ensuring that the marker tape is correctly positioned as per **Rule 9.10.4.4** below. The Jury will provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training Day so that athletes, if they wish, may have their equipment checked prior to the competition.
- b) To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules must be disqualified (**see Rule 9.16.6.1**).

#### 9.10.4.4 The correct position of the marker tape must be checked as follows:

- a) All pockets of the shooting vest must be empty;
- b) The athlete must stand straight (erect) while holding the right arm (right-handed shooter) in a **right-angle** position on the side of the body with the lower arm horizontal and the upper arm vertical. The **right-angle** position of the shootingarm will then be fixed with the use of a special accessory (see illustration);
- c) The Jury member will then project a horizontal laser beam onto the marker tape to show the location of the point of the elbow in relation to the tape;
- d) The laser beam must project onto the top half of the marker tape or higher to be legal;
- e) An ISSF seal must then be placed on either end of the marker tape;
- f) All illegal markers will be required to be properly positioned and subjected to a check before the athlete is permitted to compete; and
- g) Shooting vests must not be constructed with any item (tape, drawstring, elastic band, etc.) that could be used to adjust the fit of the jacket.



#### 9.10.5 Skeet General Rules



#### 9.10.5.1 Refused Target

An athlete may refuse a target if:

- a) A target is not released within the proper time;
- b) In a “Double” the targets are not released simultaneously;
- c) The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or
- d) The Referee agrees that a target was irregular because of a faulty trajectory.

**Procedure by the athlete --** The athlete refusing a target must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

#### 9.10.5.2 “NO TARGET”

- a) A “**NO TARGET**” target is a target that is not thrown according to these Rules;
- b) The “**NO TARGET**” decision is always the Referee's responsibility;
- c) A target declared “**NO TARGET**” by the Referee must always be repeated whether hit or not; and
- d) The Referee should attempt to call “**NO TARGET**” before the athlete fires. However, if the Referee calls “**NO TARGET**” as or immediately after the athlete fires, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were “**HIT**” or not.

#### 9.10.5.3 A “NO TARGET” or “NO TARGETS” must be declared even if the athlete has fired when:

- a) A broken target emerges;
- b) A target of distinctly different external colour from that of the others being used in the competition is thrown;
- c) Two (2) targets are thrown in singles;
- d) A target is thrown from the wrong trap house;
- e) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- f) The Referee detects an initial violation of the time limit;





g) The Referee detects an initial violation of the athlete's foot position in a round;

**h) The Referee is satisfied that the athlete, after calling for the target(s), was visibly disturbed by some external cause;**

i) The Referee for some reason, cannot decide whether the target was **"HIT," "LOST"** or **"NO TARGET."** In this case the Referee must always consult the Assistant Referee before making a final decision;

j) An athlete has an allowable malfunction of shotgun or cartridge; or

k) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared **"LOST."**

**9.10.5.4 A "NO TARGET" must be declared provided the athlete has NOT fired when:**

a) A target is thrown before the athlete's call;

b) A target is thrown after a period exceeding three (3) seconds;

c) A target's trajectory is irregular; or

d) There is an allowable malfunction of shotgun or cartridge.

**9.10.5.5 Additional "NO TARGET" Rules applying to Doubles**

Both targets must be declared **"NO TARGET"** and a repeat Double thrown, to determine the result of both shots when:

a) Either target is irregular (see note);

b) A single target is thrown in doubles;

c) The first shot breaks both targets. An athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a **"HIT"** and the second **"LOST"**;

d) Fragments from the first target break the second target;

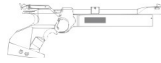
e) The targets collide;

f) The athlete suffers an allowable malfunction of shotgun or cartridge and is unable to fire the first shot; or

g) Both shots are fired simultaneously.

**Note:** Unless the Referee calls **"NO TARGET(s)"** before or immediately





after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged “Quick Pull,” an alleged “Slow Pull” or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result(s) must be recorded.

#### 9.10.5.6 Lost Target

A target(s) must also be declared “**LOST**” when:

- a) It is not “**HIT**;”
- b) It is “**HIT**” outside the boundaries;
- c) It is only “dusted” and no visible piece is broken from it;
- d) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- e) The athlete is unable to fire his shotgun because he has not released the safety or has forgotten to load;
- f) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or touches the safety catch before the Referee has inspected the shotgun;
- g) An athlete suffers a third or subsequent malfunction in the same round;
- h) An athlete's READY position is not according to the rules and the athlete has been warned once already (**Yellow Card**) in the same round (Rule 9.16.4);
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round (Rule 9.16.4);
- j) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round (Rule 9.16.4); or
- k) In singles, a shot is discharged involuntarily after **the athlete has called** for the target, but before the target appears. The athlete must be warned (**Yellow Card**). The target must also be declared “**LOST**” for the second or any subsequent involuntary discharge in the same round.

#### 9.10.5.7 Additional “LOST” Target Rule Applying to Doubles

In addition, the following must also apply in the case of doubles:

- a) When an athlete for no permitted reason fails to fire at the **first target** of a regular double for which he has called the targets must be declared “**LOST**” and “**LOST**;”



- b) When an athlete for no permitted reason fails to fire at the **second target** of a regular double for which he has called the first target must be recorded according to the result and the second target must be declared **“LOST;”**
- c) An athlete misses the first target of the double and **accidentally hits the second target** with the same shot; the first target shall be declared **“LOST”** and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s);
- d) A shot is discharged **involuntarily after** the athlete has called, but **before** the targets appear, the first target must be declared **“LOST”** and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double; For a second or subsequent involuntary discharge in the same round the targets must be declared **“LOST”** and **“LOST”** and the Referee must issue a **Warning (Yellow Card)**;
- e) If an athlete **misses** the first target in a double and has an allowable malfunction on the second shot, the first target must be declared **“LOST”** and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double;
- f) If the athlete **breaks** the first target in a double and has an allowable malfunction on the second shot, the first shot must be declared **“HIT”** and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or
- g) If the targets of a regular double are shot in reverse order, both of them must be declared **“LOST.”**

#### **9.10.5.8 Shooting Out of Turn**

**If an athlete inadvertently shoots out of turn, the result of the shot(s) must be recorded and the athlete given an official Warning (Yellow Card). Any repetition in the same round must result in the target(s) shot at being declared “LOST” and the matter referred to the Jury. The athlete may be Disqualified (Red Card).**



## 9.11 COMPETITION ADMINISTRATION

### 9.11.1 Shooting Schedules

- a) Athletes and Team Officials must be informed of the exact start time, the squad and range schedules and the allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition;
- b) Athletes and Team Officials must be informed of the range schedules for the Pre-Event Training by 18:00 hours on the day before; and
- c) If it becomes necessary to change any of the shooting schedules for any reason, the Athletes and Team Officials must be informed immediately by posting the new schedules on the Main Notice Board and the Shotgun Range Scoreboard and distributing them to all participating teams. If necessary, post the new schedules on the info boards of the official hotels.

#### 9.11.1.1 Replacement of an Athlete

If an athlete has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.

#### 9.11.1.2 Programme Interruptions

Once shooting has started it must continue without interruption according to the programme, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the programme that would seriously affect the quality of competition. Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

### 9.11.2 Squadding

#### 9.11.2.1 Squad Composition

- a) A squad must be composed of six (6) members except when the drawing does not permit a totally even distribution; and
- b) Squads of **less than five (5) are not permitted** except when an athlete is declared **"ABSENT"** at the commencement of a round or an athlete has to leave a round for any reason.

#### 9.11.2.2 Auxiliary Athletes (Fillers)

- a) The Organizing Committee should have available athletes of a proficient standard who may be required to act as non-competing auxiliary athletes (Fillers):



- b) If the squad consists of less than five (5) members drawn by lot, it should be filled with auxiliary athletes (Fillers);
- c) The Organizing Committee may, with the approval of the Jury, also use auxiliary athletes (fillers) to fill squads with only five (5) members; and
- d) These auxiliary athletes should have their scores posted in the normal manner on the official scorecard in order to provide continuity. However, their names and nationality must not be listed on any official document.

#### **9.11.2.3 Squadding Draw**

- a) The drawing for the Qualification Rounds must be made so that the athletes of each country are distributed in such a way that no squad will contain more than one (1) athlete from each nation (except in the World Cup Final/Final Tournament of the Year and Olympic Games if necessary);
- b) The allocation of athletes to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Jury This may be done with a computer programme suited for this purpose; and
- c) The random selection of ranges and the division of the rounds must be made under the supervision of the Jury.

#### **9.11.2.4 Squad Adjustments**

The Jury, in conjunction with the Organizing Committee/RTS Office, and with the approval of the Technical Delegate(s), may adjust the draw, but only to ensure that the requirements of the Squadding Draw (Rule 9.11.2.3) are met.

#### **9.11.2.5 Shooting Order**

The shooting order of the squads and the shooting order within the squads must also be changed from day to day by the Organizing Committee/RTS Office under the supervision of the Jury. This can be done by either having the squads and the members of each squad shoot in reverse order or by splitting the squads in a manner agreed by the Jury. In the case of a one (1) day competition, the shooting order within the squads may, with the permission of the Jury, be changed from round to round.

### **9.12 MALFUNCTIONS**

#### **9.12.1 Malfunction Definition**

Failure of a properly loaded shotgun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck, or when a single pull of the



trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, must be recorded as a malfunction.

#### 9.12.1.1 Number of Malfunctions Permitted

The athlete is permitted a maximum of **two (2) malfunctions per round**, whether or not he has changed his shotgun or ammunition.

- a) All regular target(s) on which any additional malfunction of shotgun or ammunition occurs in the same round will be declared **“LOST”** whether or not the athlete attempted to fire; and
- b) If after a malfunction, the Referee agrees with the athlete that the shotgun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns (see Rule 9.12.4.1).

c) For malfunctions during Finals in individual events see Rule ????

d) For malfunctions during Team events see Rules ???? and for malfunctions during Mixed Team events see Rule ????.

#### 9.12.2 Barrel Selection

Where an athlete is using a double-barrelled shotgun, it will be assumed that the athlete is firing the bottom barrel first (or right-hand barrel, in the case of a side by side), unless the athlete indicates to the Referee **before** each of his rounds that he intends otherwise.

#### 9.12.3 Procedure in the Event of a Malfunction

Decisions on malfunctions of either shotgun or cartridge must be made by the Referee.

##### 9.12.3.1 In the event of misfire due to any reason, the athlete must:

- a) Keep the shotgun pointed at the target flight area;
- b) Not open the shotgun;
- c) Not touch the safety catch;
- d) Hand the shotgun safely to the Referee for examination if asked; and
- e) Answer any questions from the Referee.

Note: The athlete is responsible for checking the **shotgun** after it is returned by the Referee.

##### 9.12.3.2 The following are not considered malfunctions:

- a) Faulty manipulation of the mechanism by the athlete;



- b) Failure to place a cartridge in the correct chamber of the shotgun; or
- c) Any fault attributable to the athlete.

### 9.12.3.3 Ammunition Malfunctions (Misfires)

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

- a) The powder charge is not ignited;
- b) Only the primer fires;
- c) The powder charge is omitted; or
- d) Some components of the load remain in the barrel.
- e) Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20-gauge or 16-gauge cartridge into a 12-gauge gun is dangerous and may also subject the individual to penalties for unsafe shotgun handling).

### 9.12.4 Actions after Malfunctions are Declared

#### 9.12.4.1 Disabled Shotguns

Decisions on disabled shotguns must be made by the Referee. A shotgun may be considered disabled if:

- a) It cannot be fired;
- b) The athlete having already suffered two (2) malfunctions of either shotgun or ammunition in a round obtains permission from the Referee to change it;
- c) It fails to eject due to mechanical defect; or
- d) For any other reason that renders the **shotgun** unusable

9.12.4.2 If the Referee decides that the disabled shotgun or that the malfunctioning of the shotgun or ammunition is not the fault of the athlete, and that the shotgun is not repairable quickly enough, the athlete may use another shotgun if it can be obtained within three (3) minutes after the shotgun has been declared **“DISABLED.”**  
**OR**

9.12.4.3 The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round, **in a Make-Up Round**, at a time to be determined by the **Chief of Referees**.

