



**INTERNATIONAL SHOOTING SPORT FEDERATION**  
INTERNATIONALER SCHIESS-SPORTVERBAND E.V.  
FÉDÉRATION INTERNATIONALE DE TIR SPORTIF  
FEDERACION INTERNACIONAL DE TIRO DEPORTIVO

**Training Manual**  
**Shotgun**  
**for ISSF Range Officials**  
**& Judges**

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**Note:**

**Article 3.12.3.9, Annex “J” to the ISSF General Regulations sets out the Guidelines for Judges. In Part 3, Judges’ Courses, J.4.6 refers to the ISSF Training Guidelines as the “basis for ISSF Judges’ Courses”. This document is available for Course Instructors and Member Federations from the ISSF HQ.**

**This Training Manual, referred to in the Training Guidelines, contains more detailed information intended for the training of Range Officials and Judges, and for their future reference. Separate Training Manuals are available for the Rifle, Pistol, Shotgun and Running Target disciplines.**

Please send any comments to ISSF HQ.

Every effort has been made to avoid mistakes, but in case of doubt refer to the ISSF Official Statutes, Rules, and Regulations Edition 2017 | Second Print V1.1 01/2018 (and subsequent changes published in the ISSF News and on the ISSF Website – where the latest version is available for downloading).

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# **1. GENERAL**

## **1.1 SAFETY**

### **Safety is of paramount importance (ISSF Rule 6.2).**

ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised competitions/championships.

Necessary and special safety regulations for ranges differ from country to country. For this reason, no details are stated within these Rules. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee (OC) bears the responsibility for safety.

Juries, Range Officials, Team Officials and athletes must be advised of any special regulations (ISSF Rule 6.2.1). For Shotgun see also ISSF Rule 9.2.1 - 9.2.7 for requirements and recommendations.

## **1.2 RANGES**

Ranges will have been inspected by the visiting ISSF appointed Technical Delegate (TD) prior to the start of the event and a Preliminary Program agreed.

## **1.3 TARGETS**

Sample clay targets, both for qualification and Finals rounds should be inspected by the ISSF headquarters and the visiting ISSF appointed TD prior to the start of the event, to ensure that they meet ISSF regulations (ISSF Rule 6.3.6 - 6.3.6.3).

## **1.4 FACILITIES**

The TD should inspect the venue to ensure that all the required facilities are present and satisfactory (**Article 3.5.1 General Procedures for Organizing Committees**).

## 2. PROGRAM OF EVENTS

The qualification rounds will take place according to the published program and as agreed by the TD, Jury and OC. Any changes must be agreed with the TD.

### 2.1 WORLD CUPS AND OLYMPIC GAMES

EVENT	MEN	WOMEN
<b>Trap</b>	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
<b>Trap Mixed Team</b>	75 + Final (in rounds of 25 targets)	
<b>Skeet</b>	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)

### 2.2 WORLD CHAMPIONSHIPS

EVENT	MEN	MEN JUNIOR	WOMEN	WOMEN JUNIOR
<b>Trap</b>	125 + Finals (in rounds of 25 targets)	125 (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
<b>Trap Mixed Team</b>	75 + Final (in rounds of 25 targets)			
<b>Double Trap</b>	150 (in rounds of 30 targets)	150 (in rounds of 30 targets)	150 (in rounds of 30 targets)	150 (in rounds of 30 targets)
<b>Skeet</b>	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)

### 3. COMPETITION OFFICIALS

The rounds shall be conducted by the Referees and supervised by the Jury according to the rules for the particular event. The Referee shall be assisted by at least two (2) Assistant Referees.

#### 3.1 JUDGES (DUTIES) (SEE ISSF RULE 9.5.2.1 - 9.5.2.2)

- a) Check that the programme has no squad with 4 or less athletes ("Fillers" should be used if necessary) (see ISSF Rule 9.11.4.2).
- b) Check that if possible, no Nation has more than 1 athlete in the same squad (see ISSF Rule 9.11.4.3 a)).
- c) Check that the distribution of the squads ensures that all athletes are treated equally (ISSF Rule 9.11.4.4).
- d) Check that PET, each day of competition and after a machine breakdown, that the targets are set according to the Rules (see Annex "A" and ISSF Rule 9.5.2.2).
- e) Check that the shooting order within the squads and the shooting order of the squads is changed for each day of each event (see ISSF Rule 9.11.4.5)
- f) Conduct an Equipment Control programme for all athletes (see ISSF Rule 9.4.1.1).
- g) Conduct cartridge control inspection at random and for all Finalists (see ISSF Rule 9.4.3.2).
- h) Deal with any properly submitted protests (see ISSF Rule 9.5.2.2).

