



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



Chapters

9.1	GENERAL	448
9.2	SAFETY	448
9.3	RANGE AND TARGET STANDARDS	451
9.4	EQUIPMENT AND AMMUNITION	451
9.5	COMPETITION OFFICIALS	455
9.6	SHOOTING EVENTS and COMPETITION PROCEDURES	461
9.7	TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS	462
9.8	COMPETITION RULES FOR TRAP	464
9.9	COMPETITION RULES FOR DOUBLE TRAP	473
9.10	COMPETITION RULES FOR SKEET	481
9.11	COMPETITION ADMINISTRATION	495
9.12	MALFUNCTIONS	497
9.13	COMPETITION CLOTHING AND EQUIPMENT	500
9.14	RESULTS, TIMING AND SCORING (RTS) PROCEDURES	501
9.15	TIES AND SHOOT-OFFS	504
9.16	RULE VIOLATIONS	510
9.17	PROTESTS AND APPEALS	514
9.18	FINALS IN OLYMPIC SHOTGUN EVENTS	516
9.19	TRAP MIXED TEAM EVENT	524
9.20	SKEET MIXED TEAM EVENT	529
9.21	DRAWINGS AND TABLES	536
9.22	INDEX	541

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

SAFETY IS OF PARAMOUNT IMPORTANCE

See ISSF General Technical Rules, Rule 6.2.

- 9.2.1 The safety of athletes, range personnel and spectators requires 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 Guns

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

- a) Conventional double barrel guns must be carried empty with the breech visibly open;
- b) Semi-automatic guns 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, armory 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 gun until the athlete is standing on the shooting station, facing the traps with the gun pointed towards the target flight area and after the Referee has given permission (Exceptions, see Rule 9.9.2.g);
- f) When shooting is interrupted, the gun must be opened and any cartridges or empty cartridge cases must be removed;
- g) No athlete may turn from the shooting station before his gun is open and empty;
- h) After the last shot and before leaving the range or placing the gun on a rack, armory 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 guns 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 in 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 a Final or any shoot-offs before a Final;
- d) Test shots must not be fired into the ground within the shooting areas; and
- e) Test firing of a shotgun after a gun repair is permitted, but it must be arranged with the Chief of Referees or the Chief Range Officer.

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 gun 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 GTR 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 GTR 6.3.6.
- b) Range standards for Shotgun ranges are found in GTR 6.4.17-6.4.20.
- c) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, trap computer, 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 trap computer will result in an immediate disqualification. If a coach or team official violates this rule, the warning or penalty shall be given to all athletes in the event from that country.

9.4 EQUIPMENT AND AMMUNITION

9.4.1 Equipment Restrictions

Athletes must use only equipment and clothing that comply with ISSF Rules. Any gun, 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 or the use of shotshells with colored wads is prohibited (see GTR 6.1.4).

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

Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF Championships comply with ISSF Rules. The Shotgun Jury is responsible for checking 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. 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 for guns 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

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

9.4.2.2 Release Triggers

Guns with any type of "release" trigger mechanisms are prohibited.

9.4.2.3 Slings

Slings or straps on guns are prohibited.

9.4.2.4 Magazines

Guns 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 Guns

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 fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted (see 9.4.2.7 b)).



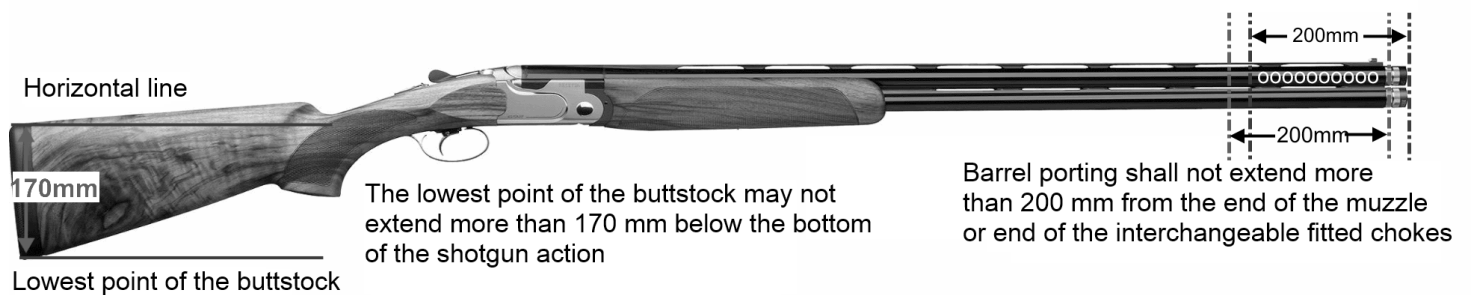
9.4.2.7 Ported Barrels and Ported Interchangeable Chokes (with or without porting)

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

9.4.2.8 Optical Sights

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

9.4.2.9 Buttstock Depth



The lowest point of the buttstock or toe of the butt plate may not be more than 170 mm below a horizontal line extending from the bottom of the shotgun action (see illustration).



9.4.3 Ammunition

9.4.3.1 Cartridge Specifications

Cartridges permitted in ISSF competitions must meet the following specifications:

- a) Shot charge must not exceed 24.0 g (+0.5 g 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 (24.5 g);
- 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 2.6 mm in diameter;
- e) Pellets may be plated;
- f) Only transparent or translucent wads with no color may be used;
- 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

The Equipment Control or Shotgun Jury must implement a cartridge inspection procedure that is approved by the ISSF Executive Committee. Specific details for conducting the cartridge inspection procedure are found in the Shotgun Equipment Control Guide that is available from ISSF Headquarters.

- a) A Jury member may take an athlete's cartridges for inspection at any time when the athlete is in the shooting area.
- b) When cartridges are sold to participating teams at a Championship site, the Equipment Control or Shotgun Jury must test selected samples of these cartridges before the PET for the first event and post the results of these tests so that this information is available to coaches and athletes.
- c) 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
- d) If an athlete uses ammunition that is not in accordance with Rule 9.4.3.1 b) - h) he must receive a **Warning (Yellow Card)** or **Deduction (Green Card)** according to 9.4.1.



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 ISSF Jury (red) Vest that must be purchased from ISSF Headquarters. When on duty, all Referees are required to wear the ISSF Shotgun Referee (blue) Vest that must 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 targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is prepared to conduct the competition; and
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked.



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 shooting regulations;
- 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 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) Make decisions regarding penalties;
- k) Implement sanctions where appropriate; and
- l) 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 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 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 of Referees, the Classification 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 championships events;
- b) To give instructions and supervise preparation of auxiliary facilities such as gun 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 colored 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, seats for Assistant Referees, facilities for the athletes, scorekeepers etc.);
- h) To assist the Organizing Committee to prepare training shooting schedules as well as shooting programs for the competition;
- i) To assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- j) 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
- k) Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4 Chief Of Referees

- 9.5.4.1 The Chief of Referees must be appointed by the Organizing Committee. He must possess an ISSF Shotgun Referee's license and must have a wide experience in Shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.



- 9.5.4.2 The duties of the Chief of Referees, in general, are:
- a) To assist the Organizing Committee in the selection and appointment of the Referees;
 - b) To supervise the Referees and Assistant Referees;
 - c) To give instruction and information to the Referees and Assistant Referees;
 - d) To prepare the schedules and assignments for the Referees;
 - e) To make decisions in cooperation with the Jury, such as when and on which ranges a athlete who had to leave his squad to repair a gun malfunction or was declared “**ABSENT**” may be permitted to complete his round; and
 - f) To keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges;

9.5.5 Referees

- 9.5.5.1 Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees 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 Shotgun and ISSF Rules applying to the competition.



9.5.5.2 The main functions of the Referee are:

- a) To check that the correct squad of athletes is present on the range before the start of a round;
- b) To ensure that the correct procedure is used to declare an athlete “**ABSENT**” (see **Rule 9.16.4.3 for “ABSENT” athlete**);
- c) 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);
- d) To make immediate decisions regarding “**LOST TARGETS**” (the Referee must give a clear and distinct signal for all targets declared “**LOST**”);
- e) 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.

- f) To issue **Warnings (Yellow Card)** or automatic **Deductions (Green Card)** for rule violations where appropriate;
- g) To ensure that the result of each shot is correctly recorded;
- h) To ensure that the athletes are not disturbed;
- i) To monitor illegal coaching (non-verbal coaching is allowed according to GTR 6.12.5.1);
- j) To rule on any protests received from athletes;
- k) To rule on disabled guns;
- l) To rule on malfunctions;
- m) To ensure the correct conduct of the round; and
- n) To ensure the application of the safety rules.

9.5.5.3 **Warnings Issued by the Referee**

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



9.5.6 Assistant Referees

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

- a) Who are usually appointed in rotation from among the athletes who fired in the previous squad;
- b) All athletes must serve in this function when designated;
- c) The Organizing Committee may provide substitute qualified Assistant Referees;
- d) The Referee may accept experienced substitutes; and
- e) A coach 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) To advise the Jury in case of a protest.

9.5.6.3 Absent Designated Assistant Referee

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 the Jury by the deduction of one (1) point for each refusal, to be deducted from his last hit target in the last completed round.

Continued refusals may result in disqualification from the competition.



9.5.6.4 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.

9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES

9.6.1 Shotgun Events Are:

Trap Men and Trap Women

Double Trap Men And Double Trap Women

Skeet Men And Skeet Women

Trap Mixed Team

The programs for each event are:

EVENT	Number of Targets	
	Individual Men	Individual Women
Trap (in rounds of 25)	125 + Final	75 + Final
Double Trap (in 5 or 4 rounds of 30 targets each)	150 + Final	120
Skeet (in rounds of 25)	125 + Final	75 + Final

9.6.2 Training

9.6.2.1 Pre-Event Training

- Must be provided for each event on the day before the start of the official competition on the same ranges and the same make and color of targets as are to be used in the official competition;
- The Jury must check that the targets are set correctly for all Pre-Event Trainings;
- All training times must be allocated fairly between those athletes present so that no advantage is given; and
- For Skeet, two extra Doubles shall be provided (reverse Doubles on Stations 3 and 5 may be selected).