#### 9.12.5 Procedures for Completing a Make-Up Round



#### 9.12.5.1 Trap

The athlete having been allocated a time and Range having the correct scheme **(the same scheme as in the original interrupted round)**, must stand **behind the station to be shot** and be shown all three (3) targets from that group, after which the Referee must give the command **“START.”** The athlete must then move on to the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

#### 9.12.5.2 Double Trap

The athlete having been allocated a time and Range must stand **behind the station to be shot** and there be permitted to view regular doubles scheme A, scheme B and scheme C, after which the Referee must give the command **“START.”** The athlete must then move on to the station and shoot in the normal manner at a Double. After which he must shoot from the remaining stations in order to complete the round.

#### 9.12.5.3 Skeet

The athlete having been allocated a Range and time, must stand **behind the station to be shot** and there he will be permitted to view a regular high and low house target, the Referee must then give the command **“START.”** The athlete must then move on to the station and shoot in the normal manner at the required number of targets. After which he must shoot from the remaining stations in order to complete the round.

#### 9.12.5.4 Make-Up Round (Score Certification)

The Referee must then ensure that the scores from the make-up round and the original interrupted round are correctly **totalled**, signed by the athlete and the Referee, before the **scorecard** is taken to the RTS Office.

### 9.13 COMPETITION CLOTHING AND EQUIPMENT

**See also G.T.R. 6.7 and G.T.R 6.20 (The ISSF Dress Code)**

#### 9.13.1 Athletes' Clothing

- a) Sports trousers, training (athletic **warm-up**) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Blue jeans, jeans or similar trousers in non-sporting colours are prohibited;
- b) Open toe or open heeled shoes, sandals or any other similar footwear are not allowed;
- c) Shorts or skirts with the bottom of the leg not more than **15cm above** the centre of the knee cap are allowed;





- d) Shirts, T-shirts and similar garments with sleeves less than 10cm in length or without sleeves are not allowed; and
- e) Clothing made of camouflage material is prohibited.

#### 9.13.2 Bib (Start) Numbers

Bib (Start) Numbers must be worn by all athletes:

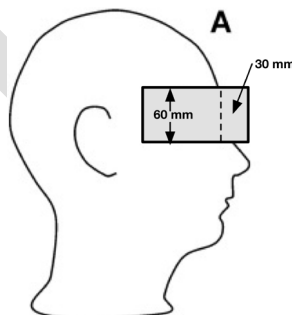
- a) On their backs and above the waist;
- b) At all times while participating in Pre-Event Training and in competition;
- c) If the Bib Number is not worn, the athlete may not start or continue; and
- d) the Bib Number must display the allocated number as large as possible but should not be **less than 20mm high**.

#### 9.13.3 National IOC Identity

The IOC abbreviation of the nation of the athlete and the athlete's family name and first initial must be displayed in Latin letters (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib Number. The national flag may be displayed on the left side of the IOC nation abbreviation.

#### 9.13.4 Blinders

Side blinders (on one or both sides) attached to the hat, cap, shooting glasses or to a headband, not exceeding 60mm in depth are permitted for Shotgun athletes only. The front edge of a side blinder, when viewed from the side, must not extend more than 30mm forward of the centre point of the forehead. Side blinders must be made of **plastic material only**. A front blinder not exceeding 30mm in width is permitted.



### 9.14 RESULTS, TIMING AND SCORING (RTS) PROCEDURES

The Jury Member responsible for shotgun results, timing and scoring procedures will either be appointed from among the appointed Jury Members by the ISSF or by the Technical Delegate in cooperation with the Shotgun Jury Chairman.





### 9.14.1 **RTS Office**

#### 9.14.1.1 **It is the duty of the RTS Office BEFORE the competition to:**

- a) Prepare score cards for each squad; and
- b) Ensure that the correct score card is with the correct squad on the correct range.

#### 9.14.1.2 **It is the duty of the RTS Office AFTER each round to:**

- a) Receive and check the totals of the targets hit and verify results;
- b) Record scores;
- c) Post preliminary scores on the range bulletin board immediately; and
- d) If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.

**e) Observe any Incident Reports and any official warnings (Yellow Cards) recorded on the scorecards by the Referees during the competition rounds and prepare the necessary notifications to the Referees for possible deductions in repeated violations, in the remaining rounds of the competition.**

#### 9.14.1.3 **It is the duty of the RTS Office at the CONCLUSION of each shooting day to:**

- a) Total the official scores within the shortest possible time;
- b) Prepare accurate Preliminary Results for distribution to the press, team officials, Jury and Technical Delegate(s);
- c) Prepare and publish accurate Final Results immediately;
- d) Publish correct Final Results containing the full family name, full first name (without abbreviations), Bib Numbers and IOC abbreviations of each athlete's nation as soon as possible after the close of any applicable protest period; and
- e) The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of **12 months** after the conclusion of the competition.

### 9.14.2 **Scoring Procedures**

Scoring is done officially on each range for each round of 25 targets in Trap and Skeet or 15 doubles in Double Trap events:



- a) In all ISSF **Championships Competitions**, individual scores must be kept on each range by two (2) separate persons, these are usually Assistant Referees;
- b) One person must maintain a permanent official scorecard; and
- c) The second person must maintain a manual scoreboard, except that where an electronic scoreboard is used, it must be maintained by the Referee.

#### **9.14.2.1 Scoreboards**

#### **9.14.2.2 Ranges with Electronic Scoreboards;**

The Referee must control the operation of the electronic scoreboard and ensure that the results are correctly registered.

#### **9.14.2.3 Two (2) persons must be appointed as Assistant Referees as follows:**

- a) The first person must be positioned at the side of the firing line to function as an Assistant Referee and maintain a permanent official scorecard;
- b) The second person must be positioned at the other side of the firing line to function as an Assistant Referee; and
- c) A third person may be appointed to maintain the official scorecard and, in this case, the other two persons will function only as Assistant Referees.

#### **9.14.2.4 Visible Scoreboard Errors**

If at any stage the visible scoreboard should display an incorrect score, the Referee must immediately stop the shooting and with minimum delay take whatever action is required to correct it. If for any reason, it is not possible to correct the display, the following action will be taken:

- a) The official scoreboard must be examined and verified up to the point where the electronic scoreboard failed;
- b) Then, if possible, to substitute quickly a manual scoreboard, enter the scores upon it up to the point of failure and continue the round;
- c) If it is not possible to substitute a manual scoreboard, an additional scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person appointed by the **Chief Referee**; and
- d) In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the **Chief Referee**, must prevail.



### 9.14.3 Ranges with Manual Scoreboards

Three (3) persons must be appointed as Assistant Referees, as follows:

- a) The first person must be positioned on the left or right side of the range to act as an Assistant Referee and also maintain the manual scoreboard;
- b) The second person must be positioned on the opposite side and act as an Assistant Referee.;
- c) The third person must be positioned at the rear of the firing line to maintain a permanent official scorecard and also to check that the scores shown on the manual scoreboard are registered correctly;
- d) Each scorer must mark the card or board independently but based only on the decision given by the Referee;
- e) At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the RTS Office; and
- f) The scores shown on the manual scoreboard must prevail if there are unresolved differences.

#### 9.14.3.1 Score Certification

When a round is completed and the individual results have been compared, read aloud and agreed by each athlete, the Referee and each athlete must sign or initial the scorecard, unless the athlete does not agree with the result shown for him and it is his intention to make a protest.

### 9.14.4 Results and Rankings

#### 9.14.4.1 Individual Events

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the Qualification rounds, and any Shoot-offs must be recorded and the scores ranked in descending order.

#### 9.14.4.2 Countback Rule

Any ties to be broken by this method must be decided as follows:

- a) The scores of the last round of 25 targets (Double Trap 15 Doubles) must be compared. The winner is the athlete with the highest score in that round;
- b) In a case where the tie is still not broken, the round **before** last must



be compared and if still not broken, the round **before** that and so on; and

- c) If the results of all the rounds are still equal, ties must be decided by counting **backward, target by target**, from the **last target** of the **last round** (and if necessary, the next to last round etc.) until a tie-breaking zero (0) is found. If the tied athletes have zeroes (0) on the same target, the countback shall continue until the tie is broken.

**9.14.4.2.1 Team Events (Team and Mixed Team)**

- a) Scores of each team member must be recorded and the number of all targets hit by the team members of each team in each of the Qualification Rounds must be **totalled** and the team's scores ranked in descending order **(Ties – see Rule 9.14.4.2.2)**.
- b) A team, of which a member has been disqualified, must not be ranked and must be shown in the result list with the remark **“DSQ.”**

**9.14.4.2.2 Team Ties (Applying to both Team and Mixed Team)**

If two (2) or more teams have the same scores, rankings must be decided by the **combined** score of the team members in the last round, then by the next to last round, etc. until the tie is broken. If the tie is not broken (i.e. all the combined scores of the team members are the same, in all rounds) then ties must be decided by counting **backward**, from the combined score of the team members of the **last target** of the **last round** (and if necessary, the next to last target or the next to last round etc.). The team with the lower combined score of the last target will be given the lower ranking.

Example:

TEAM 1

Shooter 1 XXXXXXXXXXXXXXX0XXXXXXXXXX 23

Shooter 2 XXXXXXXXXXXXXXXXXXXXXXXXXXXX0 24

Shooter 3 XXXXXXXXXXX0XXXXXXXXX0XXX0X 22

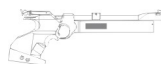
**Total score 69      Ranking place: 2<sup>nd</sup>**

TEAM 2

Shooter 1 XXXXXXXXXXXXXXX0XXXXX0XXXX 23

Shooter 2 XXXXXXXXXXXXXXXXXXXXXXX0XX 24

Shooter 3 XXXXXXX0XXXXXXXXXXXX0X0X 22



**Total score 69      Ranking place: 1<sup>st</sup>**

## **9.15 TIES AND SHOOT-OFFS**

### **9.15.1 Competitions With Finals**

Ties in events with Finals will be decided according to the following Rules:

#### **9.15.1.1 Ties Before Finals**

- a) After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final, as per Rules.
- b) Any ties for places 1 to 8 will be decided by a shoot off in accordance with Rule 9.15.2.
- c) The eight qualified athletes in the Final will receive new bib numbers 1-8 as per qualification ranking or any eventual shoot-offs and compete in the Ranking Matches, as per Rules.
- d) Individual tied scores ranking 9<sup>th</sup> place and below, not decided by a shoot-off, must be ranked according to the **Countback** rule. In case of an absolute tie, the tied athletes will share the same ranking, with their names listed in alphabetical order according to their family names.
- e) See Rule ???? for allocating ranking places of athletes competing for **Ranking Points Only (RPO)**.

### **9.15.2 Shoot-Off Procedures**

#### **9.15.2.1 General**

- a) If the shoot-off time is not announced in advance, the athletes involved must remain in touch with the competition office whether personally or through their **Coach/Team Official** in order to be ready to shoot when the shoot-off is called;
- b) Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared "ABSENT," must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.
- c) The starting positions in the shoot-off will be decided by the interim Qualification ranking (highest ranking athlete to shoot first). In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the count back rule, the shooting order in the shoot-off shall be determined by drawing lots.
- d) In case of more than one shoot-off, the higher position shoot-off(s) must be shot first;
- e) If the shoot-off result of the athletes qualifying for the Final is the same,



those athletes must continue to shoot-off until the tie is broken, in order to establish their ranking;

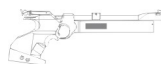
- f) Any remaining athletes with the same shoot-off result who do not gain a place in the Final (places 9 and below) must have their rankings determined according to the Countback rule;
- g) Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared "ABSENT," must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.
- h) Whenever possible, shoot-offs to break ties before a Final should take place on a range other than the range that will be used for the Final; and
- i) Shoot-offs **before** Finals must be conducted on standard targets, except when flash targets of the same type as those used in the Qualification rounds may be used.
- j) Shoot-offs before Finals, **whenever possible**, should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

#### 9.15.2.2 Preparation Time Limits in Shoot-offs Before Finals

- a) After the Referee gives the command "**START**," or after the preceding athlete has fired at a regular target, an athlete must take position, load his gun and call for the target, or double, within twelve (12) seconds of occupying the station in Trap or within **fifteen (15)** seconds for Skeet.
- b) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees. In case of non-compliance with this time limit penalties will be applied.