#### 3.2 REFEREES (DUTIES) (SEE RULE 9.5.5)

The Referee shall conduct the round according to the rules of the event.

**TRAP** **ISSF Rule 9.8**

**DOUBLE TRAP** **ISSF Rule 9.9**

**SKEET** **ISSF Rule 9.10**

##### 3.2.1 Before the Round

- a) Check Squad number on the scorecard.
- b) Check BIB numbers on athletes backs with scorecard.
- c) Call athletes to the shooting stations.
- d) Allow for sighting exercises as per Rules.
- e) "Test Fire" (2 shots) is permitted for each squad prior to their first round each day (not in the ground).

f) “Viewing Targets” is permitted according to Table 3.

<b>Trap</b>	1 <sup>st</sup> squads only on each range each day ISSF Rule 9.8.6.1 (all 15 targets)	View targets > Test Fire
<b>Double Trap</b>	Each squad prior to it's 1 <sup>st</sup> round each day (all 3 schemes) ISSF Rule 9.9.6.1, or after a scheduled time break	Test Fire > View Targets
<b>Skeet</b>	Each squad prior to their 1 <sup>st</sup> round each day (1x High and 1x Low target) ISSF Rule 9.10.3.5	Test Fire > View Targets

g) Check required officials are in position and area is safe.

h) If applicable, check start time has arrived.

i) Command No.1 athlete “**START**”.

### 3.2.2 During the Round

a) Conduct the round according to the Rules.

b) Signal “**LOST**” targets (confer with Assistant Referees if necessary).

c) Call “**NO TARGET(S)**” as required (confer with Assistant Referees if necessary).

d) Correct any scoreboard errors immediately.

e) Rule on “Misfires” “Malfunctions” (maximum of two (2) per round without penalty), “Disabled” guns (**3 minutes** to change or shoot later) (see ISSF Rule 9.12.1 - 9.12.2).

f) Issue WARNINGS (Yellow Card) for first time faults (foot position, time, gun position in Skeet etc.).

g) After the last shot is fired command “**STOP**”.

### 3.2.3 After the Round

a) Ensure that all guns are open and empty and safety flags are inserted in semi-automatic shotguns (see ISSF Rule 9.2.2).

b) Check that the scores are correct by examining the scoreboard and scorecards.

c) Correct any errors (if possible).

d) Call out the score of each athlete in the round.

e) Check that the time when the round ended is written on the scorecards.

f) Countersign both scorecards.

g) Ensure the scorecards are sent to the Results Office immediately.

h) Move all personnel not required for the next round, off of the range.

### **3.3 ASSISTANT REFEREES (DUTIES) (SEE ISSF RULE 9.5.6)**

- a) To assist the Referee.
- b) To watch each thrown target.
- c) To signal the Referee if he thinks a target is **“LOST”**.
- d) If asked, to record the scores.
- e) In Skeet to indicate to the Referee if the target is hit beyond the boundaries.
- f) If asked, to advise the Referee on any other matter relating to the targets.



## 4. ATHLETE PREPARATION TIME

### 4.1 TIME LIMITS (QUALIFICATION ROUNDS, FINALS & SHOOT-OFFS)

<b>Trap</b>	Within 12 seconds after the previous athlete has fired and the result is known or the Referee commands “ <b>START</b> ”.	ISSF Rule 9.8.3
<b>Double Trap</b>	Within 12 seconds after the previous athlete has fired and the results are known or the Referee commands “ <b>START</b> ”.	ISSF Rule 9.9.3
<b>Skeet</b>	Occupy the station within 10 seconds after the previous athlete has left the station or the Referee commands “ <b>START</b> ”. The maximum time allowed to call for and fire at the required sequence for that station is 30 seconds.	ISSF Rule 9.10.3

**Note:**

Extend preparation time if squad comprises of 5 or less.