9.6.2.2 Unofficial Training

All range availability for unofficial training is the responsibility of the Organizing Committee, which must:

- a) Ensure that unofficial training must not interfere 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. 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 (GTR 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.

See also Rule 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.

Note: 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(s)

A target(s), 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 gun 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,” the “safety” has slipped to “safe” or he has forgotten to load;
- f) In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- g) If after a malfunction the athlete has opened the gun or has touched the safety before the Referee has examined the gun; or
- h) It is the third or subsequent malfunction in the same round.



9.7.6 “NO TARGETS”

- 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 targets were hit or not; and
- c) After a **“NO TARGET”** is declared the athlete may open the gun 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.”**



9.8.2 Method

- a) When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly 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 center from each of the five stations);
- g) Once the round has started an athlete may close the gun 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 a result is registered, except when the athlete has completed shooting on Station 5; in this case he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by;
- i) All guns 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 gun 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.



9.8.3 Preparation Time Limit

- a) 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;**”
- 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 (9.18.2.5) which must be managed by a Referee selected from among the appointed Competition Referees (9.18.2.6.b).

9.8.4 Interruptions

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.

If a technical malfunction requires a restart of the target sequencer, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

9.8.5 Target Distances, Angles and Elevations

9.8.5.1 Trap Setting Table

Each trap machine must be set before the start of the competition each day to one (1) of the **Trap Setting Tables I - IX** drawn by lot, under the supervision of the Technical Delegate and Jury.



9.8.5.2 Preferred Special Settings for the Trap Event

Two (2) Day Competition (75 + 50)		
	1st DAY	2nd DAY
	75 Targets	50 Targets
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 changed but same setting for ranges 2 and 4
or Two (2) Day Competition (50 + 75)		
	1st DAY	2nd DAY
	50 Targets	75 Targets
3 Ranges	Same setting for all ranges	Changed but different setting for each range
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
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
or Three (3) Day Competition (50 + 25 + 50)			
	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
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 ranges 1 and 3 and different – but same setting for ranges 2 and 4



or Three (3) Day Competition (25 + 50 + 50)			
	1st DAY	2nd DAY	3rd DAY
	25 Targets	50 Targets	50 Targets
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
Two (2) or Three (3) DAY Competitions			
5 Ranges	5 settings (different setting for each range)		

If the above special settings are not used then the squads must be scheduled 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 a World Cup Final competition).

9.8.5.3 Target Limits

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

- a) Height at 10 m -- 1.5 m to 3.0 m with a tolerance of +/- 0.15 m;
- b) Angle -- maximum 45 degrees left or right; and
- c) Distance -- 76.0 m +/- 1.0 m (as measured from the front edge of the pit roof).



9.8.5.4 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 10 m 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 center of each machine, on the top of the trap pit roof.

9.8.6 Jury Checks

9.8.6.1 Trial Targets

- a) Each range must be set before the start of the competition each day, these 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, before the start of the competition;
- c) Trial targets may be observed by the athletes; and
- d) All athletes, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings (see 9.3).

9.8.6.2 Irregular Trajectory

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

9.8.7 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 gun and raising an arm. The Referee must then give his decision.



9.8.8 “NO TARGET”

9.8.8.1 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;

See also Rule 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.

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.



- 9.8.8.2 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 color from that of the others being used in the Competition or Pre-Event Training 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 9.18.4 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 gun 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.**”



9.8.8.3 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 gun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either gun 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.

9.8.8.4 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 gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun;
- e) An athlete suffers a third or subsequent malfunction of gun 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 gun, 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 gun 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 (9.16.3.6); or
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6).



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, Assistants 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 gun to the shoulder and call clearly for the double after which the double must be thrown immediately after the athlete's call.
- b) When the result of the shots are 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 gun 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, being careful not to disturb the athletes who are on the line as he passes by;
- g) All guns 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

- An athlete must take his/her position, close the gun and call for the double within twelve (12) seconds after the previous athlete has fired at a regular double and has opened the gun and the result is registered, or after the Referee has given the command **“START;”**
- In case of non-compliance with this time limit, the penalties provided in these rules will be applied;
- 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
- 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)
A	7 (1)	5 Left	3.00 m	55.00 m (as measured from the front edge of the pit roof)
	8 (2)	0	3.50 m	
B	8 (2)	0	3.50 m	
	9 (3)	5 Right	3.00 m	
C	7 (1)	5 Left	3.00 m	
	9 (3)	5 Right	3.00 m	

*** 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 (1) 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 trap pits after the Jury has examined and approved the trap settings (see 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.

9.9.6.2 Irregular trajectory

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

9.9.7 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 target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.



9.9.8 “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.



- 9.9.8.1 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 color from that of the others being used in the competition or Pre-Event Training is thrown;
 - c) Only one (1) target is thrown;
 - d) Both 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 9.12.2, “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 gun 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.



9.9.8.2 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 gun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either gun 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.

9.9.8.3 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 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 gun, 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 gun 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**” (9.16.3.6); 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**” (9.16.3.6).



9.9.8.4 Result in the case of a Malfunction:

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

9.9.8.5 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; or
- d) 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;**”



9.9.9 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.”**



9.10.2 Method

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

- a) The first athlete must move onto Station 1, load the gun 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 onto 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.



9.10.3 Competition Procedures

9.10.3.1 **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 gun, 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 (9.18.2.5) managed by the appointed Referee.



9.10.3.2 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



9.10.3.3 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 centers 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 gun 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 gun 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.



9.10.3.4 Cartridge Loading Sequence

- a) On Station 8 for both the high and low house targets, the gun 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 where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared "**LOST**;"
- d) When shooting is interrupted, the gun must be opened and be made empty; and
- e) No athlete may turn from the shooting station before his gun is open and empty.

9.10.3.5 Trial Targets

A regular target from each of the high and low houses may be seen by the 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 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.



9.10.3.6 Sighting On the Ranges

Aiming and sighting exercises:

- a) May be conducted after the Referee has ordered “**START**” only on **Station 1**. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the gun 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); and
- c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the gun on any other station, but 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.

9.10.3.7 Target Distances and Elevations (see GTR 6.4.20.2)

- 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 68.00 m +/- 1.00 m 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 9.3).

9.10.3.8 Irregular Trajectory

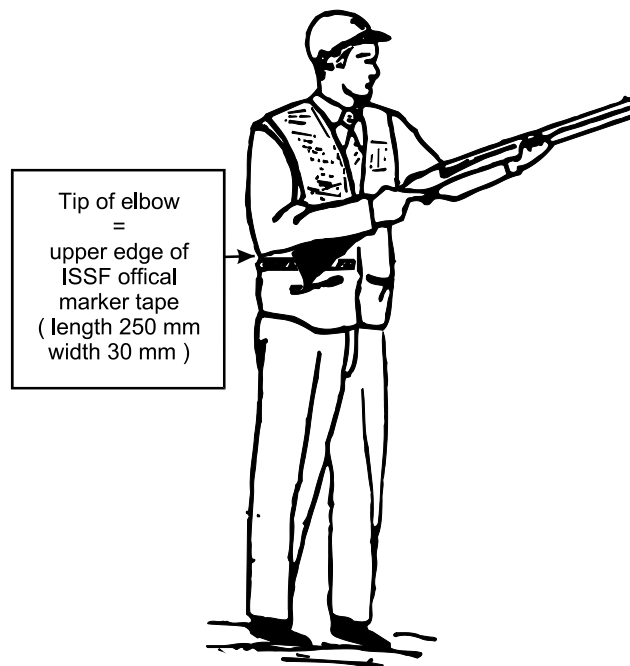
Any target flying along a path other than specified in angle, elevation or distance must be considered irregular.



9.10.3.9 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 gun with both hands;
- c) The gun stock in contact with 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 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).

9.10.4.1 The ISSF official marker tape must be:

- a) 250mm long, 30mm wide, yellow in color with a black border and bearing the ISSF logo; and
- b) Permanently affixed to the appropriate side of the shooting vest.

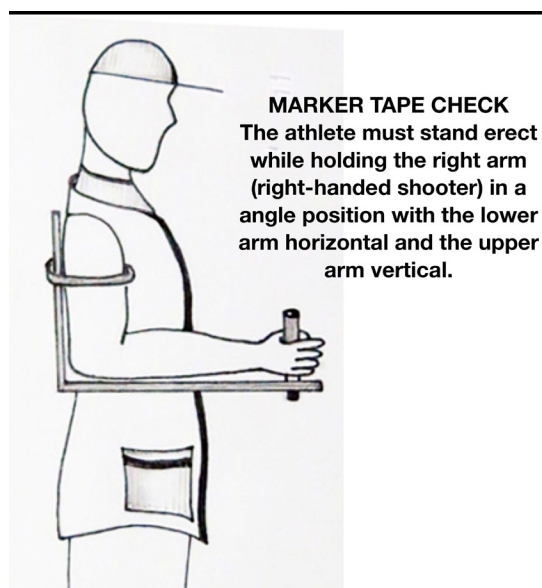


9.10.4.2 Marker Tape Check

Athletes are responsible for ensuring that the marker tape is correctly positioned as per 9.10.4.3 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. 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 9.4.1.1).

9.10.4.3 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 shooting arm 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 re-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 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 gun and raising an arm. The Referee must then give his decision.

9.10.6 “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;

See also Rule 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.

- 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.



- 9.10.6.1 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 color from that of the others being used in the competition or Pre-Event Training 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 was visibly disturbed by some external cause, after calling for the target(s);
 - 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;
- See also Rule 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.
- j) An athlete has an allowable malfunction of gun 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.”**
- 9.10.6.2 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 gun or cartridge.



9.10.6.3 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 gun 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.

9.10.7 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)**.



9.10.8 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 gun because he has not released the safety or has forgotten to load;
- f) After a malfunction of gun or cartridge, an athlete opens the gun or touches the safety catch before the Referee has inspected the gun;
- 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 (9.16.3.6);
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6);
- j) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same round (9.16.3.6); 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.