#### 9.15.2.3 Trap Shoot-off Procedures before Final

- a) Before the Shoot-Off starts a **left and a right-hand** target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first). Starting on Station 1 they must shoot at regular targets (**left or right**) until the tie(s) are broken according to the following sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The first athlete must on command move onto the station, load and call for the target as shown in a) above;
- c) Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel **must not** be loaded with any empty, dummy or loaded cartridge. For a first violation the athlete will receive a **Warning (Yellow Card)**. For any second



or subsequent violation the target will be declared “**LOST;**”

- d) After shooting, the athlete must move to the **rear of the athlete(s)** who have yet to shoot;
- e) Each athlete in the tie must in turn do likewise;
- f) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure; and
- g) This system of shooting station by station must continue as long as a tie remains.
- h) If an athlete inadvertently shoots out of turn, the result of the shot must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the target shot at being declared “**LOST.**”

#### 9.15.2.4 Skeet Shoot-Off Procedures Before Final

- a) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;
- b) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first);
- c) After the Referee declares “**START,**” the first athlete must move on to the station, load and shoot at a regular double (high/low). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- d) All athletes in the tie must in turn do likewise;
- e) The athlete(s) who miss the highest number of targets after each double are the losers and must retire;
- f) All those who are still tied must remain and the first athlete must then move on to the station, load and shoot at a reverse double (low/high). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- g) All athletes still in the tie must in turn do likewise; and
- h) If any ties remain unbroken, this procedure of shooting at a **regular** double and a **reverse** double must continue until all results are determined.
- i) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the targets shot at being declared “**LOST.**”





### 9.15.2.5 Double Trap Shoot-Off Procedures

- a) Shoot-offs will be conducted on scheme "C" (machines 7 & 9).
- b) All tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular double in the order that will be decided by the Jury by drawing of lots;
- c) At Station 1 only, the shooters must be permitted to see one (1) regular Double, before the first shooter shoots;
- d) After the Referee declares "**START**" the first shooter must load and shoot at the Double. He must then leave the Station and go to stand a **minimum of 1 metre** immediately behind the next Station. The remainder of the shooters who have yet to shoot on that Station must then stand in a line behind the first shooter;
- e) All shooters remaining in the tie must in turn do likewise;
- f) The first shooter must not move on to a Station until the Referee commands "**START**";
- g) The shooter(s) who miss the highest number of targets on the respective Station are the losers and must retire;
- h) This process will continue until all ties are broken;

### 9.15.2 Shoot-offs In Finals

Shoot-offs in Finals must be conducted in accordance with **Rules 9.18.5.3 for Skeet and 9.18.6.3 for Trap.**

### 9.15.3 Competitions Without Finals

#### 9.15.3.1 Individual Ties

Ties in competitions where there are no Finals will be decided as follows;

#### 9.15.3.2 Ties with Perfect Scores

These will not be broken, but will share first place with the names listed in order according to the Latin alphabet (family names). The next rankings must be appropriately numbered.

#### 9.15.3.3 Ties for the First Three (3) Places

These must be decided by a shoot-off in accordance with **Rule 9.15.2.**

- a) Starting positions will be decided by the interim Qualification ranking (highest ranking athlete to shoot first);
- b) When several athletes are tied for more than one (1) ranking place, e.g. two tied for **first** place (places **1** and **2**) and two athletes tied for **third** place (places **3** and **4**), they will all shoot-off on the same range



to determine the individual ranking; and

- c) The tie for the lowest ranking position will be **shot** first, followed by the next **higher-ranking positions** until all ties are broken. All tied athletes will be ranked according to the score from the shoot-off series.

#### 9.15.3.4 Ties for 4th Place and Below

Individual tied scores ranking in **4th** place and below, not decided by a shoot-off, must be ranked according to the **Countback** rule.



## 9.16 RULE VIOLATIONS

The Jury, the **Chief Referee** and the Referee will decide **on** rule violations based on three (3) classes of infringements or violations of the Rules:

- a) "OPEN" – unconcealed;
- b) "TECHNICAL" – rule infringements **of technical nature**; and
- c) "CONCEALED" – deliberate or very serious breaches of the rules or of safety.

**9.16.1** The Jury is responsible for examining and deciding the degree of penalties to be imposed for all reported violations, that are not automatically imposed according to these rules.

**9.16.1.1** When rule violation cards are shown, they must be accompanied by the command "**Warning**" (**Yellow Card**), "**Deduction**" (**Green Card**) or "**Disqualification**" (**Red Card**) as appropriate, in a manner that leaves no doubts in the offender's mind as to the meaning of the action taken. It is not necessary to show a warning card prior to the issuance of any deduction or disqualification card.

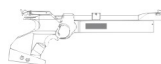
### 9.16.2 **Warning** (Yellow Card)

#### 9.16.2.1 **Open Violations**

In the case of initial open violations of the rules, such as:

- a) Dress Code violation;
- b) Unnecessary interruption of the shooting;
- c) Receiving illegal coaching during the competition;
- d) Unauthorized intrusion into the competition area;
- e) Unsportsmanlike conduct;
- f) Deliberate attempt to evade the spirit of the rules; or
- g) **Inadvertently shooting out of turn.**
- h) **Dry firing in unauthorized areas.**
- i) **Any other incident that requires a warning to be issued.**

**9.16.2.2** A **Warning (Yellow Card)** by a Jury Member, **Chief Referee** or Referee, will first be given so that the athlete, Coach or Team Official may have the opportunity to correct the fault.



**9.16.2.3** If an athlete does not correct the indicated fault within the stipulated time, **penalties will be imposed.**

**9.16.2.4** In repeated infringements by a Coach, or other Team Official, the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the athlete may be penalized.

### **9.16.3 Technical Violations**

In the case of initial **technical violations during a competition round** such as:

- a) Foot fault;
- b) Exceeding the time limit allowed to call for the shot;
- c) In Skeet, the athlete's READY position is not according to the rules;
- d) In Skeet, **on station 4** the athlete opens the gun between the two (2) single shots **(this does not apply on station 8)** or
- e) Following or pointing with the gun at a slow or fast pull target without shooting;
- f) A **Warning (Yellow Card)** will be shown to any offending athlete by a Referee. **This must be indicated on the relevant scorecard before is sent to the RTS office with the use of the below abbreviations while at the same time the Referee must submit also a completed Incident Report form.**

**FF = Foot Fault**

**TL = Time Limit**

**SKRP = Skeet Ready Position**

**OG = Opening the gun between 2 singles**

**FPG = Following or Pointing the Gun at a slow or fast target**

- g) For each second or subsequent **technical violation**, of the same kind in **any stage of the Competition** (Qualification or Final) of **any** of the **technical** violations listed above, the athlete **must be penalized by the deduction of one (1) point (Green Card)** by the Referee **(See also: Trap Rule 9.8.4.6; Skeet Rule 9.10.5.6).** **This must be indicated on the scorecard by the Referee before the card is sent to the RTS Office.** Also, a completed Incident Report form must be submitted to the RTS office.

**Referee Procedure:** The Referee must command **“STOP,”** **(before the athlete shoots)** inform the athlete of the penalty and display the Green Card, adjust the scoreboard and instruct the next athlete to continue.



- h) The Jury in charge of RTS is responsible in providing, during all stages of the competition (Qualification and Final) the necessary information to the Referees for any recorded initial cases of Yellow Cards (first time violation), in order that they will be able to impose, if necessary, any deductions (Green Card) for any second or subsequent technical violations as stated above.

**9.16.3.1** A Warning (Yellow Card) must also be given if an athlete uses ammunition that is not in accordance with Rule 9.4.3.1(b) to (h) (see also Rule 9.4.3.2(e)).

#### **9.16.4 Deduction (Green Card) for Other Offences**

**9.16.4.1** Deduction of one (1) point for other offences imposed by at least two (2) Jury Members must be applied to the result of the last round, or the round before the last etc. (last 'HIT' target) of a penalized athlete, in the following cases:

- a) Impeding another athlete in an unsportsmanlike manner;
- b) Failure to be present or provide a suitable substitute when required to act as Assistant Referee;
- c) If when asked to give an explanation for an incident, an athlete consciously and knowingly gives false information (in serious cases this might be the cause of disqualification - see Rule 9.17.6.2(h));
- d) Interfering with range equipment after an initial violation.
- e) Each second or subsequent occurrence, in case an athlete uses ammunition that is not in accordance with Rule 9.4.3.1(b) to (h), unless otherwise stated in the Rules, as in Rule 9.4.1. where the deduction for the use of coloured wads is five (5) points.

#### **9.16.4.2 Leaving the Range without Permission**

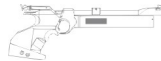
Deduction of all remaining points in the round must be given by decision of the majority of the Jury in cases when an athlete leaves the range without completing the round and without the permission of the Referee.

**“Absent Athlete” MOVED from 9.16.5 to 9.11.2.6 (7) & (8)**

#### **9.16.5 Disqualification (Red Card)**

**9.16.5.1** Disqualification (Red Card) is required in accordance with Rules 9.4.1.1(c) and 9.4.3.2(d) for violations involving shotguns, Skeet marker tapes or ammunition.

**9.16.5.2** Disqualification according to Rule 9.16.6.4 (below) may only be given



by a decision of the majority of the Jury. The disqualification of an athlete is expressed by the Jury by showing a **Red Card** with the word “**Disqualification.**”

**9.16.5.3** If an athlete is disqualified during any phase of an event (Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the **end of** the results list **as a (DSQ)** with an explanation **in the legend** regarding why the athlete was disqualified.

**9.16.5.4** **Disqualification (Red Card)** of an athlete, or the banning of a Team Official or **Coach** from the shooting ranges may be given for:

- a) Serious breaches of safety and violations of the safety rules;
- b) Handling a shotgun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
- c) Handling of a loaded shotgun after a “**STOP**” command has been given;
- d) Repetition of incidents that have already been the subject of a warning **(Yellow Card) or deduction (Green Card)**;
- e) Deliberate abuse of any team, range **or technical official**;
- f) Continued refusal by an athlete to act as an Assistant Referee;
- g) Deliberate failure to shoot a previously missed round;
- h) Consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases; or
- i) Cases where violations are deliberately concealed.

## **9.16** **PROTESTS AND APPEALS**

### **9.16.1** **Disagreement with a Referee Decision during a Round**

#### **9.16.1.1** **Action by Athlete**

- a) If an athlete disagrees with a Referee’s decision regarding a particular target he must act immediately **before the next athlete fires**, raising an arm and saying “**PROTEST;**” **and**
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) See also **Rule ????** for the application of VAR (Video Assistant



Referee) during Finals.

#### 9.16.1.2 Action by Team Official

- a) If a team official is not satisfied with the final decision of the Referee, except for “**HIT**,” “**LOST**,” “**NO TARGET**” or “**IRREGULAR**” targets, he must not delay the shooting, but must attract the attention of the Referee who will make a notation on the scorecard that the athlete is continuing under protest; and
- b) The protest must be resolved by the Jury.
- c) See also **Rule ????** for the application of VAR (Video Assistant Referee) during Finals.