## **5. ABSENT ATHLETE (SEE ISSF RULE 9.16.4.3)**

### **5.1 ATHLETE NOT PRESENT**

If the athlete is not present when his name is checked with the scorecard the Referee shall:

- a) Call out athlete's **Name and BIB number three (3) times** over the space of **1 minute**.
- b) If the athlete does not appear **by the end** of that minute the Referee shall call out "**ABSENT**".
- c) Mark the scorecards accordingly.
- d) Adjust the range control unit as required.
- e) Give the command "**START**"; Shooting shall then proceed without the absent athlete.

### **5.2 MAKE UP ROUND FOR ABSENT ATHLETE (SEE ISSF RULE 9.16.4.4)**

**5.2.1** The athlete must present him/herself to the Chief Referee before the squad has completed their round to qualify for a make-up round, otherwise possible Disqualification.

**5.2.2** Penalty for missing the round, unless there are mitigating factors (deduction of three (3) points to be applied against the last three (3) targets hit in the make-up round).

## **6. INTERRUPTIONS**

### **6.1 SAFETY**

The Referee, in the interest of safety or for any situation that may be dangerous or that may cause an accident, must give the command “**STOP**” to interrupt the shooting. All athletes must then unload, and insert safety flags in semi-automatic shotguns.

### **6.2 TECHNICAL BREAKDOWN (INTERRUPTION)**

If a round of shooting is interrupted for more than **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 scheme.

**Trap:** each machine of the group in which the interruption occurred (see ISSF Rule 9.8.4).

**Double Trap:** the two (2) machines upon which the interruption occurred (see ISSF Rule 9.9.4).

**Skeet:** one (1) regular target from each trap (see ISSF Rule 9.7.2).

### **6.3 SEVERE WEATHER CONDITIONS**

If the shooting must be interrupted in the case of heavy rain, a storm, or lightning, only the Chief Range Officer with the Jury's approval may take the decision (see ISSF Rule 9.11.3).

## 7. **“STOP” COMMAND (SEE ISSF RULE 9.2.5)**

The command **“STOP”** shall be given verbally by the Referee or Jury Member for the following cases:

- a) In the interest of safety or for any situation that may be dangerous or that may cause an accident.
- b) To examine the shotgun or cartridges after malfunction.
- c) For a mechanical breakdown of the machines on the range.
- d) For any other situation where shooting is not allowed.
- e) After the last shot in the respective round.
- f) Any athlete who handles a closed gun after the **“STOP”** command has been given, without the permission of the Referee, may be disqualified.

**When the command or signal to “STOP” is given, shooting must stop immediately. All athletes must unload their shotguns and make them safe (see ISSF Rule 9.2.5).**

## 8. TIE-BREAKING

### 8.1 METHODS

Three (3) methods of breaking ties are used:

- a) **“Count Back”** (see ISSF Rule 9.15.1.2). Used to decide individual rankings and team tied scores.
- b) **“Shoot-off”** (see ISSF Rule 9.15.4, 9.15.5 and 9.17.2.9) Used to break ties for entry into the Finals when there are more tied athletes than corresponding places and any ties for rankings for places one (1) to six (6).
- c) **“By BIB number order (Qualification ranking)”** (see ISSF Rule 9.18.3.3). Used to break ties in the Finals for places three (3) through six (6).

## **9. TIES BEFORE FINALS (ISSF RULE 9.15.1.1)**

- 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 ISSF Rule 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 seven (7) and below) must have their rankings determined according to the Countback rule (see ISSF Rule 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 (ISSF Rule 9.18.2.5) that must be managed by a Referee selected from among the appointed Referees (ISSF Rule 9.18.2.6 b)).

## 10. QUALIFICATION ROUNDS SHOOT-OFFS

### 10.1 TRAP (SEE ISSF RULE 9.15.5.2 A))

- Test firing (one (1) shot) shall be permitted in order before the shoot-off starts.
- Before the shoot-off starts a Left and Right target shall be thrown from each station (Ten (10) targets).
- All tied athletes shall then in order line up behind Station 1 according to their Qualification ranking order (highest shoots first).
- The Referee shall then command “**START**”.
- No.1 athlete shall move onto Station 1, load, call for and shoot at a Left target from the group in front of Station 1.
- He shall then move immediately to stand behind the athletes who have yet to shoot.
- All the other athletes in the tie will in turn do likewise.
- If after all the athletes have shot on Station 1 and a tie remains they shall then move to Station 2 and repeat the procedure this time shooting at a right target.
- If ties remain after Station 5 those in the tie will return to Station 1 to shoot at a right target, then if necessary a Left target from Station 2 etc...
- This system of advancing station by station and shooting at alternate Left and right targets must continue as long as a tie remains.
- Athletes who miss their target on the respective station are the losers and must retire.