9.10.9 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;
- e) 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)**;
- f) 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;
- g) 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
- h) If the targets of a regular double are shot in reverse order, both of them must be declared “**LOST.**”



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 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 Leaders 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 Team Leaders must be informed immediately by posting the new schedules on the Main Notice Board and Shotgun Range Scoreboard and distributing them to all participating teams.

9.11.2 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.

9.11.3 Program Interruptions

Once shooting has started it must continue without interruption according to the program, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the program 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.

9.11.4 Squadding

9.11.4.1 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.



9.11.4.2 Auxiliary Athletes (Fillers)

The Organizing Committee should have available proficient athletes who may be required to act as auxiliary athletes:

- a) If the squad consists of less than five (5) members drawn by lot, it should be filled with non-competing athletes of a proficient standard;
- b) The Organizing Committee may, with the approval of the Technical Delegate, also use auxiliary athletes (fillers) to fill squads with only five (5) members; and
- c) 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.

9.11.4.3 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 the World Cup Final 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 Technical Delegate(s). This may be done with a computer program 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 Technical Delegate(s).

9.11.4.4 Squad Adjustments

The Jury, in conjunction with the Organizing Committee, and with the approval of the Technical Delegate(s), may adjust the draw, but only to ensure that the requirements of the Squadding Draw (9.11.4.3) are met.

9.11.4.5 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 under the supervision of the Jury. This can be 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 gun 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.

9.12.2 Number of Malfunctions Permitted

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

- a) All regular target(s) on which any additional malfunction of gun 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 gun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns (see 9.12.6).

9.12.3 Barrel Selection

Where an athlete is using a double-barreled 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.

9.12.4 Procedure in the Event of a Malfunction

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

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

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

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



9.12.4.2 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 gun; or
- c) Any fault attributable to the athlete.

9.12.4.3 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.

Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may also subject the individual to penalties for unsafe gun handling).

9.12.5 Actions after Malfunctions are Declared

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

OR

9.12.5.2 The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time to be determined by the Chief of Referees.



9.12.6 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 gun 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 gun unusable.

9.12.7 Procedures for Completing a Make-Up Round

9.12.7.1 Trap

The athlete having been allocated a time and Range having the correct scheme, 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 onto the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.12.7.2 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.

9.12.7.3 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.

9.12.8 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 card is taken to the RTS Office.



9.13 COMPETITION CLOTHING AND EQUIPMENT

See also GTR 6.7.

9.13.1 Athletes' Clothing (See also GTR 6.19, The ISSF Dress Code)

- a) Sports trousers, training (athletic warmup) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Blue jeans, jeans or similar trousers 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 15 cm above the center of the knee cap are allowed;
- d) Shirts, T-shirts and similar garments with sleeves less than 10 cm 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 20 mm high.

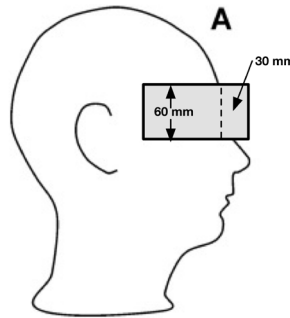
9.13.3 National IOC Identity

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 60 mm in deep are permitted for Shotgun athletes only (Rule 9.13.4). The front edge of a side blinder, when viewed from the side, must not extend more than 30 mm forward of the center point of the forehead. Side blinders must be made of plastic material only. A front blinder not exceeding 30 mm 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.



- 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 Procedure

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, 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.

9.14.3 Scoreboards

9.14.3.1 Ranges with Electronic Scoreboards

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

9.14.3.2 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.



9.14.3.3 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 of Referees; 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 of Referees, must prevail.

9.14.3.4 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.



9.14.4 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.

9.14.5 Results

9.14.5.1 Individual Events

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the Qualification rounds, the Final and any Shoot-offs must be recorded and the scores ranked in descending order (Ties – see Rules 9.15.1.1 and 9.18.3.4).

9.14.5.2 Team Events

- 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 9.15.3).
- 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.**”

9.15 TIES AND SHOOT-OFFS

9.15.1 Competitions With Finals

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



9.15.1.1 Ties Before Finals:

- a) If two or more athletes are tied for a place in the Final, their Qualification ranking and places in the Final must be decided by a shoot-off in accordance with the Rules for Trap or Skeet (see 9.15.5). 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.
- b) In case of more than one shoot-off, the higher position shoot-off(s) must be shot first;
- c) 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 Qualification ranking; Any remaining athletes with the same shoot-off result who do not gain a place in the Final (places 7 and below) must have their rankings determined according to the Countback rule (see 9.15.1.3);
- d) Any athlete who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off using his qualification score;
- e) 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
- f) During shoot-offs before Finals, preparation time limits must be monitored by an electronic timing device (9.18.2.5) that must be managed by a Referee selected from among the appointed Referees (9.18.2.6 b).

9.15.1.2 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 the 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.



9.15.1.3 Rankings

Individual tied scores ranking 7th 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.

9.15.2 Competitions Without Finals

9.15.2.1 Individual Ties

Ties in a non-Olympic event or category and in other competitions where there is no Final will be decided as follows;

9.15.2.2 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.

9.15.2.3 Ties for the First Three (3) Places

These must be decided by a shoot-off:

- 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 (2) tied for second place (places 2 and 3) and two (2) athletes tied for fifth place (places 5 and 6), 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 broken first, followed by the next higher ranking position until all ties are broken. All tied athletes will be ranked according to the score from the shoot-off series.

9.15.2.4 Ties for 4th Place and Below

Individual tied scores ranking in 7th place and below, not decided by a shoot-off, must be ranked according to the **Countback** rule.



9.15.3 Team Ties

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 of targets, then by the next to the 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 the last target or the next to the 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 XXXXXXXXXXXXXOOXXXXXXX 22

Shooter 2 XXXXXXXXXXXXXXXXXXXXXXXXO 24

Shooter 3 XXXXXXXXXXXXXXXXXXXXXOXXXOX 23

369 2nd

TEAM 2

Shooter 1 XXXXXXXXXXXXXOXXXXXXX 23

Shooter 2 XXXXXXXXXXXXXXXXXXXXXOXX24

Shooter 3 XXXXXXOXXXXXXXXXXXXXOXOX22

369 1st

9.15.4 Shoot-Offs

9.15.4.1 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 Team Leader in order to be ready to shoot when the shoot-off is called; and
- 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.



9.15.4.2 Shoot-offs Before Finals

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. Whenever possible, Shoot-offs before Finals should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

9.15.4.3 Shoot-offs In Finals

Shoot-offs in Finals must be conducted in accordance with Finals tie-breaking rules in 9.18.3.4.

9.15.4.4 Athlete Preparation Time in Shoot-offs Before Finals

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 15 seconds for Skeet. A timing device must be used to control the Preparation Time in shoot-offs. In case of non-compliance with this time limit penalties will be applied.

9.15.5 Shoot-Off Procedures Before Finals (Trap, Skeet)

9.15.5.1 SAFETY:

No athlete may place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.



9.15.5.2 Trap

- a) Before the Shoot-Off starts a left and 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 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.**”



9.15.5.3 Skeet

- 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**.”

9.16 RULE VIOLATIONS

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

- a) “OPEN” – unconcealed;
- b) “TECHNICAL” – minor rule infringements; 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.



9.16.2 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.

9.16.3 **WARNING (Yellow Card)**

9.16.3.1 **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) Any other incident that requires a warning to be issued.

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

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

9.16.3.4 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.

9.16.3.5 **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, except on Station 8, the athlete opens the gun between the two (2) single shots on the same station; or
- e) Following or pointing with the gun at a slow or fast pull target without shooting.



- 9.16.3.6 A **Warning (Yellow Card)** indicated on the relevant scorecard, will be shown to any offending athlete by a Referee.

For each second or subsequent occurrence in a round of any of the violations listed above, the athlete must be penalized by the Referee according to the Special Technical Rules for each event (Trap: 9.8.8.4; Skeet: 9.10.8). This must be indicated on the scorecard by the Referee before the card is sent to the RTS Office.

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

9.16.4 Deduction (Green Card)

- 9.16.4.1 Deduction of targets for other offences imposed by at least two (2) Jury Members must be taken from the round in which the offence occurred.

Deduction of one (1) point must be given in each instance for:

- 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;
- d) If the athlete does not report on time for the Semifinal stage; and
- e) Interfering with range equipment after an initial violation.

9.16.4.2 Uncompleted Round

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

9.16.4.3 Absent Athlete

If an athlete is not present on the range when his name is checked with the scorecard, the Referee must have the athlete's Bib Number and name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare him “**ABSENT**” and he **must not** be allowed to join the squad and shooting must start without him.



9.16.4.4 Make up Round of Absent Athlete

- a) An athlete who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished for that round and request permission to shoot the missed round. Failure to do so may result in disqualification; and
- b) The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) points to be applied against the last three (3) targets hit in the make-up round. The athlete should, if possible, shoot a make-up round on the same range as the one he had to leave.

9.16.4.5 Exceptional circumstances

If an athlete arrives late for a competition or fails to present himself to the Chief of Referees before the squad has finished that round and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

9.16.5 Disqualification (Red Card)

- 9.16.5.1 **Disqualification (Red Card)** is required in accordance with 9.4.1.1 or 9.4.3.2 c) for violations involving guns, Skeet marker tapes or ammunition. Disqualification according to 9.16.5.2 (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.**” 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 with an explanation regarding why the athlete was disqualified.



9.16.5.2 **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 gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
- c) Handling of a loaded gun after a **“STOP”** command has been given;
- d) Repetition of incidents that have already been the subject of a warning or deduction;
- e) Deliberate abuse of any team or range 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.

9.17 **PROTESTS AND APPEALS**

9.17.1 **Disagreement with a Referee Decision**

9.17.1.1 **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 (see also 9.18.6).
- c) See also Rule 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.

9.17.1.2 **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 9.18.4 for the application of VAR (Video Assistant Referee) during Finals.



9.17.2 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 of Referees or a Referee.

9.17.2.1 Such protests may be made on the following matters:

- a) That ISSF Rules were not followed;
- b) That the current competition program 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.

9.17.2.2 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.

9.17.3 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.

9.17.3.1 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.