#### 9.16.2 Verbal Protests

Any athlete or team official has the right to protest regarding a condition of the competition, or a decision or action by a competition official **immediately and verbally** to a Jury Member, the Chief Range Officer, the **Chief Referee** or a Referee.

##### 9.16.2.1 Such protests may be made on the following matters:

- a) That **the** ISSF Rules were not followed;
- b) That the current **published** competition programme was not followed;
- c) Disagreement with a decision or action of any competition official; and
- d) That an athlete was impeded or disturbed by another athlete, a competition official, spectators, the media or other persons or causes.

**Note:** Only the athlete concerned may question a decision by the Referee on a “**HIT**,” “**LOST**,” “**NO TARGET**” or “**IRREGULAR**” target by taking action as in **Rule 9.17.1.1(a)**.

**9.16.2.2** Competition officials who receive verbal protests must consider them immediately, take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily stopped if absolutely necessary.

#### 9.16.3 Written Protests

- a) Any athlete or team official who does not agree with the action or decision taken on a verbal protest may submit a formal protest in writing to the Jury; or
- b) A written protest (Protest Form P) may be submitted without first making a verbal protest.





### 9.16.3.1 Protest Time Limit

Any written protest (Protest Form P) must be **submitted to a member of the Jury within ten (10) minutes** after the end of the round in which the alleged incident occurred. The protest must be accompanied by a 50,00 EUR fee. If the protest is denied, the fee must be given to the Organizing Committee; if the protest is upheld the fee must be returned.

### 9.16.4 Appeals

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, except those decisions by a Finals Protest Jury may not be appealed (see Rules ????.

#### 9.16.4.1 Appeal Time Limit

Such appeals must be submitted in writing **not later than ten (10) minutes** after the Jury decision has been **officially** announced. The appeal must be accompanied by a 100,00 EUR fee. If the appeal is denied, the fee must be given to the Organizing Committee; if the appeal is upheld the fee must be returned.

#### 9.16.4.2 Jury of Appeal Decision

The decision of the Jury of Appeal or Finals Protest Jury is FINAL.

## 9.17 FINALS (INDIVIDUAL, MIXED TEAM & TEAM)

### 9.17.1 General Finals Requirements

#### 9.17.1.1 Finals Facilities & Special Equipment

a) The Finals Range must have a large spectator stand and a designated reporting area where cartridge controls can be done, where finalists can report.

b) Finals Ranges must be equipped with a speaker and music system for the Announcer and sound technician to use, seating for Jury members, eliminated athletes and the coach of each finalist, an electronic colour scoreboard (see *ISSF Guidelines for Organizers* for detailed requirements) and an electronic timing system (to control preparation time limits).

c) In case a VAR (Video Assistant Referee) is applied, then the Finals Range must be equipped also with an ISSF approved VAR system (see Rule ???) which must be placed in an appropriate position on the Range, as determined by the Jury and also with an electric/electronic noise (buzzer), for use by the Jury in Charge of the Final

#### 9.17.1.2 Finals Officials

The following personnel shall conduct and supervise the Final:



a) Referee:

An experienced official with an ISSF Shotgun Referee's licence must conduct the Final, **appointed by the Chief Referee in consultation with the Jury. Whenever possible the appointed Referee must originate from a nation which does not have any athlete(s) in the Final;**

b) Assistant Referees & Timing System Referee:

Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. One Referee must be appointed to manage the electronic timing device. All Referees shall be selected by the Chief Referee from the appointed Competition Referees. **It is the responsibility of the Chief Referee to ensure that the appointed Referee, Assistant Referees and Timing System Referee are present at the Finals Range on time to conduct the Final.**

c) Competition Jury:

The Competition Jury must supervise the conduct of the Final. One (1) Jury member must be designated as the Jury-Member-in-Charge, **of the Final;**

**d) Finals Protest Jury, composed of three (3) persons:**

**The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairman (can be also the Jury Chairman), who must decide any protests that may be made during the Final;**

e) Technical Officer:

The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury-Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly; and

f) Announcer/Commentator:

An Announcer/Commentator designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.

g) Sound Technician:

A technical official responsible for operating the sound and music system during competitions.

**h) VAR Operator:**

**A technical official responsible for the VAR system (if applicable).**

### 9.17.1.3 Finals Production and Music

a) The conduct of a Final must use colour, music, announcements,



commentary, staging and commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.

- b) **The Jury** must approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Finals.

#### **9.17.2 Competition Procedures**

The Technical Rules for each event also apply to the Finals unless otherwise specified in these Rules.



## 9.18 FINALS IN SHOTGUN EVENTS

### 9.18.1 General Finals Requirements

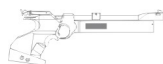
#### 9.18.1.1 Finals Facilities & Special Equipment

- d) The Finals Range must have a large spectator stand and a designated reporting area where cartridge controls can be done, where finalists can report.
- e) Finals Ranges must be equipped with the following equipment:
- A speaker system for use by the Announcer/Commentator and the sound/music technician.
  - Seating for Jury members, the Coaches/Team Officials and the Finalists.
  - An electronic, colour scoreboard (see *ISSF Guidelines for Organizers* for detailed requirements).
  - An electronic timing system (to control preparation time limits).
  - Seating and table for the score keeper.
  - A big clock positioned in a place where it can be observed by athletes and officials.
  - Walkie-talkie for communication between the Referees/Jury/Technical Officials.
- f) In case a VAR (Video Assistant Referee) is applied, then the Finals Range must be equipped also with an ISSF approved VAR system (see Rule 9.18.1.4) which must be placed in an appropriate position on the Range, as determined by the Jury.

#### 9.18.1.2 Finals Officials

The following personnel shall conduct and supervise the Final:

- i) Referee:  
An experienced official with an ISSF Shotgun Referee's licence, **appointed by the Chief Referee**, must conduct the Final;
- j) Assistant Referees & Timing System Referee:  
Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge and one Referee to manage the electronic timing device. All Referees shall be selected by the Chief Referee from the appointed Competition Referees. **It is the responsibility of the Chief Referee to ensure that the appointed Referee, Assistant Referees and Timing System Referee are present at the Finals Range on time to conduct the Final.**
- k) Jury -Member-in-Charge:  
**One (1) Jury member must be designated, by the Jury Chairman, as the Jury-Member-in-Charge of the Final.**



**l) Finals Protest Jury:**

The Finals Protest Jury must be composed of the Jury-Member-in-Charge, plus another two (2) Jury members designated by the Jury Chairman. The Finals Protest Jury must decide on any protests that may be made during the Final (inclusive of VAR protests);

**m) Technical Officer:**

The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury-Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly; and

**n) Announcer/Commentator:**

An Announcer/Commentator designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores and providing information to spectators.

**o) Sound Technician:**

A technical official responsible for operating the sound and music system during competitions.

**p) VAR Operator:**

A Technical Official responsible for the VAR system (if applicable).

**9.18.1.3 Finals Production and Music**



- c) The conduct of a Final must use colour, music, announcements, commentary, staging and commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and exciting ways to spectator and television audiences.
- d) The **Jury** must approve the music programme. Enthusiastic audience support is encouraged and is recommended during the Finals.

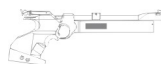
**9.18.1.4 Video Assistant Referee (VAR)**

- a) Whenever the use of a VAR (Video Assistant Referee) technology is applied during a Final, in case an athlete disagrees with a Referee's decision regarding a "LOST," target, **before the next athlete fires**, he/she must act immediately by raising an arm, saying "VAR" and requesting the use of VAR to resolve the protest.
- b) Likewise, a Coach or a Team official (who is assigned a seat within the FOP), can initiate a VAR protest for his/her athlete, before the next athlete fires, by immediately informing the Jury Member in Charge of the Final and showing the "VAR" card. The Jury Member in Charge must then attract the attention of the Referee and initiate a VAR protest with the help of a modern means of communication (radio, walkie-talkie etc.)



or a sound signal in conjunction with the established hand signals. At the same time the Jury Member in Charge must brief the announcer in order to provide information to the spectators.

- c) After a VAR protest is registered, the Referee must immediately command 'STOP', temporarily interrupt the shooting, face the spectator's area and make the outline of a rectangle, indicating a video screen, in order to show that the protest must be verified with the use of VAR.
- d) The VAR must be verified by the Jury Member in Charge of the Final and the other two appointed Jury Members of the Final Protest Jury, who must examine the slow-motion images and resolve the protest. During this time, the Referee must not leave his position and must wait for the final decision. Likewise, all finalists must keep their shooting positions without moving and wait for the VAR verification.
- e) After examination of the video images and after a final decision has been reached the Jury Member in Charge must immediately communicate the decision to the Referee.
- f) The Referee must then announce openly the decision by making the outline of a rectangle and using the appropriate hand signal (  for 'HIT' or  for 'LOST'). He must then continue the Final without delay.
- g) In case the Finals Range is equipped with a display screen, then, the video images of the disputed clay target may be openly displayed to ensure transparency.
- h) The decision on a VAR protest is final and cannot be appealed.
- i) During each stage of the Final (Relay 1, Relay 2 and Final Part 2) or any eventual shoot-off, an athlete or his/her team Coach/Team Official is allowed to request the use of VAR, under the conditions stated in j) and k) below:
  - j) In case a "VAR" protest is accepted (meaning that the decision of the Referee has been changed from "LOST" to "HIT"), then a second or subsequent "VAR" protest(s) can be requested.
  - k) In case a "VAR" protest is denied (meaning that the decision of the Referee has not been changed from "LOST" to "HIT"), then a second or subsequent "VAR" protest(s) cannot be requested.
  - l) In Skeet, in case there is a VAR protest, when both targets of a double are declared 'LOST' by the Referee, the Jury must check and verify the results of both lost targets (high and low house). If one of the targets is verified to be a 'HIT' and the other target 'LOST' then a second or subsequent "VAR" protest(s) can be requested (as per paragraph (j) above). If both targets are verified as 'LOST' then a second or subsequent "VAR" protest(s) cannot be requested (as per paragraph (k) above).
- m) In cases of VAR protests or protests regarding 'HIT' or 'LOST' targets, the Referee must take into consideration the opinion of the side referees. While obtaining the opinion of the side referees, the Referee must not move from his position. The opinion of the side referees must be conveyed with the use of a flag or a hand signal, as well as with any other form of visual or electronic communication.



- n) The use of VAR can be requested also, one time only, by the Referee individually, in case when he/she, even taking into consideration the opinion of the side referees, has doubts whether a target was “HIT,” or “LOST”.
- o) The use of VAR can be requested also by the Jury in Charge of the Final in cases when he/she has doubts whether the Referee took a right decision on a “HIT” or “LOST” target, provided that no protest was initiated for the same target by the athlete or his Coach/Team Official. In such cases, the Jury Member in Charge of the Final must attract the attention of the Referee and request VAR verification with the help of a modern means of communication (radio, walkie-talkie etc.) or a sound signal in conjunction with the established hand signals, immediately after the result regarding a particular target or double has been announced by the Referee and before the next athlete fires.
- p) The use of a VAR system in the Finals, is mandatory for the Olympic Games, the Olympic Quota allocation competitions, the ISSF World Championships and the ISSF World Cups. The use of a VAR system in other ISSF competitions, though not mandatory, should be applied whenever possible

## 9.19 FINALS IN INDIVIDUAL SHOTGUN EVENTS

### 9.19.1 TRAP - SKEET

#### 9.19.1.1 General

The Trap and Skeet individual events consist of two stages: Qualification and Final.

#### 9.19.1.2 Qualification

- a) The Qualification stage will be conducted according to the Competition Procedures specified in the current Shotgun rules (Trap, section 9.8 and Skeet, section 9.10) unless otherwise specified in these rules.
- b) The total number of targets is 125, shot in 2 or 3 days, in 5 rounds of 25 targets each round.
- c) After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final. Any ties for places 1 to 8 will be decided by a shoot off in accordance with the current shoot-off Rules of Skeet after qualification (station 4 only – see: Rule 9.15.2.4) and the current shoot-off Rules of Trap (left and right targets only starting from station 1 - see: Rule 9.15.5.3).
- d) The starting positions in the shoot-offs of tied athletes will be decided by the Qualification Ranking (highest ranking athlete to shoot first).
- e) The starting positions of athletes with perfect scores or ties that cannot be broken by the count back rule will be decided by draw.
- f) In case of several shoot-offs, **the higher position** shoot offs will be shot first.