### 10.2 DOUBLE TRAP (FOR PLACES 1 TO 3)

All shoot-offs for Double Trap shall take place using **Scheme “C”**:

- Test firing shall be permitted in order before the shoot-off starts.
- All tied athletes shall in order line up behind Station 1.
- The Referee on Station 1 only shall call off a Double **Scheme “C”**.
- The Referee shall then command “**START**”.
- No.1 athletes shall move onto Station 1, load, call for and shoot at the targets.
- He shall then move immediately and stand a minimum of 1m behind Station 2.
- No.2 athlete shall move onto Station 1, load and call for the targets.
- He shall then move immediately and stand behind athlete No.1.
- All the other athletes will in turn do likewise.
- This system of advancing and shooting station by station must continue as long as a tie remains.
- Athletes who miss the most number of targets after each Double are the

losers and must retire.

### 10.3 **SKEET (SEE ISSF RULE 9.15.5.3)**

All shoot-offs shall take place on Station 4.

- Test firing shall be permitted in order before the shoot-off starts.
- All tied athletes shall in order line up behind Station 4.
- The Referee shall then call off a Double.
- The Referee shall then command “**START**”.
- No.1 athlete shall move onto the station, load, call for and shoot at the targets (High - Low) (regular Double).
- He shall then move immediately and stand behind any athletes waiting to shoot.
- No.2 athlete shall move onto the station, load, call for and shoot at the targets (High - Low) (regular Double).
- He shall then move immediately and stand behind any athletes waiting to shoot.
- All the other athletes will in turn do likewise.
- Athletes who miss the most number of targets after each Double are the losers and must retire.

### 10.4 **SHOOT-OFF PROCEDURES & TIE-BREAKING IN FINALS (SEE ISSF RULE 9.18.3.3)**

- a) Ties for places three (3) through six (6) 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:
- b) **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.
- c) **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.

- d) 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”**.

# 11. FINALS IN OLYMPIC SHOTGUN EVENTS

## (SEE ISSF RULE 9.18)

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.

### 11.1 Targets

Before the Finals the machines shall be loaded with “flash” (powder filled) targets and their trajectories checked by the Jury.

A “flash” target shall be declared “HIT” when there is visible emergence of powder after a shot is fired (see ISSF Rule 9.13.4 c) or a visible piece is broken from it.

### 11.2 Finals Format (see ISSF Rule 9.18.1)

The full program (ISSF 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; Finalists start at zero; scores from the Qualification are not carried forward; results from all stages of a Final are cumulative.

### 11.3 Finals Facilities (see ISSF Rule 9.18.2.1)

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.

### 11.4 Reporting Time (see ISSF Rule 9.18.2.2)

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.

Athletes must report to the Finals Range at least 15 minutes before the start of the Final. No additional cartridges may be brought to the Finals Range.

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.

Any finalist who does not report for the start of the Presentation will not start and will be ranked last in the Final.

### 11.5 Start Positions and BIB Numbers (see ISSF Rule 9.18.2.4).

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).

## **11.6 Test Firing and Showing Targets (see ISSF Rule 9.18.2.5).**

Before the start of a Final, targets must be shown and the finalists must be permitted to test fire.

**Trap** Show each target from all stations.

**Skeet** Show a Normal and a Reverse Double from station 3.

## **11.7 Special Equipment (see ISSF Rule 9.18.2.6)**

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, colour scoreboard (see ISSF Guidelines for Organizers for detailed requirements) and an electronic timing system (to control preparation time limits).

### **Finals – Officials (see ISSF Rule 9.18.2.7).**

The following personnel shall conduct and supervise the Final:

- Referee. An experienced official with an ISSF Shotgun Referee's license must conduct the Final.
- Two (2) Assistant Referees & Timing System Referee, all selected by the Chief Referee from the appointed Competition Referees.
- One (1) Jury member must be designated as the Jury-Member-in-Charge.
- Finals Protest Jury composed of 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.
- Technical Officer.
- Announcer.
- Sound Technician.