9.17.4 Appeals

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



9.17.4.1 Appeal Time Limit

Such appeals must be submitted in writing **not later than twenty (20) minutes** after the Jury decision has been 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.

9.17.4.2 Jury of Appeal Decision

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

9.18 FINALS IN OLYMPIC SHOTGUN EVENTS

Finals may be conducted either on a separate range designated as a Finals Range that is not used for Qualification competitions or on one of the ranges used for Qualification competitions.

9.18.1 Finals Format:

- a) The full program (General Regulations, 3.3.2.3 and 3.3.4) must be fired in each Olympic event as a Qualification for the Final. The six (6) highest-ranking athletes in the Qualification advance to the Final;
- b) Finals consist of finalists firing at a series of target sequences, with progressive eliminations beginning after all finalists have fired at the required number of targets (25, 30 or 20 targets, depending upon the event) and continuing until the gold and silver medals are decided; and
- c) Finalists start at zero; scores from the Qualification are not carried forward; results from all stages of a Final are cumulative.

9.18.2 General Finals Requirements

9.18.2.1 Finals Facilities

One range with a large spectator stand must be designated as the Shotgun Finals Range. The Shotgun Finals Range must have a designated reporting area where cartridge controls can be done, where finalists can report.



9.18.2.2 Reporting Time:

- a) Athletes in the Final or their coach or team official must report to the Finals Range not later than 30 minutes before the Final Start Time for cartridge control, except in the Olympic Games, athletes in the Final must report 30 minutes before;
- b) Athletes must report to the Finals Range at least 15:00 minutes before the start of the Final. No additional cartridges may be brought to the Finals Range;
- c) A one (1) point penalty will be deducted from the score of the first hit target in the Final if the athlete's cartridges are not presented 30 minutes before and/or if the athlete does not report on time 15 minutes before;
- d) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the Victory Ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and
- e) Any finalist who does not report for the start of the Presentation will not start and will be ranked last in the Final.

9.18.2.3 Start Time. The Start Time for a Final is when the Referee commands “**READY**” for the first competition shot.

9.18.2.4 Start Positions and Bib Numbers. New bib numbers (1-6) must be issued for Finals. Starting positions in a Final are assigned according to the Qualification ranking, with the highest ranking athlete having bib number 1. In shoot-offs to decide medals, athletes must shoot in bib number order (lowest number shoots first).

9.18.2.5 Test Firing and Showing Targets. Before the start of a Final, targets must be shown and the finalists must be permitted to test fire.

9.18.2.6 Special Equipment.

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

In case a VAR (Video Assistant Referee) is applied, then the Finals Range must be equipped also with an ISSF approved VAR system which must be placed in an appropriate position on the Range, as determined by the Jury.

The use of a VAR system in the Finals, is mandatory for the Olympic Games, the Olympic Qualification competitions and the ISSF World Championships. The use of a VAR system in other ISSF competitions, though not mandatory, should be applied whenever possible.



9.18.2.7 Finals – Officials. The following personnel shall conduct and supervise the Final:

- a) Referee. An experienced official with an ISSF Shotgun Referee's license must conduct 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.

- 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;

- d) Finals Protest Jury. One (1) member of the Jury of Appeal, the Jury Member-in-Charge and one (1) other member of the Competition Jury, as designated by the Technical Delegate and Jury Chairman, 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. An official 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.

9.18.2.8 Finals Production and Music. The conduct of a Final must use color, music, announcements, commentary, staging and CRO 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

9.18.3 Competition Procedures. Finals competitions are conducted according to these procedures. The Technical Rules for each event also apply to the Finals except where differences are described in this Rule (Rule 9.18).



- 9.18.3.1 **Trap.** Finalists shoot one shot only at each target (see Rule 9.15.5.2 c). Finalists occupy stations 1-2-3-4-5-6 in Bib Number order (9.18.2.3, lowest Bib Number on Station 1). After each athlete has shot on a station, he must move to the next station to fire in sequence on that station. A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:
- a) After the six finalists complete a normal round of 25 targets, the 6th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
 - b) After the five remaining finalists shoot at another 5 targets and complete 30 targets, the 5th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
 - c) After the four remaining finalists shoot at another 5 targets and complete 35 targets, the 4th place athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
 - d) After the three remaining finalists shoot at another 5 targets and complete 40 targets, the 3rd place (bronze medalist) athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
 - e) The 5-target sequences in b), c) and d) above consist of 2 left, 2 right and 1 straight randomly selected targets for each finalist;
 - f) After the two remaining finalists shoot at another 10 targets and complete 50 targets, the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off;
 - g) The 10-target sequence in f) above consists of 4 left, 4 right and 2 straight randomly selected targets for each finalist. The total of 25 targets in b), c), d) and f) above, must consist of 2 left, 2 right and 1 straight target from each of the five stations for each finalist; and
 - h) After each elimination stage, the remaining athletes retain their original positions.



9.18.3.2

Skeet. Finalists will shoot on each station in bib number order. A timing system to control the 30-second preparation time limit must be used. Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

- a) All six finalists will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After the six finalists complete 20 targets, the 6th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- b) The five remaining finalists will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 30 targets, the 5th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- c) The four remaining finalists will shoot another 10 targets with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 40 targets, the 4th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- d) The three remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one regular double on station 4 and one regular double and one reverse double on station 5. After 50 targets, the 3rd place athlete (bronze medalist) will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher bib number) is eliminated;
- e) The two remaining athletes will shoot another 10 targets, with one regular double and one reverse double on station 3, one reverse double on station 4 and one regular double and one reverse double on station 5. After 60 targets, the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off; and
- f) On station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.



9.18.3.3 **Tie-Breaking (Shoot-off) Procedures.** Ties for places three through six will be broken according to the bib number order (Qualification ranking). If there is a tie for 1st and 2nd places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures:

- a) Trap. The athletes must line up behind Station 1 in bib number order. Starting on Station 1, they must each shoot at regular targets until the tie is 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. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot.

Note: Preparation time limit = 12 seconds.

Skeet. The tied athletes must line up behind Station 3 in bib number order. The athletes must shoot one regular double; if the tie is not broken with the first double, they must shoot one reverse double on that station; if the tie is not broken they advance to Station 4 to shoot one regular double, and if the tie is not broken one reverse double; this sequence continues on Station 5 and then back to Station 3, etc. until the tie is broken.

Note: Preparation time limit = 15 seconds.

9.18.3.4 If during a shoot-off, 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.**”

9.18.4 VAR (Video Assistant Referee)

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 "HIT," or "LOST," target, before the next athlete fires, he/she must act immediately by raising an arm, saying "PROTEST" and requesting the use of VAR to resolve the protest. Likewise, a coach or team official (who is assigned a seat in the FOP), can initiate a VAR protest before the next athlete fires by attracting the attention of the Jury in charge and showing the 'PROTEST' card. The Jury in charge must then inform the Referee of the protest and brief the announcer in order to provide information to the spectators.

b) The Referee must immediately command 'STOP', temporarily interrupt the shooting and make his decision. In case the protest is accepted, the Referee makes the outline of a rectangle, indicating a video screen, in order to show that a VAR protest has been initiated. The Referee must then, together with the Jury Member in charge go to the video operation area and examine the slow-motion images, to resolve the protest. 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.

c) After examination of the video images and after a final decision has been reached, the Referee must then announce openly the decision saying 'HIT' or 'LOST' and using also the appropriate hand signal (for 'HIT' or for 'LOST').



He must then continue the Final without delay.

d) The decision of the Referee and the Jury in charge, on a VAR protest, is final and cannot be appealed.

e) During the Final or any eventual shoot-off, an athlete or his/her team official/coach are allowed to request the use of VAR, a maximum of two (2) times whether the protest was denied or not.

f) The use of VAR can be requested also by the Referee in charge of the Final, in cases where even after consulting with the Side Referees, for some reason he/she cannot decide whether a target was "HIT," or "LOST".



9.18.5 Procedure For Conducting Finals

Time	Stage	Procedure
a) 30:00 and 15:00 minutes before	Finalists Report for Cartridge Control	Athletes in the Final or their coaches or team officials must report to the Finals Range on time (Rule 9.18.2.1). The Jury will instruct the finalists or their coaches or team officials to place all of their cartridges in numbered boxes (corresponding to bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation. Athletes may leave the FOP and must return at least 15:00 min. before the start of the Final. No additional cartridges may be brought to the FOP.
b) 10:00 minu- tes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and show the targets according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	The six (6) finalists, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the center of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in bib number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.
e) 1:00 minutes before	Preparation	One (1) minute before the first shot in the Final, the Referee will instruct the finalists to go to their shooting stations.
f) Competition firing starts at 0:00	Start of Final	<p>The Referee will instruct the first athlete to begin with the command “READY.” Each athlete in Trap has twelve (12) seconds to call for each target or double.</p> <p>In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at two doubles, except that in tie-breaking shoot-offs the preparation time is 15 seconds.</p>
g) Scoreboard Pauses		<p>In Trap Finals, scoreboard pauses occur after all finalists have fired at 5 targets and subsequently after every 5 targets. In Skeet Finals, scoreboard pauses will occur after all athletes have completed each station.</p> <p>Television productions use these pauses to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command “READY.”</p>



Time	Stage	Procedure
h) Finals Completion		<p>If there is no tie for 1st place (gold medal), the Jury Member-in-Charge will immediately declare “RESULTS ARE FINAL.” If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off.</p> <p>After the tie is broken, the Jury Member-in-Charge must immediately declare “RESULTS ARE FINAL.”</p>
i) After Medals are Decided		<p>After the Jury Member-In-Charge declares “RESULTS ARE FINAL,” the Jury-Member-In-Charge must assemble the three medalists on the FOP and the Announcer must recognize the medal winners by announcing:</p> <p>“THE BRONZE MEDAL WINNER, REPRESENTING (NATION), IS (NAME).”</p> <p>“THE SILVER MEDAL WINNER, REPRESENTING (NATION), IS (NAME).”</p> <p>“THE GOLD MEDAL WINNER, REPRESENTING (NATION), IS (NAME).”</p>

9.18.6 Malfunctions During Finals

- 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.