- g) The **eight (8) athletes who will qualify** in the Final will receive new Bib numbers 1-8 as per qualification ranking or any eventual shoot offs.

### 9.19.1.3 Final

- a) The Final consists of two Parts; Part 1 has Relay 1 and Relay 2, composed of 4 athletes each and Final Part 2 decides the Medal winners, composed of the 2 winners from Relay 1 and Relay 2.
- b) The Final will be conducted on the Finals Range.

### 9.19.1.4 Final Part 1; Relay 1 – Relay 2

- a) Relay 1 will be composed of the athletes in places **1, 3, 5, 7**, after the Qualification stage or any eventual shoot offs.
- b) Relay 2 will be composed of the athletes in places **2, 4, 6, 8**, after the Qualification stage or any eventual shoot offs.
- c) Relay 1 will be shot first followed by Relay 2.
- d) Preparation time limit, for each station: **30 seconds (Skeet) and 12 seconds (Trap)** monitored by an electronic timer operated by a Referee who is appointed by the Chief Referee from among the competition Referees, as per rules.

- e) **The 4 athletes (in each Relay) will shoot in Bib number order (lower Bib number - highest Qualification Ranking) to shoot first.**

### 9.19.1.5 Final Part 2

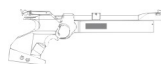
- a) The starting positions in Final Part 2 of the 4 qualified athletes (the 2 winners of Relay 1 and the 2 winners of Relay 2), is decided by their ranking in Final Part 1 (highest ranked result will receive the lower Bib number and will shoot first). In case of ties in Final Part 1, the starting positions and Bib number will be decided by the Qualification Ranking.
- b) New bib numbers 1- 4 will be distributed to the **Finalists.**
- c) Preparation Time Limit for each station: **30 seconds (Skeet) and 12 seconds (Trap) monitored by an electronic timer operated by a Referee who is appointed by the Chief Referee from among the competition Referees, as per rules.**

## 9.19.2 TRAP FINAL FORMAT

### 9.19.2.1 Trap Final Part 1

- a) The 4 qualified athletes of each Relay will occupy stations 1 to 4 in Bib number order (lower Bib number - highest Qualification Ranking) to shoot first.
- b) Only one shot is allowed at each target as per rules.

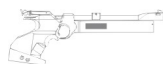




- c) Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the 2 winners are decided, as follows:
- d) **1<sup>st</sup> Series**  
Each of the **4 athletes** will shoot 15 targets (1 centre, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits takes the 4<sup>th</sup> place and retires. In case of equal scores, the athlete with the higher Bib number (lower Qualification Ranking) is acknowledged in 4<sup>th</sup> place.
- e) **2<sup>nd</sup> Series**  
a) The remaining **3 athletes** continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lower number of hits from the total 25 targets of the two series (15+10=25) is acknowledged in 3<sup>rd</sup> place and retires. **The winners in 1<sup>st</sup> and 2<sup>nd</sup> place qualify for the Medal Match.**
- f) **After the 2<sup>nd</sup> Series, in case of a tie between two athletes or between all three athletes, this must be resolved by a shoot-off**, as per current Rules for shoot-offs after Finals, left and right targets only (see: Rule 9.15.2.6), to decide the two athletes to qualify for Final Part 2. **Tied athletes** will shoot in Bib number order. The athlete with the **lower** Bib number will start first
- g) The two winning athletes in 1<sup>st</sup> and 2<sup>nd</sup> **places** (of each Relay) will qualify for Final Part 2.
- h) The eliminated 4 athletes (in 3<sup>rd</sup> and 4<sup>th</sup> places of each Relay) will be ranked **in** places 5,6,7,8 on the basis of their Relay result. In case of equal Relay result then their places will be decided by their Qualification Ranking.

#### 9.19.2.2 Trap Final Part 2

- a) The starting positions in the Final Part 2 of the 4 qualified athletes (the 2 winners of Relay 1 and the 2 winners of Relay 2), is decided by their Relay result (highest Relay result will receive the lower Bib number and will shoot first). In case of equal Relay results, the starting positions and Bib number will be decided by the Qualification Ranking.
- b) The 4 athletes will occupy stations 1 to 4 in **Bib** number order (lower Bib number – highest Ranking Match result - to shoot first).
- c) Only one shot allowed at each target as per ISSF rules.
- d) Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4<sup>th</sup>place), as follows:
- e) **1st Series**  
Each of the **4 athletes** shoots 15 targets (1 centre, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lower number of hits is acknowledged in 4<sup>th</sup> place. In case of equal scores, the athlete with the higher Bib number (lower Relay result) is ranked in 4<sup>th</sup> place.



f) **2nd Series**

The remaining **3 athletes** continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lower number of hits from the total of 25 targets of the two series (15+10=25) is acknowledged in 3<sup>rd</sup> place (Bronze Medal decided). In case of equal scores, the athlete with the **higher** Bib number (**lower** Relay result) is awarded the Bronze Medal. **The remaining 2 athletes will continue in the 3<sup>rd</sup> series until the Gold & Silver Medals are decided.**

g) **3rd Series**

The remaining **2 athletes** continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that, on the basis of the total of the 35 targets of the three series (15+10+10=35) the winners of the Gold and Silver medals are decided.

h) Any eventual ties for the Gold/Silver Medals will be decided by an immediate shoot-off, as per current rules for shoot-offs after Finals, left and right targets only (**see: Rule 9.15.2.6**). Athletes will shoot in Bib number order. The athlete with the lower Bib number will start first.

### **9.19.3 SKEET FINAL FORMAT**

#### **9.19.3.1 Skeet Final Part 1**

b) The four (4) qualified athletes of each Relay, will **start from 0** and **compete on stations 3,4 & 5** in series of double targets followed by progressive eliminations that continue until the 2 winners are decided, as follows:

c) **1st Series: 20 targets**

The **4 athletes**, one behind the other, in Bib number order, starting from station 3, will each shoot in sequence a total of 20 targets (10 doubles) in the following shooting order:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 reverse double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

d) After the 1<sup>st</sup> Series of 20 targets (10 doubles) the athlete with the lowest number of hits **takes the 4<sup>th</sup> place and retires**. In case of equal scores, the athlete with the higher Bib number (lower Qualification Ranking) is acknowledged in 4<sup>th</sup> place.

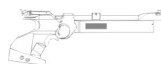
e) **2nd Series: 10 targets**

The remaining **3 athletes** will continue to shoot in the following shooting order composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 normal double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)



- f) After the 2<sup>nd</sup> Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 30 targets of the two series (20+10=30 targets) is acknowledged in 3<sup>rd</sup> place and retires. The winners in 1<sup>st</sup> and 2<sup>nd</sup> place qualify for the Final Part 2.
- g) After the 2<sup>nd</sup> Series, in case of a tie between two athletes or between all three athletes, this must be resolved by a shoot-off, as per current Rules for shoot-offs after Finals stations 3, 4 & 5 (Rule 9.15.2.7), to decide the two athletes to qualify in the Medal Match. Tied athletes will shoot in Bib number order. The athlete with the lower Bib number will start first.
- h) The two winning athletes in 1<sup>st</sup> and 2<sup>nd</sup> places (of each Relay) will qualify for the Final Part 2.
- i) The eliminated 4 athletes (in 3<sup>rd</sup> and 4<sup>th</sup> places of each Relay), will be ranked in places 5,6,7,8 on the basis of their Relay result. In case of equal Relay results then the places will be decided by the Qualification Ranking.

### 9.19.3.2 Skeet Final Part 2

- a) The four (4) qualified athletes in the Final Part 2 (the 2 winners from each Relay) will start from 0 and compete on stations 3, 4, & 5, in series of double targets followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4th place), as follows:
- b) **1st Series: 20 targets**  
The 4 athletes, one behind the other, in Bib number order, starting from station 3, will each shoot a total of 20 targets (10 doubles) in the following sequence:
- Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 normal double)  
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 reverse double)  
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)
- c) After the 1<sup>st</sup> Series of 20 targets (10 doubles) the athlete with the lowest number of hits takes the 4<sup>th</sup> place. In case of equal scores, the athlete with the higher Bib number (lower Relay result) is acknowledged in 4<sup>th</sup> place.
- d) **2nd Series: 10 targets**  
The remaining 3 athletes continue to shoot in the following sequence composed of 10 targets (5 doubles):
- Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)  
Station 4: 2 targets (1 normal double)  
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)
- e) After the 2<sup>nd</sup> Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 30 targets of the two series (20+10=30 targets) is acknowledged in 3<sup>rd</sup> place (Bronze medal decided). In case of equal scores, the athlete with the higher Bib number (lower Relay result)



is awarded the Bronze Medal. The remaining 2 athletes will continue to shoot until the Gold and Silver Medals are decided.

**f) 3rd Series: 10 targets**

The remaining 2 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)

Station 4: 2 targets (1 reverse double)

Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

**g)** After the 3<sup>rd</sup> Series of 10 targets (5 doubles) the athlete with the lowest number of hits from the total of 40 targets of the three series (20+10+10=40 targets) is awarded the Silver medal and the winner will be awarded the Gold medal.

**h)** Any ties for the Gold/Silver Medal will be decided by an immediate shoot-off, as per rules for shoot-offs after Finals – stations 3, 4 & 5 (Rule 9.15.2.7). Athletes will shoot in Bib number order. The athlete with the lowest Bib number will start first.

## 9.19.4 PROCEDURES APPLYING TO TRAP & SKEET INDIVIDUAL EVENTS

### 9.19.4.1 Golden Hit

In case, at any stage of the Final Part 2, the winner (Gold medal) can be clearly established mathematically from the total number of targets already shot by the two Finalists, before the total number of targets of the Match are completed, then the Final will be stopped and 'Golden Hit' will be declared, by the Jury Member in Charge. All three medal winners will then be announced.

### 9.19.4.2 Reporting Times, Cartridge control, Presentation, Test Fire & Commentating

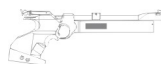
**a)** The eight (8) qualified athletes in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled start time of the Final (Final Part 1, Relay 1). At this time the Equipment Control Jury will distribute the bib numbers to all eight (8) Finalists.

**b)** The Equipment Control Jury will instruct the athletes or their representatives (Coaches or Team Officials) to place all their cartridges in numbered boxes (corresponding to their Bib numbers). They will then select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation.

**c)** The eight (8) finalists must present themselves to the Finals Range **15 minutes** before the start of the Final Part 1 (Relay 1), for preliminaries and presentation.

**d)** No additional cartridges may be brought to the FOP.

**e)** A two (2) hit penalty will be deducted from the score of the first series of the Final if an athlete's cartridges are not presented 30 minutes before the start of the Final (Ranking Match 1) and/or if any athlete does not



report to the FOP, 15 minutes before the Final (Ranking Match 1).