## **11.8 Finals Production and Music (see ISSF Rule 9.18.28)**

The conduct of a Final must use colour, 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

## **11.9 Competition Procedures (see ISSF Rule 9.18.3)**

### **11.9.1 Trap (see ISSF Rule 9.18.3.1)**

Finalists shoot one (1) shot only at each target (see ISSF Rule 9.15.5.2 c)). Finalists occupy stations 1-2-3-4-5-6 in BIB Number order (see ISSF Rule 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:

- After the six (6) finalists complete a normal round of twenty-five (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.
- After the five (5) remaining finalists shoot at another five (5) targets and complete thirty (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.
- After the four (4) remaining finalists shoot at another five (5) targets and complete thirty-five (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.
- After the three (3) remaining finalists shoot at another five (5) targets and complete forty (40) targets, the 3rd place (bronze medallist) athlete is eliminated, in case of a tie the athlete with the lowest Qualification ranking (higher BIB number) is eliminated.
- The five (5) target sequences in b), c) and d) above consist of two (2) left, two (2) right and one (1) straight randomly selected targets for each finalist.
- After the two (2) remaining finalists shoot at another ten (10) targets and complete fifty (50) targets, the 1st and 2nd places are decided (gold and silver medals), in case of a tie there is an immediate shoot-off.
- The ten (10) target sequence in f) above consists of four (4) left, four (4) right and two (2) straight randomly selected targets for each finalist. The total of twenty-five (25) targets in b), c), d) and f) above, must consist of two (2) left, two (2) right and one (1) straight target from each of the five stations for each finalist; and
- After each elimination stage, the remaining athletes retain their original positions.

#### **11.9.2 Skeet (see ISSF Rule 9.18.3.2)**

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:

- All six (6) finalists will shoot, in sequence, at twenty (20) targets, with one (1) regular double and one (1) reverse double on Station 3, one (1) regular double on Station 4, one (1) regular double and one (1) reverse double on Station 5, one (1) regular double and one (1) reverse double on Station 3, one (1) reverse double on Station 4 and one (1) regular double and one (1) reverse double on Station 5. After the six (6) finalists

complete twenty (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.

- The five (5) remaining finalists will shoot another ten (10) targets, with one (1) regular double and one (1) reverse double on Station 3, one (1) regular double on Station 4 and one (1) regular double and one (1) reverse double on Station 5. After thirty (30) targets, the 5th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (highest BIB number) is eliminated.
- The four (4) remaining finalists will shoot another ten (10) targets with one (1) regular double and one (1) reverse double on Station 3, one (1) reverse double on Station 4 and one (1) regular double and one (1) reverse double on Station 5. After forty (40) targets, the 4th place athlete will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (highest BIB number) is eliminated.
- The three (3) remaining athletes will shoot another ten (10) targets, with one (1) regular double and one (1) reverse double on Station 3, one (1) regular double on Station 4 and one (1) regular double and one (1) reverse double on Station 5. After fifty (50) targets, the 3rd place athlete (bronze medallist) will be eliminated, in case of a tie the athlete with the lowest Qualification ranking (highest BIB number) is eliminated.
- The two (2) remaining athletes will shoot another ten (10) targets, with one (1) regular double and one (1) reverse double on Station 3, one (1) reverse double on Station 4 and one (1) regular double and one (1) reverse double on Station 5. After sixty (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
- On Station 4, the Referee must inform the first finalist whether the double is a regular double or a reverse double.

### 11.9.3 Introduction of Finalists

At the required time the athletes and officials shall be lined up on the Finals Range in the correct order and introductions made using the ISSF approved schedule. At the end of the presentations (1 minute before “**START**”) the Referee will quickly ensure that the range is ready for immediate use and then command “**TO YOUR STATIONS**”.

At the programmed time for

**Trap** - issue the command “**START**”.

**Skeet** - show the Finalists one (1) regular target from each trap house and then issue the command “**START**”.

#### **11.9.4 Protests in the Finals (see ISSF Rule 9.18.6)**

- 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 athlete's fires, by raising an arm and saying "**PROTEST.**"
- b) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately (see ISSF Rule 9.18.2.6). The decision of the Finals Protest Jury is final and cannot be appealed.
- c) 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. No protest fee applies in a Final.