9.18.7 Protests During Finals

- a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), he must act immediately before the next shooter 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 (9.18.2.6). 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.
- e) No protest fee applies in a Final.

9.19 TRAP MIXED TEAM EVENT

9.19.1 GENERAL COMPETITION PROCEDURES

9.19.1.1 Event

This Rule (9.19) provides special technical rules for the Trap Mixed Team event.

9.19.1.2 Mixed Team Composition

Mixed Teams must be national teams with two team members (one male and one female). Both team members should wear the same competition clothing with national colours and identification (Rule 6.20.2.3). In the Qualification, athletes will wear the same bib numbers as those of the individual competition. New bib numbers will be issued after the Qualification ranking is established, as per Rule 9.19.2.4.

9.19.1.3 Mixed Team Entries and Entry Fee

a) Nations may enter a maximum of two teams in one Championship Mixed Team event, as per ISSF entry rules. Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition.

b) The entry fee for each team is EUR 170.00 (Rule 3.7.4.1).

9.19.1.4 Competition Format

The event will be conducted in two (2) stages:

a) QUALIFICATION

b) FINAL (Consisting of a Bronze and a Gold/Silver Medal Match)

9.19.1.5 Malfunctions

a) Malfunctions in the Qualification stage will be decided according to Rule 9.12.

b) Malfunctions during Final (Medal Matches) will be decided according to Rule 9.18.5.

9.19.1.6 Protests

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

- b) Protests during the Final (Medal Matches) will be decided according to Rules 9.18.4 (VAR) and 9.18.6.

9.19.1.7 Music and Spectator Activity

During the Final, music must be played and spectators will be encouraged to support and cheer for their favourite teams.

9.19.2 QUALIFICATION

9.19.2.1 Squads in Qualification

Team squadding will be done by a random draw. The two members of each team must be squadded to fire next to each other on the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad.

9.19.2.2 Number of Targets & Competition Procedures in Qualification

Seventy-five (75) targets each athlete (3 rounds of 25 targets each), ISSF normal Qualification format (Rule 9.8).

9.19.2.3 Ranking after Qualification & Procedure to Qualify in the Final

- a) After the end of the Qualification, the ranking of the teams will be decided by the combined results of the 2 members of each team (1 male & 1 female) 75X2=150, as per ISSF Rule 9.14.5.2. & 9.15.3 (Team Ties).
- b) If two or more teams are tied for any position from 1st to 4th place, their places must be decided by a shoot-off as per Rule 9.19.3.4 below. In case of tied scores ranking 5th place and below, not decided by a shoot off, the teams will be ranked according to their results as per ISSF Rules 9.14.5.2 & 9.15.3 (Team Ties),
- c) The top four (4) teams will qualify to compete in the Final (Medal Matches).
- d) Teams in places 1 and 2 will qualify for the Gold/Silver Medal Match, teams in places 3 and 4 will qualify for the Bronze Medal Match.
- e) In case of more than one shoot-off, lower position shoot-offs must be shot first, followed by higher position shoot offs.

9.19.2.4 Allocation of New Bib Numbers after Qualification and any Eventual Shoot-Offs

- a) After Qualification and any eventual shoot-offs, the four (4) teams which will qualify for the Final (Medal Matches - Gold/Silver & Bronze) will be allocated new bib numbers on the basis of their ranking.

- b) The athletes of the team in place 1 will receive bib numbers 1₁ and 1₂. The athletes of the team in place 2 will receive bib numbers 2₁ and 2₂, 3₁ and 3₂, 4₁ and 4₂.
- c) The bib numbers must also bear the IOC abbreviation of the nation of each team.

Example of the bib numbers:

USA - USA	ITA 1 - ITA 1	ITA 2 - ITA 2	KOR - KOR
1 ₁ 1 ₂	2 ₁ 2 ₂	3 ₁ 3 ₂	4 ₁ 4 ₂

9.19.3 THE FINAL

9.19.3.1 Final (Medal Matches) Competition Procedures

- a) The Bronze Medal Match will be shot first, followed by the Gold Medal Match, on the Finals range.
- b) The athletes or coaches/team officials of all teams that qualify for the Medal Matches must report for cartridge control, at the designated reporting area, at least thirty (30) minutes before the scheduled Start Time of the Bronze Medal Match. At this time the Jury will distribute also the bib numbers.
- c) Each team Coach must designate which team member (male or female) will bear the lower bib number.
- d) Bronze Medal Match athletes must report to the Finals Range at least fifteen (15) minutes before the Start Time of the Match.
- e) Gold Medal Match athletes must report at the time of the first shot of the Bronze Medal Match.
- f) Juries must complete cartridge control and equipment checks during the reporting periods.
- g) A one-point (1) penalty will be deducted from the score of the team's first hit target if a team's cartridges are not presented for cartridge control at the stipulated time (30 minutes before start time) or if the team members do not report on time.
- h) In the Final (Medal Matches) the athletes will start to shoot in bib number order (lower bib numbers to shoot first) and will occupy stations 1, 2, 3 and 4 with empty space on station 5.

9.19.3.2 Number of Targets in the Final (Medal Matches)

- a) Twenty-five (25) targets each athlete from stations 1, 2, 3, 4, 5 (2 right, 1 center & 2 left targets from each station – normal round).
- b) Only one (1) shot is permitted at each target (Rule 9.15.5.2.c).

- c) 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;**”
- d) After each Medal Match is completed the ranking of the two teams will be decided by the combined results of the athletes of each team (2X25 = 50 targets each team).
- e) In case of a tie, this will be broken by shoot-off (Rule 9.19.3.4).
- f) In the Final (Medal Matches), preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

9.19.3.3 Coaching and Coaching Time-Out

- a) During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (Rule 6.2.15).
- b) During the Final (Medal Matches), Coaches may call one (1) coaching Time-out for a maximum duration of one (1) minute when it is the turn of that team's athlete to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station.
- c) If a Time-out is called by the Coach of one team, the Coach of the other team may also approach and speak to his/her athlete(s) at the same time, without losing the opportunity to request his/her own Time-out.
- d) The Jury-Member-in-Charge must control the time.
- e) The Announcer may make commentary during Coaching Time-outs.

9.19.3.4 Shoot-Off Procedures

- a) The starting positions in the shoot-offs, after Qualification will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first). Each team Coach must designate which team member (male or female) will shoot the first target.
- b) After Qualification, 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-offs shall be determined by drawing lots.
- c) The starting positions in the shoot-offs after Medal Matches will be decided by the bib numbers of each team (the team with the lowest bib number will shoot first). The team member with the lowest bib number of each team will shoot the first target.

- d) In the shoot-offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting. In the shoot-offs after Qualification, test fire and observation of targets before shooting will be allowed, according to Rule 9.15.5.2.
- e) 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;
- f) Both members of each tied team must participate in the shoot-off.
- g) The athletes designated to shoot first (see (a) & (c) above) must line up behind station 1 and shoot at a regular target (see (e) above).
- h) If the tie is not broken, the same procedure will continue on station 2 with the second member of each team shooting.
- i) This procedure will continue with the team members shooting in alternate order on successive stations until the tie is broken. (Team member shooting order will be 1 – 2 – 2 – 1– 1 - 2, - 2, etc.).
- j) Only one (1) shot is permitted at each target. (Rule 9.15.5.2.c).
- k) During shoot-offs, preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

9.19.4 TYPE OF CLAY TARGETS

Normal targets for Qualification and flash targets for the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.

9.19.5 IRREGULAR OR DISPUTED CASES

Any irregular or disputed cases not covered in the above rules (9.19) will be decided by the Jury on the basis of the ISSF General Technical Rules (section 6) and ISSF Shotgun Rules (section 9) or any other relevant ISSF Rule.

9.20 SKEET MIXED TEAM EVENT

9.20.1 GENERAL COMPETITION PROCEDURES

9.20.1.1 Event

This Rule (9.20) provides special technical rules for the Skeet Mixed Team event.

9.20.1.2 Mixed Team Composition

Mixed Teams must be national teams with two team members (one male and one female). Both team members should wear the same competition clothing with national colours and identification (Rule 6.20.2.3). In the Qualification, athletes will wear the same bib numbers as those of the individual competition. New bib numbers will be issued after the Qualification ranking is established, as per Rule 9.20.2.5.

9.20.1.3 Mixed Team Entries and Entry Fee

- a) Nations may enter a maximum of two teams in one Championship Mixed Team event, as per ISSF entry rules. Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition.
- b) The entry fee for each team is EUR 170.00 (Rule 3.7.4.1).

9.20.1.4 Competition Format

The event will be conducted in two (2) stages:

- a) QUALIFICATION
- b) FINAL (Consisting of a Bronze and a Gold/Silver Medal Match)

9.20.1.5 Malfunctions

- a) Malfunctions in the Qualification stage will be decided according to Rule 9.12.
- b) Malfunctions during Final will be decided according to Rule 9.18.5.

9.20.1.6 Protests

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

- b) Protests during the Final will be decided according to Rules 9.18.4 (VAR) and 9.18.6.

9.20.1.7 Music and Spectator Activity

During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their favourite teams.

9.20.2 QUALIFICATION

9.20.2.1 Squads in Qualification

Team squadding will be done by a random draw. The two members of each team must be squadded to fire next to each other on the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad.

9.20.2.2 Number of Targets & Competition Procedures in Qualification

Seventy-five (75) targets each athlete (3 rounds of 25 targets each), ISSF normal Qualification format (Rule 9.10).

9.20.2.3 Ranking after Qualification & Procedure to Qualify in the Final

- a) After the end of the Qualification, the ranking of the teams will be decided by the combined results of the 2 members of each team (1 male & 1 female) $75 \times 2 = 150$, as per ISSF Rule 9.14.5.2. & 9.15.3 (Team Ties).
- b) If two or more teams are tied for any position from 1st to 4th place, their places must be decided by a shoot-off as per Rule 9.20.3.4 below. In case of tied scores ranking 5th place and below, not decided by a shoot off, the teams will be ranked according to their results as per ISSF Rules 9.14.5.2 & 9.15.3 (Team Ties),
- c) The top four (4) teams will qualify to compete in the Final (Medal Matches).
- d) Teams in places 1 and 2 will qualify for the Gold/Silver Medal Match, teams in places 3 and 4 will qualify for the Bronze Medal Match.
- e) In case of more than one shoot-off, lower position shoot-offs must be shot first, followed by higher position shoot offs.