- f) The qualified athletes in Relay 1 (places 1,3,5,7) only, will be asked to take their cartridges from the boxes (not the athletes in Relay 2). Then, all eight (8) finalists will be asked to go to the shooting stations for aiming exercises and target observation only.
- g) The finalists will then gather in a designated area to the side of the range, to await being called one by one in Bib number order, lowest Bib number first, to the centre of the range for presentation. As each athlete enters the FOP the announcer will introduce them to the spectators. The four (4) athletes of Relay 1 (places 1,3,5,7) will be presented first, followed by the four (4) athletes of Relay 2 (places 2,4,6,8) then the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the finalists. All must remain facing the spectators until the presentation is completed.
- h) The Jury Member in Charge must make sure, that the athletes are assembled in the correct order.
- i) After presentation, the four (4) athletes competing in Relay 2 (places 2, 4, 6, 8) will be seated in the designated seating area.
- j) The four (4) athletes competing in Relay 1 (places 1,3,5,7) will go to their shooting stations and test fire. After test fire the Match will begin.
- k) When Relay 1 is completed and the results are finalized, then the four athletes of Relay 2 will be told to collect their cartridges from the boxes and proceed to the shooting station(s) for test fire only. There will be no presentation or target observation. After test fire Relay 2 will begin.
- l) In case a delayed athlete does not report for the presentation, then he will not be allowed to participate in the Final and will be ranked in 8<sup>th</sup> place.
- m) After Relay 2 is completed, the results must be finalized and the Final Part 2 start lists must be produced by the Results Provider. Then the 4 qualified athletes in the Final Part 2 (the two winners from each Relay) will be distributed new Bib numbers 1 to 4 (on the basis of their Relay results. In the event of equal scores, the Bib numbers will be distributed on the basis of their qualification ranking for those involved in the tie) and will prepare for a short presentation. The athletes will be presented in Bib number order followed by the Jury Member in Charge and the appointed Referee. After presentation they will be asked to proceed to the shooting station(s) and test fire after which the Final Part 2 will begin. No target observation will take place.
- n) Before the Final Part 2 starts, the Referee must ensure that the names of the Finalists are uploaded on the Finals scoreboard.
- o) During the Final Part 1 and Part 2, commentating (not more than one (1) minute) may take place after shooting is completed on each station (Skeet) or after each series of 5 targets (Trap).

#### 9.19.4.3 Malfunctions During Final Part 1 and Part 2.



- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw.
- b) After the malfunction is corrected or the athlete withdraws, the Final must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- c) An athlete is allowed a maximum of two (2) malfunctions during a Final, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared **"LOST"** whether or not the athlete attempted to fire.

#### 9.19.4.4 Protest During Final Part 1 and Part 2

- a) If an athlete disagrees with a Referee's decision regarding **"HIT," "LOST," "NO TARGET" or "IRREGULAR"** target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying **"PROTEST."**
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach **other than "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s)** will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on **"HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s)** is lost, a penalty of two (2) points must apply to the last two (2) **"HIT"** targets.
- e) The current ISSF VAR Rules will be followed during both the Final Part 1 and Part 2.





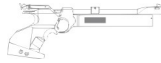
## 9.20 MIXED TEAM EVENTS

### 9.20.1 GENERAL FOR MIXED TEAM TRAP & SKEET EVENTS

- a) Mixed Teams consist of two team members, one male and one female, from the same nation. Both Mixed Team members should wear similar competition clothing with national colours and identification.
- b) In one Championship nations may enter a maximum of two (2) Mixed Teams in one Mixed Team event, as per General Regulations.
- c) Mixed Team members may be changed for other athletes already registered in the Championship not later than 12:00 hours on the second day of the individual competition before the day of the Mixed Team competition.
- d) The Mixed Team event consists of two stages: **Qualification** and **Final**.

#### 9.20.1.1 Qualification

- a) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the current rules for Trap (section 9.8) and Skeet (section 9.10) unless otherwise specified in these rules.
- b) Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – 3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team.
- d) After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team 75 X 2 = 150 (as per Rules 9.14.5.2 & 9.15.3).
- e) The ~~six (6)~~ four (4) highest-ranking Mixed Teams after qualification and any eventual shoot-offs will qualify for the Final.
- f) Any ties for places 1 to ~~6~~ 4 and any ties to enter the Final, will be decided by a shoot-off as specified in these Rules.
- g) After the Qualification and any eventual shoot-offs, new Bib numbers (1<sub>1</sub>-1<sub>2</sub>, 2<sub>1</sub>-2<sub>2</sub>, 3<sub>1</sub>-3<sub>2</sub>, 4<sub>1</sub>-4<sub>2</sub>, 5<sub>1</sub>-5<sub>2</sub> and ~~6<sub>1</sub>-6<sub>2</sub>~~) will be distributed to the top ~~6~~ 4 qualified Mixed Teams.
- h) The ranking of tied Mixed Teams in 5<sup>th</sup> ~~7<sup>th</sup>~~ place or below not decided by a shoot-off will be established on the basis of Rules 9.14.5.2 & 9.15.3.



### 9.20.1.2 Final

- a) The Final is in two parts consisting of Final Part 1 to decide the Bronze medal and Final Part 2 to decide the Gold/Silver Medals.
- b) **Final Part 1:**  
Composed of the Mixed Teams in positions 3 and 4 after Qualification or any eventual shoot-offs.
- c) **Final Part 2:**  
Composed of the Mixed Teams in positions 1 & 2 after Qualification or any eventual shoot-offs.
- d) Final Part 1 will be shot first followed by Final Part 2.
- e) The Final Parts 1 and 2 must be conducted on the Finals Range.

## 9.20.2 MIXED TEAM TRAP – SPECIFICATIONS & PROCEDURES

### 9.20.2.1 Procedure of Mixed Team Trap During Shoot-offs After Qualification & in Final (Parts 1 and 2)

- a) The starting positions in the shoot-offs of the tied Mixed Teams after qualification will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first).
- b) The starting positions in the shoot-offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.
- c) In shoot-offs after Qualification, each Mixed Team Coach/Team Official must designate which team member (male or female) will shoot first and which team member will shoot second. The order of shooting between the two members of each team (as designated by the Coach/Team Official) must remain the same throughout the shoot-offs.
- d) In shoot-offs in Final (Parts 1 and 2), the starting positions will be decided by the Bib number of each Mixed Team (lower Bib number teams will shoot first). The order of shooting of the athletes will be decided by the Bib number of each athlete (the athlete with the lower Bib number will shoot first followed by the second team member). This order must remain the same throughout the shoot-off.
- e) Before the shoot-offs, athletes will observe the targets (left & right target from each station) and test fire.
- f) Shoot-off target shooting sequence:  
Station 1 left target,  
Station 2 right target,  
Station 3 left target,  
Station 4 right target,



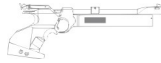


Station 5 left target,  
then Station 1 again this time shooting at a right target and so on.

- g) The athletes of the higher-ranking Mixed Team in the order designated by the Coach/Team Official (in case of shoot-offs after Qualification) or in Bib number order (in case of shoot-offs in Final), must line up behind station 1. The athlete designated to shoot first must shoot at a left target followed by the second member of the team who will also shoot at a left target. The athletes of the other Mixed Team(s) must then do likewise and each shoot at a left target in their designated order. The Mixed Team with the lower number of hits, out of the 2 shots (1+1=2), will be eliminated and will take the lower place.
- h) If any ties are not broken, the same procedure will continue on station 2 in the same order but shooting at a right target. The athletes (who will shoot first and who will shoot second) will remain the same throughout the shoot-off, as per (c) above.
- i) Any ties still remaining unbroken, then the shoot-off will continue on successive stations (3, 4, 5, 1 and so on), at left and right targets as per shoot-off target sequence with the higher ranked Mixed Team shooting first followed by the other Mixed Team(s), until all ties are broken.
- j) Only one (1) shot is permitted at each target.
- k) The preparation time limit is 12 seconds which must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.
- l) In case of several shoot-offs, the **lower position** shoot-offs will be shot first.

#### 9.20.2.2 Competition Format of Mixed Team Trap in the Final (Parts 1 and 2)

- a) The starting positions in the Final (Parts 1 and 2) are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot-offs after qualification (lowest bib number to shoot first).
- b) The preparation time limit, for each station is 12 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, (as per rules).
- c) Before the Medal Matches, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of all-qualified Mixed Teams in the Final.
- d) The 2 Mixed Teams (composed of 4 athletes) will start from 0 and compete in series of 5-target sequences as follows:
- e) The athletes of the 1<sup>st</sup> team (lower Bib number) will occupy shooting **stations 1 and 2** in Bib number order. The athletes of the 2<sup>nd</sup> Team will occupy shooting **stations 3 and 4** also in Bib number order.



- f) Number of targets: Up to five (5) series of five (5) targets each series to a maximum of twenty-five (25) targets each athlete. During each series, each athlete from each team will shoot 5 targets (5 targets X 2 athletes = 10 targets).
- g) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of 5 targets.
- h) During each series, the sequence of the ten (10) targets of each Team (5 targets X 2 athletes = 10) will be composed of four (4) left, four (4) right and two (2) centre targets in random order from any of the stations.
- i) After each series of 5 targets the team with the highest number of hits out of the total score of 10 targets (2 athletes X 5 targets = 10), will receive **2 points**. The team with the lower result will receive **0 points** and if the results are equal, then each team will receive **1 point**.
- j) The points of each series will be carried forward to the next series.
- k) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores of each series will start from zero.
- l) The team that earns **six (6) points first**, will be the winner.
- m) If the shooting sequence of the 5 series of 5 targets each (total 25 targets) is completed without any team reaching 6 points and there is a tied score of 5:5, the winning team will be decided by a shoot-off (as per shoot-off procedures outlined above) with the team with the lower Bib number shooting first and the athletes of each team shooting in Bib number order.
- n) There will be no target observation or test fire before the shoot-offs in Finals.

### **9.20.3 MIXED TEAM SKEET – SPECIFICATIONS & PROCEDURES**

#### **9.20.3.1 Procedure of Mixed Team Skeet During Shoot-offs After Qualification**

- a) The starting positions in the shoot-offs of tied Mixed Teams after the qualification will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first, followed by the lower ranked team(s)).
- b) The starting positions in the shoot-offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.
- c) Before the shoot-offs, athletes will observe the targets (one normal and one reverse double from station 4) and test fire.
- d) Each Mixed Team Coach/Team Official must designate which team member (male or female) will shoot first and which team member

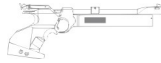


will shoot second. **The order of shooting between the two members of each team (as decided by the Coach/Team Official) must remain the same throughout the shoot-off.**

- e) The shoot-off will be conducted only on station 4.
- f) The athletes of the highest-ranking Mixed Team in the order designated by the Coach/Team Official must line up behind the station. The athlete designated to shoot first (male or female) must shoot at a regular double followed by the second member of the team who will also shoot at a regular double. The athletes of the other Mixed Team(s) must then do likewise and each shoot, at a normal double in their designated order. The Mixed Team(s) with the lower number of hits, out of the 4 shots (2+2=4), will be eliminated and will take the lower place.
- g) If any ties remain unbroken, the same procedure will continue on the same station in the same order but with reverse doubles. The athletes (who will shoot first and who will shoot second) will remain the same throughout the shoot-off, as per d) above.
- h) If there are still ties unbroken, then the shoot-off will continue on the same station, with the same sequence (shooting first at normal and then at reverse doubles) with the higher ranked Mixed Team shooting first followed by the lower ranked Mixed Team(s), until all ties are broken.
- i) The preparation time limit is 15 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.
- j) In case of several shoot-offs, the **lower position** shoot-offs will be shot first.

### 9.20.3.2 Competition Format of Mixed Team Skeet in Final (Medal Matches)

- a) The starting positions in the Medal Matches are decided by the Bib number of each Mixed Team on the basis of their qualification ranking and any eventual shoot-offs after qualification (the lower Bib number team to shoot first followed by the higher Bib number team).
- b) Before the Medal Matches, athletes will be allowed to test fire only. There will be no showing of targets, as this will be conducted during the presentation of all the qualified Mixed Teams in the Final.
- c) The preparation time limit, on each station is 30 seconds monitored by an electronic timer managed by a Referee selected from among the appointed Referees.
- d) The 2 Mixed Teams (composed of 4 athletes) will start from 0 and compete on stations 3, 4, 5, 3 & 4 until the winners are decided as follows:
- e) The Mixed Team with the lower Bib number will shoot first, starting from station 3 and followed by the second Mixed Team. The two



athletes from each Mixed Team will each shoot, in Bib number order, 2 doubles (1 normal and 1 reverse double), 4 shots (8 shots per Mixed Team).