#### **11.9.5 Malfunctions During Finals**

- a) 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.
- b) Any regular target(s) on which any further malfunction occurs will be declared "**LOST**" whether or not the athlete attempted to fire.
- c) In case of a disable gun the athlete must be given not more than 3 minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within 3 minutes, the athlete must withdraw.

## 12. PROCEDURE FOR CONDUCTING FINALS (SEE ISSF RULE 9.18.4)

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	The Referee will instruct the first athlete to begin with the command <b>"READY."</b> Each athlete in Trap has twelve (12) seconds to call for each target or double.  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.
g) Scoreboard Pauses		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.  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 <b>"READY."</b>

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 <b>“RESULTS ARE FINAL.”</b> 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 <b>“RESULTS ARE FINAL.”</b></p>
i) After Medals are Decided		<p>After the Jury Member-In-Charge declares <b>“RESULTS ARE FINAL,”</b> 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>



## **13. TRAP MIXED TEAM EVENT (SEE ISSF RULE 9.19)**

### **13.1 TEAM COMPOSITION**

Mixed teams must be national teams (no mixed nations) with two team members, one (1) male and one (1) female (teams may include juniors, ISSF Rule 3.3.6). 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 ISSF Rule 9.19.2.7.

### **13.2 TEAM ENTRIES**

Nations may enter a maximum of two (2) teams in one (1) Championship Mixed Team event.

### **13.3 COMPETITION FORMAT**

The event will be conducted in two stages: Qualification and Final.

### **13.4 TEAM SCORES**

Scores and rankings are based on the total scores of the two (2) team members in each stage of competition.

### **13.5 SHOOT-OFFS**

Shoot-offs will be used to decide:

Ties after the Qualification for a place in the Final.

Ties after the Qualification for positions 1 to 6 in the Final.

Ties for 1st and 2nd place in the Final.

Shoot-offs after the Qualification: Must be conducted on a range other than the Finals Range. Higher position ties must be shot off first. The team with the highest-ranking Qualification score (ISSF Rule 9.15.3) shoots first.

Teams will be allowed to test fire and observe targets.

Shoot-offs during the Final (ties for 1st place only): The team with the lowest BIB number shoots first. There will be no test firing or showing of targets.

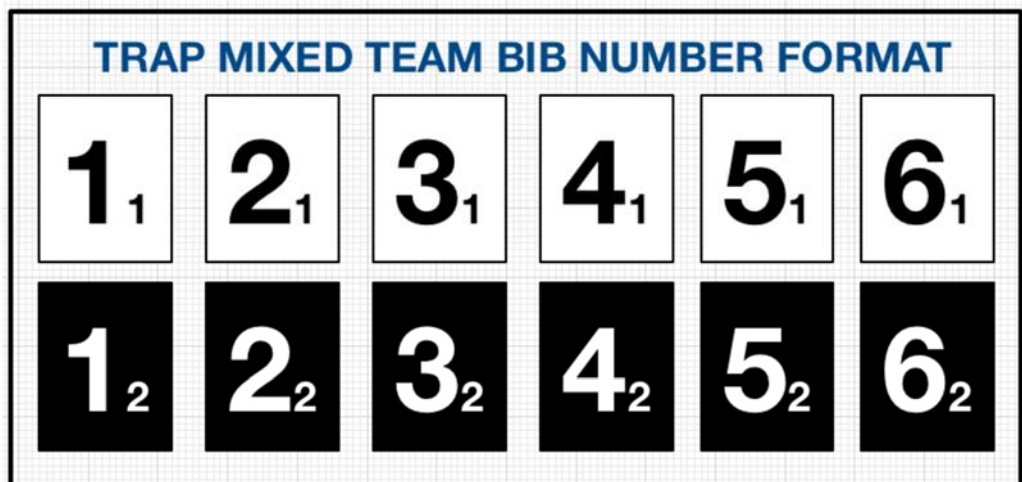
### **13.6 SHOOT-OFF PROCEDURES**

ISSF Rule 9.15.5.2 Trap shoot-off procedures will be used as follows:

Both members of each tied team must participate in the shoot-off. Each team coach must designate which team member (male or female) will shoot the first target. The athletes designated to shoot first must line up behind Station 1 and shoot at a regular target according to ISSF Rule 9.15.5.2. If the tie is not broken, the same procedure will continue on Station 2 with the second member of each team shooting. This procedure will continue with the team members shooting in alternate order (Team member shooting order will be 1 – 2 – 2 – 1 – 1 - 2, - 2, etc.) on successive stations until the tie is broken.