9.20.2.4 Allocation of New Bib Numbers after Qualification and any Eventual Shoot-Offs

- a) After Qualification and any eventual shoot-offs, the four (4) teams which will qualify for the Final (Medal Matches) -

Gold/Silver & Bronze) will be allocated new bib numbers on the basis of their ranking.

- b) The athletes of the team in place 1 will receive bib numbers 1₁ and 1₂. The athletes of the team in place 2 will receive bib numbers 2₁ and 2₂, 3₁ and 3₂, 4₁ and 4₂.
- c) The bib numbers must also bear the IOC abbreviation of the nation of each team.

Example of the bib numbers:

USA - USA	ITA 1 - ITA 1	ITA 2 - ITA 2	KOR - KOR
1 ₁ 1 ₂	2 ₁ 2 ₂	3 ₁ 3 ₂	4 ₁ 4 ₂

9.20.3 THE FINAL

9.20.3.1 Final (Medal Matches) Competition Procedures

- a) The Bronze Medal Match will be shot first, followed by the Gold Medal Match, on the Finals range.
- b) The athletes or coaches/team officials of all teams that qualify for the Medal Matches must report for cartridge control, at the designated reporting area, at least thirty (30) minutes before the scheduled Start Time of the Bronze Medal Match. At this time the Jury will distribute also the bib numbers.
- c) Each team Coach must designate which team member (male or female) will bear the lower bib number.
- d) Bronze Medal Match athletes must report to the Finals Range at least fifteen (15) minutes before the Start Time of the Match.
- e) Gold Medal Match athletes must report at the time of the first double of the Bronze Medal Match.
- f) Juries must complete cartridge control and equipment checks during the reporting periods.
- g) A one-point (1) penalty will be deducted from the score of the team's first hit target if a team's cartridges are not presented for cartridge control at the stipulated time (30 minutes before start time) or if the team members do not report on time.
- h) In the Medal Matches the athletes will start to shoot in bib number order. Lowest bib numbers will shoot first.

9.20.3.2 Number of Targets in the Final (Medal Matches)

- a) All team members will shoot, in sequence, at 20 targets, with one regular double and one reverse double on station 3, one regular double on station 4, one regular double and one reverse double on station 5, one regular double and one reverse double on

station 3, one reverse double on station 4 and one regular double and one reverse double on station 5.

- b) 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.
- c) 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 in the required sequence for the station.
- d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds after the athlete has occupied the station.
- e) After each Medal Match is completed the ranking of the two teams will be decided by the combined results of the athletes of each team (2X20 = 40 targets each team).
- f) In case of a tie, this will be broken by shoot-off (Rule 9.20.3.4).
- g) In the Final (Medal Matches), preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

9.20.3.3 Coaching and Coaching Time-Out

- a) During the Qualification and the Final non-verbal Coaching is allowed (Rule 6.2.15).
- b) During the Final (Medal Matches), Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that team’s athlete to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station.
- c) If a Time-out is called by the Coach of one team, the Coach of the other team may also approach and speak to his/her athlete(s) at the same time, without losing the opportunity to request his/her own Time-out.
- d) The Jury-Member-in-Charge must control the time.
- e) The Announcer may make commentary during Coaching Time-outs.

9.20.3.4 Shoot-Off Procedures

- a) The starting positions in the shoot-offs, after Qualification will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first). Each team Coach must

designate which team member (male or female) will shoot the first double.

- b) After Qualification, 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 a shoot-off shall be determined by drawing lots.
- c) The starting positions in the shoot-offs after Medal Matches will be decided by the bib numbers of each team (the team with the lowest bib number will shoot first). The team member with the lowest bib number of each team will shoot the first double.
- d) In the shoot-offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting. In the shoot-offs after Qualification, test fire and observation of targets (one normal and one reverse double) before shooting will be allowed.
- e) Both members of each tied team must participate in the shoot-off.
- f) In the shoot-offs after Qualification, the athletes designated to shoot first from each team (see (a) above) must line up behind station 4 and shoot at a regular double. If the tie is not broken, the same procedure will continue with the second member of each team shooting at a reverse double. This procedure will continue with the team members shooting in alternate order until the tie is broken.
- g) In the shoot-offs after Medal Matches, the athletes designated to shoot first from each team (see (c) above) must line up behind station 3 and shoot at a regular double. If the tie is not broken, the same procedure will continue with the second member of each team shooting at a reverse double.
- h) If the tie is not broken, the same procedure will continue with the team members shooting in alternate order on successive stations (4,5,3, etc.) until the tie is broken.
- i) The maximum total time allowed to call for each double is fifteen (15) seconds after the athlete has occupied the station.
- j) In the shoot offs, preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

9.20.4 TYPE OF CLAY TARGETS

Normal for Qualification and flash targets for the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.

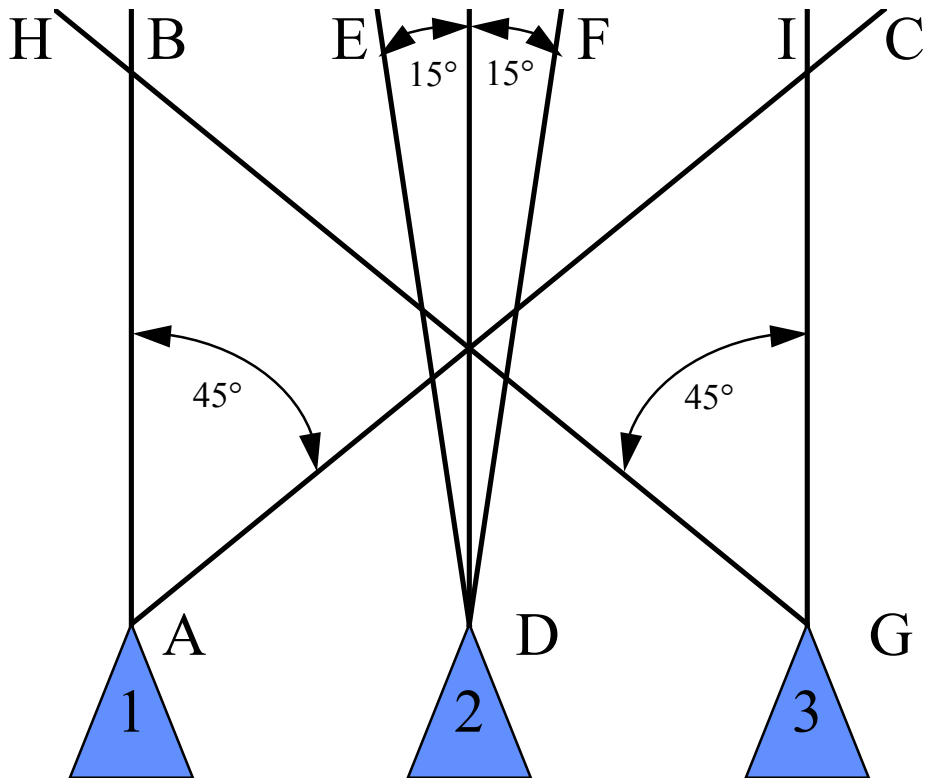
9.20.5 IRREGULAR or DISPUTED CASES

Any irregular or disputed cases not covered in the above rules (9.20) will be decided by the Jury on the basis of the ISSF General Technical Rules (section 6) and ISSF Shotgun Rules (section 9) or any other relevant ISSF Rule.



9.21 DRAWINGS AND TABLES

9.21.1 Trap Horizontal Angles

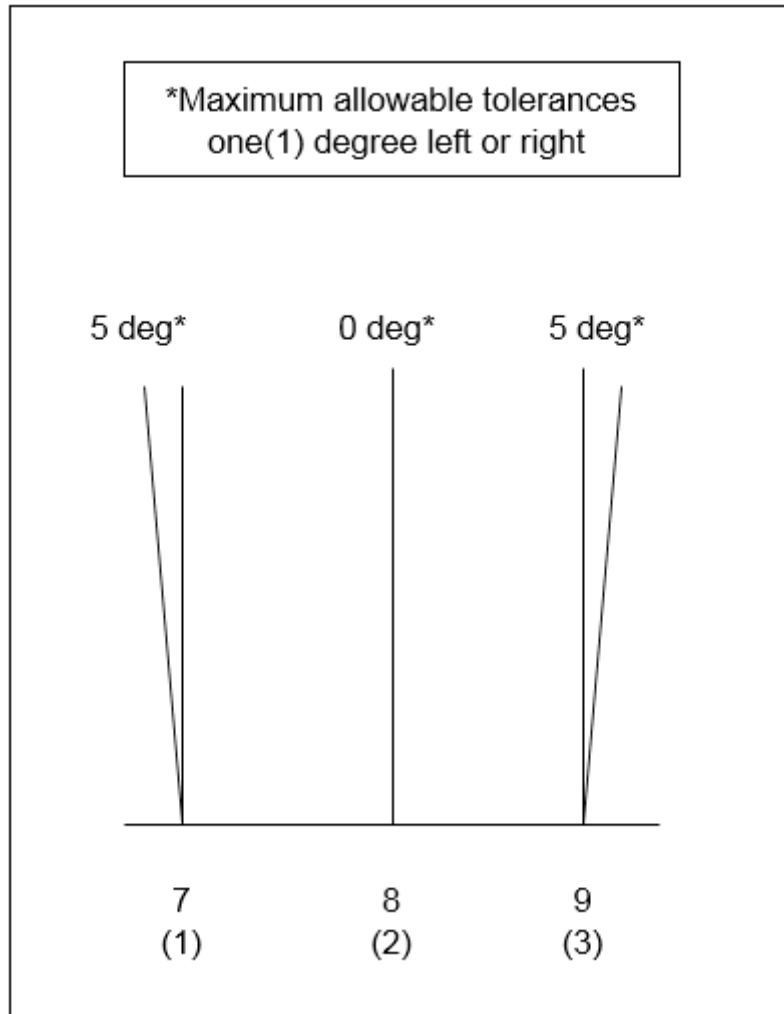


Maximum horizontal angles for first second and third trap in each group.