- f) After each station, the Mixed Team with the higher result after the 4+4=8 shots, **will receive 2 points**. The team with the lower result will **receive 0 points**. In case of equal result each Mixed Team will **receive 1 point**.
- g) The shooting sequence (**which team will shoot first**) will **alternate between the two Mixed Teams, after each station** (i.e., on station 4 the 2<sup>nd</sup> team will shoot first followed by the 1<sup>st</sup> team. On station 5 the 1<sup>st</sup> team will shoot first followed by the 2<sup>nd</sup> team and so on).
- h) The points of each station will be carried forward to the next station.
- i) The scores (number of hit targets), however, of each station will not be carried forward to the next station. The scores of each station will start from zero.
- j) This process will continue in sequence on stations 3,4,5,3 and 4 (5 stations) and the Mixed Team **to win first 6 points** will be the winner.
- k) If the shooting sequence is completed on all 5 stations and there is a tied score of 5:5, then the winning Mixed team will be decided by a shoot-off, as per procedures specified in 9.20.3.3 below.

### 9.20.3.3 Procedure of Mixed Team Skeet During Shoot-offs in Final.

- a) The starting positions in the event of a shoot-off in Final Parts 1 and 2 will be decided by the Bib number of each team. The lower Bib number team will shoot first followed by the second team.
- b) The athletes of each Mixed Team will shoot in Bib number order, one behind the other. This order of shooting between the two members of each team must remain the same throughout the shoot off.
- c) The shoot-off will be conducted on stations 3, 4, 5.
- d) The athletes of the Mixed Team with the lower Bib number must line up behind station 3 and each shoot at a normal double in Bib number order. Then likewise the athletes of the second team will each shoot at a normal double in Bib number order. The Team with the higher number of hits out of the 4 shots (2+2=4) will be the winner. If the tie is not broken the same sequence must continue on the same station but with reverse doubles.
- e) If the tie is not broken on station 3, the same procedure will continue in the same order and sequence on station 4 (then 5, 4, 3 and so on) with the members of each Team shooting first at normal and then at reverse doubles until the tie is broken.
- f) The preparation time limit is 15 seconds monitored by an electronic



timer managed by a Referee selected from among the appointed Referees.

- g) There will be no target observation or test fire before the shoot-offs in a Final.

## **9.20.4 MIXED TEAM PROCEDURES APPLYING TO BOTH TRAP & SKEET**

### **9.20.4.1 Coaching Timeout**

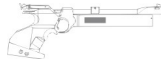
In the Final (Parts 1 and 2), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then, at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to the his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout. The Jury Member in Charge must control the time.

### **9.20.4.2 Golden Hit**

In case, at any stage of the Final, Parts 1 and 2, the winning team of the Match can be clearly established mathematically from the total number of targets already shot by the members of the teams, before the total number of targets of the Match are completed, then the Match will be stopped by the Jury Member in Charge and 'Golden Hit' will be declared.

### **9.20.4.3 Reporting Times & Cartridge Control**

- a) The members of the four (4) qualified Mixed Teams in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range (at the designated area) for cartridge control at least **30 minutes** before the scheduled Start Time of the Final (Part 1). At this time the Jury will distribute the Bib numbers to all the athletes of the four (4) qualified Mixed Teams.
- b) The Equipment Control Jury will instruct the members of each Mixed Team or their representatives (Coaches or Team Officials) to place all of their cartridges in numbered boxes (corresponding to the Bib numbers of their Team). The Equipment Control Jury will select cartridges to be checked and seal the boxes in the presence of the Team members or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.
- c) The members of the Qualified Mixed Teams must present themselves to the Finals Range, **15 minutes**, before the start of the Final (Part 1), for preliminaries and presentation
- d) No additional cartridges may be brought to the FOP.



- a) A two (2) hit penalty will be deducted from the score of the first series of the first athlete, if any of the Mixed Team's cartridges are not presented 30 minutes before the start of the Final (Part 1) or if either of the Team members does not report 15 minutes before the start of the Final (Part 1). Any team that does not report at the time of the Presentations will not be allowed to take part in the Final and will be awarded the 4<sup>th</sup> place (if in Part 1) or the 2<sup>nd</sup> place (if in Part 2).

#### 9.20.4.4 Target Observation – Presentation – Test Fire

- a) After reporting at the range, the athletes of the Qualified Mixed Teams of Final Part 1 will be allowed to take their cartridges from the boxes (the athletes of the Final Part 2 will not be allowed at this stage to take their cartridges). Then, all four (4) Qualified Mixed Teams will be asked to go to the shooting stations for aiming exercises and target observation only (no test fire).
- b) All the members of the Qualified Mixed Teams will be allowed to observe the targets.
- c) After aiming exercises and target observation, the Qualified Teams of the Final Part 2 will be asked to be seated at the designated area. The athletes of the Qualified Teams of the Final Part 1 together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for presentation. The teams will line up in Bib number order. **The Qualified Teams in Final Part 1 will enter the field of play (female athlete first – male athlete second) followed by their Coach/Team Official** and the announcer will introduce them to the spectators. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- d) The Mixed Teams, will line up, in Bib number order, in the following order:  
Female athlete – Male athlete – **Coach/Team Official**.-
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- f) The Final will be conducted in the order specified in rule 9.20.1.2.e).
- g) It should be noted that after completion of the Final Part 1 the athletes for Final Part 2, will take their cartridges from their boxes. The finalists, **their Coaches or Team Officials**, the Jury member in Charge and the appointed Referee will be presented in the way specified in d) above. After presentation the athletes will go to the shooting stations and test fire after which the Match will begin.
- h) At the end of the Final the Gold, Silver and Bronze Medalists are assembled by the Jury Member in Charge, on the field of play for official photographs and announcements





#### 9.20.4.5 Music & Audience Support

During the Final, music must be played. The Jury should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the matches.

#### 9.20.4.6 Malfunctions During Final (Parts 1 and 2).

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Mixed Team) must withdraw. After the malfunction is corrected, the Final must continue.
- b) If a withdrawal of a team occurs during Final Part 1 or 2 the remaining Mixed Team must be declared as the winner.
- c) A Mixed Team is allowed a maximum of two (2) malfunctions during a Final, including any shoot-offs, whether or not there was an attempt to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

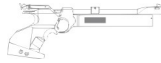
#### 9.20.4.7 Protest During Final (Parts 1 and 2).

- a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), the athlete must act immediately, before the next athlete fires, by raising an arm and saying "**PROTEST.**"
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" targets is lost, a penalty of two (2) points must apply to the last two (2) "**HIT**" targets, of the athlete (Mixed Team).
- e) During the Final Parts 1 and 2, the current ISSF VAR Rules (9.18.1.4) will be followed.

#### 9.20.4.8 Colour of Targets

Qualification: Normal targets  
Final: Flash targets

#### 9.20.4.9 Irregular or Disputed Cases



- a) The General Technical Rules will apply to matters not mentioned in the above paragraphs.
- b) Irregular or disputed matters will be decided by the Jury according to the General Technical Rules or other relevant Rule for each event.

## 9.21 TEAM EVENTS

### 9.21.1 GENERAL FOR TEAM TRAP & SKEET EVENTS

- e) Teams must consist of three athletes from the same nation, of the same gender and category. All team members should wear the same competition clothing with national colours and identification as per applicable Rules.
- f) In each Championship, nations may enter a maximum of one (1) Team in each Team event, as per General Regulations.
- g) Team members may be changed for other athletes **already** registered in the Championship by latest 12:00 the day before the Team Competition.
- h) The Team event consists of two stages: **Qualification** and **Final**.

#### 9.21.1.1 Qualification

- a) The Qualification consists of three (3) normal rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 225 targets (75 X 3 = 225).
- b) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the current Rules for Trap (section 9.8) and Skeet (section 9.10) unless otherwise specified in these rules.
- c) **Team squadding will be done by a random draw. The three members of each Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.**
- d) After the end of the Qualification, the teams will be ranked in descending order by the combined total result of the three (3) members of each team composed of 225 targets (75 X 3 = 225), as per Rule **9.14.4.2.1**.
- e) The top four (4) teams will qualify to compete in the Final **(see Rule 9.21.1.2 (b) & (c))**.
- f) If two or more teams are tied for any position from **1<sup>st</sup> to 4<sup>th</sup> place, tied to enter the Final**, their qualification ranking must be decided by a shoot-off as per **Rule 9.21.2.2 for Trap and Rule 9.21.3.2 for Skeet**. In case of more than one shoot-off, **lower position shoot-offs** must be shot first, followed by higher position shoot-offs.



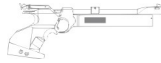


- g) In case of tied scores, the ranking of **5<sup>th</sup> place and below**, not decided by a shoot-off, will be established as per **Rule 9.14.4.2.2**.

#### 9.21.1.2 Final

- a) The Final consists of two Parts, Part 1 and Part 2: Part 1 will decide the Bronze Medal and 4<sup>th</sup> place. Part 2 will decide Gold/Silver Medals.
- b) Teams in places **3 and 4** will qualify for the **Final Part 1**.
- c) Teams in places **1 and 2** will qualify for the **Final Part 2**.
- d) The four (4) teams which will qualify for the Final will be allocated new Bib numbers on the basis of their qualification ranking **and any eventual shoot-offs**.
- e) The athletes of the team in 1<sup>st</sup> place will receive Bib numbers 1<sub>1</sub>, 1<sub>2</sub> and 1<sub>3</sub>. The athletes of the team in 2<sup>nd</sup> place will receive Bib numbers 2<sub>1</sub>, 2<sub>2</sub> and 2<sub>3</sub>. The athletes of the team in 3<sup>rd</sup> place will receive Bib numbers 3<sub>1</sub>, 3<sub>2</sub> and 3<sub>3</sub> and the team in 4<sup>th</sup> place will receive 4<sub>1</sub>, 4<sub>2</sub> and 4<sub>3</sub>.
- f) Final Part 1 will be shot first, followed by Final Part 2, both on the Finals range.
- g) The athletes or their representatives (Coaches or Team Officials) of all teams that qualify in the Final (Parts 1 and 2) must report for cartridge control, at the designated reporting area, **at least thirty (30) minutes** before the scheduled Starting Time of the Final (Part 1). At this time the Jury will distribute the Bib numbers.
- h) Each team Coach/**Team Official** will be responsible to assign the Bib numbers to each of his team members.
- i) The athletes of the 4 qualified Teams must report to the Finals Range **fifteen (15) minutes** before the Starting Time of the Final (Part 1).
- j) The Jury must complete cartridge control and equipment checks during the reporting periods.
- k) A two (2) hit penalty will be deducted from the score of the first series target of the first team athlete, if any team's cartridges are not presented for cartridge control 30 minutes before the start of the Final (Part 1) or if any of the team members does not report 15 minutes before the Final (Part 1).
- l) Any team that does not report at the time of the presentations **will not be allowed** to take part in the Final and will be awarded **4<sup>th</sup> place if in Final Part 1 or 2<sup>nd</sup> place if in Final Part 2**.