- 13.7 COACHING**  
During the Final, six (6) chairs must be placed to the left rear of Station 6 for the coach and one (1) team member for the teams that are firing on Stations 6-1-2. Six (6) chairs must be placed to the right rear of Station 5 for the coach and one (1) team member for the teams that are firing on Stations 3-4-5. Coaches and athletes who are in these chairs may speak with each other during the competition, provided they do not disturb the athletes who are firing.
- 13.8 COACHING TIME-OUT**  
During the Final, coaches may call one (1) Coaching Time-Out for a maximum duration of 1 minute when it is the turn of that team's athlete to fire. The Jury-Member-in-Charge must control the time. If a time-out is called, all coaches may speak with their athletes during this time.
- 13.9 MALFUNCTIONS**  
Malfunctions in the Qualification will be decided according to ISSF Rule 9.12. Malfunctions during Finals will be decided according to ISSF Rule 9.18.5.
- 13.10 PROTESTS**  
Protests during the Qualification will be decided according to ISSF Rule 9.17. Any protests during Finals will be decided by the Finals Protest Jury according to ISSF Rule 9.18.2.6 d).
- 13.11 QUALIFICATION (SEE ISSF RULE RULE 9.19.2)**
- 13.11.1 Squadding**  
Team squadding will be done by a random draw. The two (2) members of each team must be squadded to fire next to each other on the same squad, with the man firing first and the woman second. Teams from the same nation shall not be in the same squad.
- 13.11.2 Competition Format**  
Each athlete on a team will fire three (3) rounds of twenty-five (25) targets on three (3) ranges for a total of seventy-five (75) targets per athlete (150 targets per team). The ISSF Qualification format, ISSF Rule 9.8, will be used.
- 13.11.3 Team Ranking**  
Teams will be ranked according to the total scores of the two (2) team members.
- 13.11.4 Qualification Tie-Breaking**  
Ties for positions one (1) to six (6) and / or ties for a place in the Final will be decided by shoot-offs (see also ISSF Rule 9.19.1.7). All other ties will be decided by applying the Countback Rule (ISSF Rule 9.15.1.2) to the combined scores of the two (2) team members.
- 13.11.5 Qualification for Final**  
After the final Qualification ranking is established by completing any necessary shoot-offs, the top six (6) teams will advance to the Final. New BIB numbers corresponding to the team ranking must be issued. BIB numbers must use the format shown in the diagram. The team members who shoot first must wear the white BIB numbers; the team members who shoot second must wear the black

BIB numbers.



### 13.12 FINAL (SEE ISSF RULE 9.19.3)

Team Reporting, Test Firing and Showing Targets will be conducted as per Individual Final Rules.

#### 13.12.1 Competition Procedures (see ISSF Rule 9.19.3.5)

Finalists shoot only one (1) shot at each target (see ISSF Rule 9.15.5.2 c). The team coach will decide the athlete to shoot first (male or female). The athletes who will shoot first for the six (6) teams must take their positions on Stations 1 - 6 in BIB number order. The athlete who will shoot second must take his position next to his team coach on the left or right side of the FOP. The athletes who shoot first will start the competition by shooting five (5) targets in the normal Trap rotation. There will be a brief pause while the athletes who shoot second take their positions on stations 1 – 6 in BIB number order. The athletes who shoot second will then take their positions and shoot five (5) targets. The Announcer will comment on the scores and rankings during each change. This rotation will be repeated until each team has fired at twenty-five (25) targets (two (2) right, two (2) left and one (1) center targets from each station; the athletes who shot first will have fired at fifteen (15) targets and the athletes who shot second will have fired at ten (10) targets.