Targets from machine No. 1 must fall in area A B C.
Targets from machine No. 2 must fall in area D E F.
Targets from machine No. 3 must fall in area G H I.



9.21.2 Double Trap Horizontal Angles





9.22.3 Trap Setting Tables (I - IX)

Table I						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	25	R	2.00 m	76.00 m +/-1 m	
	2	5	L	3.00 m		
	3	35	L	1.50 m		
2	4	45	R	2.50 m		
	5	10	R	1.80 m		
	6	35	L	3.00 m		
3	7	35	R	3.00 m		
	8	5	L	1.50 m		
	9	45	L	1.60 m		
4	10	40	R	1.50 m		
	11	0		3.00 m		
	12	25	L	2.60 m		
5	13	20	R	2.40 m		
	14	5	R	1.90 m		
	15	35	L	3.00 m		

Table II						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	25	R	3.00 m	76.00 m +/-1 m	
	2	5	L	1.80 m		
	3	35	L	2.00 m		
2	4	40	R	2.00 m		
	5	0		3.00 m		
	6	45	L	1.60 m		
3	7	45	R	1.50 m		
	8	0		2.80 m		
	9	40	L	2.00 m		
4	10	15	R	1.50 m		
	11	5	R	2.00 m		
	12	35	L	1.80 m		
5	13	35	R	1.80 m		
	14	5	L	1.50 m		
	15	40	L	3.00 m		



Table III						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	30	R	2.50 m	76.00 m +/-1 m	
	2	0		2.80 m		
	3	35	L	3.00 m		
2	4	45	R	1.50 m		
	5	5	L	2.50 m		
	6	40	L	1.70 m		
3	7	30	R	2.80 m		
	8	5	R	3.00 m		
	9	45	L	1.50 m		
4	10	45	R	2.30 m		
	11	0		3.00 m		
	12	40	L	1.60 m		
5	13	30	R	2.00 m		
	14	0		1.50 m		
	15	35	L	2.20 m		

Table IV						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	40	R	3.00 m	76.00 m +/-1 m	
	2	10	R	1.50 m		
	3	30	L	2.20 m		
2	4	30	R	1.60 m		
	5	10	L	3.00 m		
	6	35	L	2.00 m		
3	7	45	R	2.00 m		
	8	0		3.00 m		
	9	20	L	1.50 m		
4	10	30	R	1.50 m		
	11	5	L	2.00 m		
	12	45	L	2.80 m		
5	13	35	R	2.50 m		
	14	0		1.60 m		
	15	30	L	3.00 m		



Table V						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	45	R	1.60 m	76.00 m +/-1 m	
	2	0		3.00 m		
	3	15	L	2.00 m		
2	4	40	R	2.80 m		
	5	10	L	1.50 m		
	6	45	L	2.00 m		
3	7	35	R	3.00 m		
	8	5	L	1.80 m		
	9	40	L	1.50 m		
4	10	25	R	1.80 m		
	11	0		1.60 m		
	12	30	L	3.00 m		
5	13	30	R	2.00 m		
	14	10	R	2.40 m		
	15	15	L	1.80 m		

Table VI						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	40	R	2.00 m	76.00 m +/-1 m	
	2	0		3.00 m		
	3	35	L	1.50 m		
2	4	35	R	2.50 m		
	5	10	R	1.50 m		
	6	35	L	2.00 m		
3	7	35	R	2.00 m		
	8	5	L	1.50 m		
	9	40	L	3.00 m		
4	10	45	R	1.50 m		
	11	10	L	3.00 m		
	12	25	L	2.60 m		
5	13	25	R	2.40 m		
	14	5	R	1.50 m		
	15	45	L	2.00 m		



Table VII						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	35	R	2.20 m	76.00 m +/-1 m	
	2	5	L	3.00 m		
	3	20	L	3.00 m		
2	4	40	R	2.00 m		
	5	0		3.00 m		
	6	45	L	2.80 m		
3	7	40	R	3.00 m		
	8	0		2.00 m		
	9	40	L	2.20 m		
4	10	45	R	1.50 m		
	11	5	R	2.00 m		
	12	35	L	1.80 m		
5	13	20	R	1.80 m		
	14	5	L	1.50 m		
	15	45	L	2.00 m		

Table VIII						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	25	R	3.00 m	76.00 m +/-1 m	
	2	5	R	1.50 m		
	3	20	L	2.00 m		
2	4	40	R	1.50 m		
	5	0		3.00 m		
	6	45	L	2.80 m		
3	7	35	R	3.00 m		
	8	5	L	2.50 m		
	9	45	L	2.00 m		
4	10	45	R	1.80 m		
	11	0		1.50 m		
	12	30	L	3.00 m		
5	13	30	R	2.00 m		
	14	10	R	3.00 m		
	15	15	L	2.20 m		



Table IX						
Group	Trap Number	Target Direction (degrees)		Height at 10 m over level ground	Distance	NOTE
1	1	40	R	3.00 m	76.00 m +/-1 m	
	2	0		1.80 m		
	3	20	L	3.00 m		
2	4	15	R	3.00 m		
	5	10	L	1.50 m		
	6	35	L	2.00 m		
3	7	45	R	1.60 m		
	8	0		2.80 m		
	9	30	L	3.00 m		
4	10	30	R	2.00 m		
	11	5	L	2.00 m		
	12	15	L	3.00 m		
5	13	35	R	2.90 m		
	14	0		1.60 m		
	15	45	L	2.20 m		



9.22 INDEX

Absent Athlete	9.16.4.3
Absent Athlete – Exceptional Circumstances	9.16.4.5
Advantage – In unofficial Training	9.6.2.2
Aiming – When Permitted	9.2.3
Ammunition – Cartridge Inspection	9.4.3.2
Ammunition – Cartridge Specifications	9.4.3.1
Ammunition – Malfunctions / Misfires	9.12.4.3
Ammunition – Not in Accordance with the Rules	9.4.3.2 b
Appeal Time Limit	9.17.4.1
Appeals	9.17.4
Application of Rules for all Shotgun Events	9.1.1
Assistant Referee – Absent – Deduction of one Point	9.5.6.3
Assistant Referee – Advising the Referee	9.5.6.4
Assistant Referees – Duties	9.5.6.2
Athlete – Replacement	9.11.2
Athlete's Clothing	9.13.1
Athlete's Equipment on Field of Play	9.4.1.2
Auxiliary Athletes – Fillers	9.11.4.2
Barrel Selection	9.12.3
Barrels	9.4.2.7
Bib (Start) Numbers	9.13.2
Blinders & Side Blinders	9.13.4
Broken Target	9.7.3
Buttstock Depth	9.4.2.9
Carrying Guns – Safety	9.2.2
Cartridge Inspection	9.4.3.2
Changing Guns	9.4.2.5
Chief of Referees – Duties	9.5.4.2
Chief Range Officer – Duties	9.5.3.3
Chief Range Officer – Responsibilities	9.5.3.2
Commands	9.2.6
Compensators	9.4.2.6
Competition Clothing (Rule 6.7) and Equipment	9.13
Competition Clothing – Open Toe or open heeled Shoes	9.13.1 b
Competition Officials	9.5



Count Back Rule before the Finals	9.15.1.2
Deduction (Green Card)	9.16.4
Deduction of one Point	9.16.4.1
Disabled Shotguns	9.12.6
Disagreement with Referee's Decision	9.17.1
Disqualification (Red Card)	9.16.5
Disqualification in Finals	9.16.5.1
Double Trap – “Lost” Targets	9.9.8.3
Double Trap – “No Target” – Double	9.9.8
Double Trap – “No Target” – Referee's Decision	9.9.8 / 9.9.8.1
Double Trap – “No Target” even if Athlete has fired	9.9.8.1
Double Trap – “No Target” if Athlete has not fired	9.9.8.2
Double Trap – Competition Rules	9.9
Double Trap – Conduct of a Round	9.9.1
Double Trap – Horizontal Angles	9.20.2
Double Trap – Interruption – View of Targets	9.9.4
Double Trap – Involuntary Discharge	9.9.8.5
Double Trap – Irregular Trajectory	9.9.6.3
Double Trap – Jury Check	9.9.6
Double Trap - Malfunction	9.9.8.4
Double Trap – Method	9.9.2
Double Trap – Preparation Time Limit, additional Time to leave Station 5	9.9.3
Double Trap – Range (Separate Range) Drawing (Rule 6.4.19.4)	9.1.5
Double Trap – Refused Double	9.9.7
Double Trap – Refused Target – Procedure by the Athlete	9.9.7
Double Trap – Shooting into the Ground	9.9.9
Double Trap – Simultaneous Discharge	9.9.8.1 j / 9.12.1
Double Trap – Target Distances, Angles and Elevations	9.9.5
Double Trap – Trap Setting Table	9.9.5
Double Trap – Trial Targets	9.9.6.1
Drawings and Tables	9.20
Drawings, Figures and Tables (Rule 6.4.18.4)	9.1.5
Dry Firing Area	9.2.3 a
Ear Protection	9.2.7
Electronic Scoreboards	9.14.3.1
Electronic Scoreboards – Visible Scoreboards Errors	9.14.3.3
Equipment and Ammunition	9.4
Equipment on Field of Play	9.4.1.2