#### 9.21.2 TRAP TEAM EVENT – SPECIFICATIONS AND PROCEDURES



### 9.21.2.1 Trap Team Event Format in Final (Parts 1 and 2)

- a) In the Final (Parts 1 and 2) each member of the two teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each team will shoot in total fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25 X 3 = 75 targets each team).
- b) During each series, the sequence of the fifteen (15) targets of each team, will be composed of one (1) left, one (1) right and one (1) centre target from each station. The targets shot by each member of each team, from each station, during one series, will be random (left, right or centre).
- c) At the start of the Final (1<sup>st</sup> series), the athletes of the team with the higher-ranking position (lower Bib number) will occupy shooting stations 1, 2 and 3 in Bib number order. The athletes of the 2<sup>nd</sup> team will occupy shooting stations 4, 5 and 6, also in Bib number order.
- d) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 5 targets (example: in the 2<sup>nd</sup> series the 2<sup>nd</sup> team will occupy stations 1, 2 and 3 and the 1<sup>st</sup> team **will occupy** stations 4,5 & 6 and so on).
- e) After each series of 5 targets the team with the higher number of hit targets out of the total score of 15 targets (3 athletes X 5 targets = 15), will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**.
- f) The points of each series will be carried forward to the next series.
- g) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero.
- h) The first team to **win six (6) points**, at any stage of the Final will be the winner.
- i) If at the end of the 5<sup>th</sup> series the two teams have the same number of points **5:5**, then, the winner will be decided by a shoot-off, as per **Rule 9.21.2.3** below.
- j) Only one (1) shot is permitted at each target as per Rules.
- k) An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START".
- l) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

### 9.21.2.2 Trap Team Shoot-off Procedures after Qualification



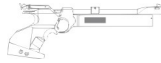
- a) The starting positions of the teams in the shoot-offs, after Qualification, will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first).
- b) Each team Coach must designate the shooting order of the three members of his team (who will shoot first, second and third). The order of shooting between the members of the team must remain the same throughout the shoot-off.**
- c) In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the teams in the shoot-offs shall be determined by draw.
- d) Test fire and observation of targets (left & right from all 5 stations) before shooting will be allowed.

### 9.21.2.3 Trap Team Shoot-offs Procedures in Final (Parts 1 and 2)

- a) The starting positions in the shoot-offs in Final (Parts 1 and 2) will be decided by the Bib number of each team (the team with the lower Bib number – higher qualification ranking, will shoot first followed by the athletes of the second team). The members of each team will shoot in Bib number order. The order of shooting between the three members of each team must remain the same throughout the shoot-off.**
- b) In the shoot-offs in Finals Part 1 and 2, there will be no test firing and no targets will be observed by the athletes before shooting.

### 9.21.3 Trap Team Shoot-off Target Shooting Sequence and Procedures

- a) Shoot-off Shooting sequence:  
Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The athlete to shoot first from the higher-ranking Team, in case of shoot-offs after Qualification or the team with the lower Bib number in case of shoot-offs in Final, must stand behind station 1 and shoot at a left target followed by the second and third member of the team who should be lined up behind him. The athletes of the next ranked Team(s) must then do likewise and each shoot at a left target also. The Team with the lower number of hits out of the 3 shots (1+1+1=3) will be eliminated **and will take the lower ranked place.**
- c) If any ties remain unbroken, the shoot-off will continue on station 2 in the same order and sequence (but shooting at a right target) with the lower Bib number/higher ranking team shooting first followed by the next ranked Team(s). The shooting order of the athletes (who will shoot first, second and third) will remain the same throughout the shoot-off.
- d) If there are still ties unbroken the shooting sequence will continue on successive stations 3, 4, 5, 1, 2 and so on, until all ties are broken.



- e) Only one (1) shot is permitted at each target.
- f) Shoot off preparation time limits: 12 seconds
- g) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

### 9.21.3 **SKREET TEAM EVENT - SPECIFICATIONS & PROCEDURES**

#### 9.21.3.1 **Skeet Team Event Format in Final (Parts 1 and 2)**

- a) In the Final (Parts 1 and 2) each member of the two teams will shoot, 4 targets (2 doubles), from each of the stations 3,4,5,3 & 4 (5 series), in the following sequence:

1<sup>st</sup> series - Station 3: 1 normal and 1 reverse double  
2<sup>nd</sup> series - Station 4: 1 normal and 1 reverse double  
3<sup>rd</sup> series - Station 5: 1 normal and 1 reverse double  
4<sup>th</sup> series - Station 3: 1 normal and 1 reverse double  
5<sup>th</sup> series - Station 4: 1 normal and 1 reverse double  
Maximum 20 targets each athlete.

- b) In the 1<sup>st</sup> series (station 3) the athletes of the team with the higher-ranking position (lower bib number) will shoot first in Bib number order (one behind the other), followed by the athletes of the second team who will line up behind the athletes of the first team and shoot second in Bib number order also.
- c) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 4 targets (2 doubles) after each station (example: In the 2<sup>nd</sup> series (station 4) the 2<sup>nd</sup> team will shoot first and the 1<sup>st</sup> team will shoot second and so on).
- d) After each series (after each station) the team with the higher number of hit targets out of the total score of 12 targets (3 athletes X 4 targets = 12) will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**.
- e) The points of each series will be carried forward to the next series (station).
- f) The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series. The scores in each series (station) will start from zero.
- g) The first team **to win six (6) points** at any stage of the Final will be the winner.
- h) If at the end of the 5<sup>th</sup> series (station 4) the two teams have the same number of points 5:5 then, the winner will be decided by a shoot-off, as per Rule 9.21.3.3.

#### **Shooting Procedures in the Final**

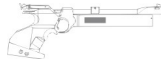


- m) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.
- n) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double) in the required sequence for the station. The maximum total time allowed to call for the targets (two doubles) on each station is thirty (30) seconds, after the athlete has occupied the station.
- o) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

### 9.21.3.2 Shoot-Off Procedures After Qualification

- a) The starting positions of the teams in the shoot-offs, after Qualification, will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first, followed by the next ranked Team(s)).
- b) In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the teams in the shoot-offs shall be determined by draw.
- c) The shoot-offs after qualification will be conducted on station 4 only.
- d) In case of more than one shoot-off, **lower position shoot-offs** must be shot first, followed by higher position shoot-offs.
- e) Each team Coach/**Team Official** must designate the shooting order of the three members of his team (who will shoot first, second and third). **The order of shooting between the three members of each team (as decided by the Coach/Team Official) must remain the same throughout the shoot-off.**
- f) The three athletes, in the shooting order designated by the Coach/**Team Official** must line up behind station 4 in Team ranking order – highest ranking Team to shoot first followed by the lower ranked Team(s) - and shoot at a normal double. The Team with the lower number of hits out of the 6 shots (2+2+2=6) will be eliminated **and will take the lower ranked place**. If **any ties are** not broken, then the same procedure will continue on the same station with the members of **each Team** shooting at a reverse double. If **there are ties that are still not broken** then the shoot-off will continue on the same station with the members of each Team shooting in sequence at normal and then reverse double until **all ties are** broken.
- g) Test fire and observation of targets (one normal and one reverse double) before shooting will be allowed.

### 9.21.3.3 **Shoot-off Procedures in Final (Parts 1 and 2).**



- a) The starting positions in the shoot-offs in Finals will be decided by the Bib number of each team (the team with the lowest Bib number will shoot first).
- b) The shoot-off will be conducted on stations 3, 4 and 5.
- c) The shooting order of the three members of each team (who will shoot first, second and third), will be decided by the Bib number of each athlete. The athletes with the lower Bib number will shoot first followed by the second and third athlete. **The order of shooting between the three members of each team must remain the same throughout the shoot off.**
- d) The athletes, of the highest-ranking Team must line up behind station 3, in Bib number order and all shoot at a normal double. The athletes of the second Team will do likewise and shoot also at a regular double. The Team with the highest number of hits out of the 6 shots (2+2+2=6) will be the winner.
- e) If the tie is not broken, then the same procedure will continue with the members of each Team shooting on the same station in the same order and sequence at a reverse double.
- f) If the tie still remains then the shoot-off will continue with the members of each Team shooting in sequence at normal and then reverse double on successive stations 4, 5, 3 and so on, until the tie is broken.
- g) In any shoot-off in Finals, there will be no test firing and no targets will be observed by the athletes before shooting.

#### **9.21.3.4 Shoot-off preparation time limits**

- a) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.
- b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double). The maximum total time allowed to call for the targets (double) is fifteen (15) seconds after the athlete has occupied the station.
- c) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

### **9.21.4 PROCEDURES APPLYING TO BOTH TRAP & SKEET TEAM EVENTS**

#### **9.21.4.1 Target Observation – Presentation – Test Fire - Commentating**

- a) After reporting at the Finals Range and after all the necessary procedures have been completed, the athletes of the Qualified Teams of the Final Part 1 will be asked by the Jury to take their cartridges from the boxes (not the athletes of the Final Part 2).



Then, all four (4) Qualified Teams will be asked to go to the shooting station(s) for aiming exercises and target observation.

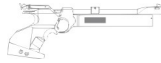
- b) All the members of the four Qualified Teams will be allowed to observe the targets.
- c) After aiming exercises and target observation, the two Qualified Teams of the Final Part 2 will be asked to sit at the designated seating area. The athletes of the two Qualified Teams of the Final Part 1, together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for Presentation.
- d) The Qualified Teams (athletes with Coaches or Team Officials) will enter the FOP one at a time in Bib number order and as each Team (the 3 athletes in Bib number order followed by the Coach/Team Official) enters the FOP the announcer will introduce them to the spectators – as they walk in. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned between the two teams.
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- f) After presentation the members of each Team will go to the shooting station(s) and test fire after which the Final Part 1 will start immediately.
- g) After completion of the Final Part 1, the two Qualified Teams of the Final Part 2 will take their cartridges from the boxes and get ready for presentation. They will then be presented in the same order as the Final Part 1 teams, together with the Coach/Team Official, the Jury member in Charge and the appointed Referee. After presentation the athletes will go to the shooting station(s) and test fire after which the Final Part 2 will begin.
- h) At the end of the Final Part 2 the Gold and Silver Medal teams will be joined by the Bronze Medalist team and assemble in front of the spectators for official photographs and announcements.
- i) During the Final (Parts 1 and 2), commentating (not more than 1 minute) may take place after each series of five targets in Trap or after each station in Skeet.

#### 9.21.4.2 Music in Final and Spectators Support

During the Final (Parts 1 and 2), music must be played and spectators will be encouraged to support and cheer for their favorite teams. The Jury should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the Final (Parts 1 and 2).

#### 9.21.4.3 Golden Hit





In case, at any stage of the Final, the winning team of the Final can be clearly established mathematically from the total number of targets already shot by the members of the team, before the total number of targets of the Final are completed, then the Final will be stopped by the Jury Member in Charge and 'Golden Hit' will be declared.

#### **9.21.4.4 Coaching and Coaching Timeout**

- a) During the Qualification and the Final (Parts 1 and 2) non-verbal Coaching is allowed (as per Rules).
- b) In the Final (Parts 1 and 2), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then, at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing their opportunity for a timeout.
- c) The Jury-Member-in-Charge must control the time.
- d) The Announcer may make commentary during the breaks.

#### **9.21.4.5 Malfunctions during Qualification**

- a) Malfunctions in the Qualification stage will be decided according to Rule 9.12.
- b) During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.

#### **9.21.4.6 Malfunctions during Final.**

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.
- b) After the malfunction is corrected, the Final must continue. If the athlete (team) withdraws then the remaining Team must be declared as the winner.
- c) A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot-offs, whether or not there was an attempt to correct the malfunction.





- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

#### **9.21.4.7 Protests during Qualification**

Protests during the Qualification stage will be decided according to Rule 9.17.

#### **9.21.4.8 Protests during Final Parts 1 and 2**

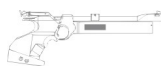
- a) If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), the athlete must act immediately before the next athlete fires, by raising an arm and saying "PROTEST."
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "HIT," "LOST," "NO TARGET" or "IRREGULAR" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Team).
- e) The current ISSF VAR Rule (9.18.1.4) will also apply.

#### **9.21.4.9 Type of Clay Targets**

Normal targets will be used in Qualification and flash targets will be used in the Final (Parts 1 and 2).

#### **9.21.4.10 Irregular or Disputed Cases**

Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the General Technical Rules and the Shotgun Rules or any other relevant Rule.

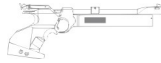


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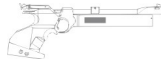
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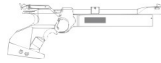
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