#### 13.12.2 6th Place Team Elimination

After each team has completed a normal round of twenty-five (25) targets, the team with the lowest score is eliminated and ranked in 6th place. In case of a tie, the team with the lowest Qualification ranking (highest BIB number) is eliminated. The Final will continue with the athletes who shoot second shooting at five (5) targets.

#### 13.12.3 5th Place Team Elimination

After the remaining teams have completed thirty (30) targets, the team with the lowest score is eliminated and ranked in 5th place. In case of a tie, the team

with the lowest Qualification ranking (highest BIB number) is eliminated. The Final will continue with the athletes who shoot first shooting at five (5) targets.

**13.12.4 4th Place Team Elimination**

After the remaining teams have completed thirty-five (35) targets, the team with the lowest score is eliminated and ranked in 4th place. In case of a tie, the team with the lowest Qualification ranking (highest BIB number) is eliminated. The Final will continue with the athletes who shoot second shooting at five (5) targets.

**13.12.5 3rd Place Team Elimination**

After the remaining teams have completed forty (40) targets, the team with the lowest score is eliminated and ranked in 3rd place (bronze medal winner). In case of a tie, the team with the lowest Qualification ranking (highest BIB number) is eliminated. The Final will continue with the athletes who shoot first shooting five (5) targets followed by the athletes who shoot second shooting at five (5) targets.

**13.12.6 Gold and Silver Medal Decision**

After the two (2) remaining teams have completed fifty (50) targets, the 1st and 2nd place teams (gold and silver medal winners) are decided. In case of a tie, the tie will be decided by a shoot-off conducted according to ISSF Rule 9.19.1.8.

**13.12.7 Elimination Stage Procedures**

After each elimination stage, the remaining teams will retain their original positions. The five (5) target sequences in ISSF Rule 9.19.3.7, 9.19.3.8 and 9.19.3.9 consist of two (2) left, two (2) right and one (1) straight randomly selected targets for each team. The ten (10) target sequence in ISSF Rule 9.19.3.10 consists of four (4) left, four (4) right and two (2) straight randomly selected targets for each team. The total of twenty-five (25) targets in ISSF Rule 9.19.3.7 through ISSF Rule 9.19.3.10 must consist of two (2) left, two (2) right and one (1) straight target from each of the five (5) Stations for each team. All target sequences in ISSF Rule 9.19.3.6 through ISSF Rule 9.19.3.10 must be the same as in the Trap Individual Final format (ISSF Rule 9.18.3.1 a) to h)).

## 14. TARGET SETTING

### 14.1 TRAP

(see ISSF Rule 9.8.5.1) and Trap Setting Tables I to IX.

- Set trap machine to **ZERO** angle.
- Adjust the “balance” of the target to minimise any curvature in flight.
- Set **HEIGHT** (as published in Tables I to IX) and **DISTANCE** (76m ± 1m) at the same time.
- Then set **ANGLE**.

### 14.2 DOUBLE TRAP

(see ISSF Rule 9.9.5)

- Using the setting table below.
- Set **HEIGHT, ANGLE and DISTANCE** at the same time.
- Adjust the “balance” of each target to minimise any curvature in flight.

Setting	Trap No.	Angle (± 1.0 deg.)	Height at 10m (± 0.1 m)	Distance
<b>A</b>	7 (1)	5 Left	3.0m	<b>55 ± 1m</b>
	8 (2)	0	3.5m	
<b>B</b>	8 (2)	0	3.5m	
	9 (3)	5 Right	3.0m	
<b>C</b>	7 (1)	5 Left	3.0m	
	9 (3)	5 Right	3.0m	

Setting “C” **must** be used for any shoot-offs. It is important that the height of both targets is the same.

### 14.3 SKEET (SEE ISSF RULE 9.10.3)

The following procedure is on trial and is recommended:

- Adjust the “balance” of each target to minimise any curvature in flight.  
Adjust the High house machine to throw a target through the top half of the ring and to travel a distance of 68m ± 1m.
- Adjust the Low house machine to throw a target through the lower half of the ring and to cross under the High house target between the centre

of the ring and a distance of approximately 15cm on the Low house side.  
Repeat until both targets are correctly set.

**Notes:**

Where conditions prevail that make very accurate settings impossible, an “average” of five (5) or more “Doubles” should be taken.

If it is not possible to set one of the targets by distance, the other target should be set by distance and the other adjusted accordingly to obtain the correct crossing point.