Equipment Control	9.4.1.1
Equipment Control – Skeet Marker Tape	9.10.4.2
Equipment Restrictions	9.4.1
Events	9.6.1
Eye Protection	9.2.7
Figures and Tables	9.1.5
Finals – Disabled Shotgun	9.18.5
Finals – Facilities	9.18.2.1
Finals – Finalists Reporting to the Range	9.18.2.2
Finals – General Requirements	9.18.2
Finals – Late or Absent Athlete	9.18.2.2
Finals – Malfunctions of Shotgun or Ammunition	9.18.5
Finals – Music & Production	9.18.2.8
Finals – Number of Finalists in each Event	9.18.1
Finals – Number of Malfunctions	9.18.5 c
Finals – Officials	9.18.2.7
Finals – Order of Shooting	9.18.2.4
Finals – Procedures for conducting Finals	9.18.4
Finals – Production and Music	9.18.2.8
Finals – Protest during Finals	9.18.6
Finals – Range Commands	9.18.4
Finals – Range Special Equipment	9.18.2.6
Finals – Ranking Procedure after an Uncompleted Finals	9.16.4.2
Finals – Reporting Time	9.18.2.2
Finals – Scoreboard Pauses	9.18.4 g
Finals – Shotgun Events	9.18
Finals – Skeet	9.18.3.2
Finals – Starting Time	9.18.2.3
Finals – Test Firing	9.18.2.5
Finals – Tie-breaking (Shoot-off) Procedures	9.18.3.3
Finals – Trap	9.18.3.1
Finals Competition Procedures	9.18.3
Four or more Tied Athletes for more than one Ranking Place	9.15.2.3
Guns – Changing	9.4.2.5
Guns – Compensators and Barrel Attachments	9.4.2.6
Guns – Magazines	9.4.2.4
Guns – Optical Sights	9.4.2.8
Guns – Ported Barrels	9.4.2.7



Guns – Release Trigger	9.4.2.2
Guns – Slings	9.4.2.3
Guns – Types permitted	9.4.2.1
Guns, Equipment and Ammunition	9.4
High Visibility Jackets – Safety	9.2.1
Hit Target	9.7.4
Individual Results	9.14.5.1
Individual Ties in Competitions without Finals	9.15.2.1
Interfere with Range Equipment	9.3.c
Interruptions – Double Trap	9.9.4
Interruptions to Programme	9.11.3
Interruptions – Trap	9.8.4
Irregular Target	9.7.2
Jury – Duties before the Competition	9.5.2.1
Jury – Duties during the Competition	9.5.2.2
Jury – Majority Decision	9.16.5.1
Jury's Responsibility and Actions	9.16.1
Knowledge of the Rules	9.1.2
Left-handed Athlete – Right-handed Athlete	9.1.3
Lost Target(s)	9.7.5
Magazines	9.4.2.4
Make-up Round of Absent Athlete	9.16.4.4
Make-up Round – Double Trap	9.12.7.2
Make-up Round – Procedures	9.12.7
Make-up Round – Score Certification	9.12.8
Make-up Round – Trap	9.12.7.1
Make-up Round – Skeet	9.12.7.3
Malfunctions	9.12
Malfunctions – Actions after a Malfunction is declared	9.12.5
Malfunctions – Number of Malfunctions permitted	9.12.2
Malfunctions – Procedure in Event of a Malfunction	9.12.4
Malfunctions – Procedure to be followed by the Athlete	9.12.4.1
Malfunctions – Definition	9.12.1
Manual Scoreboards	9.14.3.4
Match Administration	9.11
Men's Events/Women's Events	9.1.4
Misfire – Ammunition Malfunction	9.12.4.3
Mixed Team Trap	9.19



National IOC Identity	9.13.3
No Target	9.7.6
Open Violations	9.16.3.1
Optical Sights	9.4.2.8
Ported Barrels	9.4.2.7
Pre-Event Training	9.6.2.1
Programme Interruptions	9.11.3
Protest – Action by Athlete	9.17.1.1
Protest – Action to be taken by a Team Official	9.17.1.2
Protest – To the Referee	9.17.1.1
Protest Time Limit	9.17.3.1
Protests and Appeals	9.17
Protests and Appeals except Decisions by a Finals Protest Jury	9.17.4
Protests and Appeals Time Limit	9.17.4.1
Range and Target Standards	9.3
Rankings	9.15.1.3
Referees	9.5.5
Referees – Duties and Functions	9.5.5.2
Regular Target	9.7.1
Release Triggers	9.4.2.2
Replacement of an Athlete	9.11.2
Results	9.14.5
Results, Timing and Scoring Procedures	9.14
RTS (Results, Timing and Scoring) Office	9.14.1
Right-handed Athlete – Left-handed Athlete	9.1.3
Rule Violations	9.16
Safety	9.2
Safety – STOP Command	9.2.5
Safety Flag	9.2.2 b
Score Certification	9.14.4
Scoreboard Pauses in Finals	9.18.4 g
Scoreboards	9.14.3
Scoreboards – Visible Scoreboard Errors	9.14.3.3
Scorecards – Maintained by the Assistant Referees	9.14.3.4
Scoring Procedure	9.14.2
Shoot-offs	9.15.4
Shoot-offs – General	9.15.4.1
Shoot-offs – Procedures	9.15.5



Shoot-offs – Safety	9.15.5.1
Shoot-offs – Skeet	9.15.5.3
Shoot-offs – Trap	9.15.5.2
Shoot-offs – Athletes Preparation Time	9.15.4.4
Shoot-offs before Finals	9.15.4.2
Shoot-offs in Finals	9.15.4.3
Shooting and Test Firing	9.2.4
Shooting Order	9.11.4.5
Shooting Schedules	9.11.1
Shotguns	9.4.2
Side Blinders	9.13.4
Skeet – “Lost” Targets	9.10.8
Skeet – “Lost” Targets applying to Doubles	9.10.9
Skeet – “No Target” – Referee’s Decision	9.10.6 / 9.10.6.1
Skeet – “No Target” applying to Doubles	9.10.6.3
Skeet – “No Target” even if Athlete has fired	9.10.6.1
Skeet – “No Target” if Athlete has not fired	9.10.6.2
Skeet – Cartridge Loading Sequence	9.10.3.4
Skeet – Competition Rules	9.10
Skeet – Conduct of a Round	9.10.1
Skeet - Interruption	9.10.3.5 c
Skeet – Irregular Trajectory	9.10.3.8
Skeet – Marker Tape	9.10.4
Skeet – Marker Tape Check	9.10.4.2
Skeet – Method	9.10.2
Skeet – Preparation Time Limit	9.10.3.1
Skeet – Procedures for Station 8	9.10.3.3
Skeet – Ready Position	9.10.3.9
Skeet – Refused Target	9.10.5
Skeet – Refused Target – Procedure by the Athlete	9.10.5
Skeet – Shooting out of turn	9.10.7
Skeet – Sighting / Aiming on the Ranges	9.10.3.6
Skeet – START	9.10.1 / 9.10.2
Skeet – Target Distances and Elevations – Jury Check	9.10.3.7
Skeet – Target Setting Distances, Angles and Elevations	9.10.3.7
Skeet – Target Shooting Sequence for Qualification Rounds	9.10.3.2
Skeet – Trial Targets	9.10.3.5
Skeet Ranges – Layout Drawing (Rule 6.4.20.3)	9.1.5



Skeet Ranges – View Drawing (Rule 6.4.20.4)	9.1.5
Slings	9.4.2.3
Squad Adjustments	9.11.4.4
Squadding	9.11.4
Squadding – Composition	9.11.4.1
Squadding Draw	9.11.4.3
Squads – Shooting Order	9.11.4.5
Stop Command	9.2.5
Target Setting – Skeet Distances, Angles and Elevations	9.10.3.7
Targets – Regular / Irregular / Broken / Hit / Lost / Target	9.7
Team Results	9.14.5.2
Team Ties	9.15.3
Technical Violations	9.16.3.5
Test Firing – After a Gun Repair	9.2.4 e
Test Firing – Shooting and Test Firing	9.2.4
Testing of cartridges sold at Championships	9.4.3.2.b
Ties (without Finals) – 4th Place and below	9.15.2.4
Ties (without Finals) – For the first three Places	9.15.2.3
Ties (without Finals) – Ties with Perfect Scores	9.15.2.2
Ties and Shoot-offs	9.15
Ties before the Finals	9.15.1.1
Ties in Competitions with Finals	9.15.1
Ties in Competitions without Finals	9.15.2
Ties in the Finals (Rule 9.18.3.4)	9.15.4.3
Training	9.6.2
Training – Pre-Event (Official)	9.6.2.1
Training – Unofficial	9.6.2.2
Trap – “Lost” Targets	9.8.8.4
Trap – “No Target”	9.8.8
Trap – “No Target” – Responsibility of the Referee	9.8.8.1 a
Trap – “No Target” even if Athlete has fired	9.8.8.2
Trap – “No Target” if Athlete has not fired	9.8.8.3
Trap – Competition Rules	9.8
Trap – Conduct of a Round	9.8.1
Trap – Drawings and Tables	9.20
Trap – Horizontal Angles	9.20.1
Trap – Interruption – View of Targets	9.8.4
Trap – Irregular Trajectory	9.8.6.2



Trap – Jury Checks	9.8.6
Trap – Method	9.8.2
Trap – Mixed Team Event	9.19
Trap – Preferred Special Settings for the Trap Event	9.8.5.2
Trap – Preferred Special Settings not used	9.8.5.2
Trap – Preparation Time Limit, additional Time to leave Station 5	9.8.3
Trap – Refused Target	9.8.7
Trap – Refused Target – Procedure by the Athlete	9.8.7
Trap – Setting Table	9.20.3
Trap – Target Distances, Angles and Elevations	9.8.5
Trap – Target Limits	9.8.5.3
Trap – Trap Setting Procedure	9.8.5.4
Trap – Trial Targets	9.8.6.1
Trap – Using only one Range Setting	9.8.5.2 d
Trap and Double Trap Pit (Rule 6.4.18.5)	9.1.5
Trap Horizontal Angles	9.20.1
Trap Ranges (Rule 6.4.18.4)	9.1.5
Trap Setting Tables (I - IX)	9.20.3
Types of Shotguns	9.4.2.1
Uncompleted Round – Deduction of remaining Points	9.16.4.2
Unofficial Training – No Advantage	9.6.2.2
Verbal Protests	9.17.2
Visible Scoreboard Errors	9.14.3.3
Warning (Yellow Card)	9.16.3 / 9.16.3.2 / 9.16.3.6
Warning issued by the Referee	9.5.5.3
Women's Events/Men's Events	9.1.4
Written Protests	9.17.3