



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación 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 4, 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 2013 (Third printing 01/2015) 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! (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. **(Rule 6.2.1)** *For Shotgun see also Rules 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 visiting ISSF appointed TD prior to the start of the event, to ensure that they meet ISSF regulations **(Rules 6.3.7 ~ 6.3.7.2)**

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
Trap	125 + Finals (in rounds of 25 targets)	75 + Finals (in rounds of 25 targets)
Double Trap	150 + Finals (in rounds of 30 targets)	-
Skeet	125 + Finals (in rounds of 25 targets)	75 + Finals (in rounds of 25 targets)

2.2 World Championships

EVENT	MEN	MEN JUNIOR	WOMEN	WOMEN JUNIOR
Trap	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	75 + Finals (in rounds of 25 targets)	75 + Finals (in rounds of 25 targets)
Double Trap	150 + Finals (in rounds of 30 targets)	150 + Finals (in rounds of 30 targets)	120 (in rounds of 30 targets)	120 (in rounds of 30 targets)
Skeet	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	75 + Finals (in rounds of 25 targets)	75 + 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 Rules 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 **Rule 9.10.4.2**)
- b) Check that if possible, no Nation has more than 1 athlete in the same squad (see **Rule 9.10.4.3**)
- c) Check that the distribution of the squads ensures that all athletes are treated equally (**Rule 9.10.4.4**)
- d) Check that before PET, each day of competition and after a machine breakdown, that the targets are set according to the Rules (see **Annex "A" and 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 **Rule 9.10.4.5**)
- f) Conduct an Equipment Control programme for all athletes (see **Rule 9.4.1**)
- g) Conduct cartridge control inspection at random and for all Finalists (see **Rule 9.4.3.2**)
- h) Deal with any properly submitted protests (see **Rule 9.5.2.2**)

3.2 Referees (Duties) (see Rules 9.5.5)

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

viz:

TRAP	Rule 9.7
DOUBLE TRAP	Rule 9.8
SKEET	Rule 9.9

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 if time permits
- e) "Test Fire" (2 shots) is permitted for each squad prior to their first round each day
- f) "Viewing Targets" is permitted according to Table 3

Trap	1 st squads only on each range each day Rule 9.7.6.1 (all15 targets)	View targets > Test Fire
Double Trap	Each squad prior to their 1 st round each day Rule 9.9.3.5, CHANGE DT	Test Fire > View Targets
Skeet	Each squad prior to their 1 st round each day (1xHigh and 1x Low target) Rule 9.9.3.5	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 2 per round without penalty), "Disabled" guns (**3 minutes** to change or shoot later) (see **Rule 9.11.1 ~2**).
- f) Issue WARNINGS (Yellow Card) for first time faults (foot position, time 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 **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 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)

Trap	Within 12 seconds after the previous athlete has fired and the result is known or the Referee commands “ START ”	Rule 9.7.3
Double Trap	Within 12 seconds after the previous athlete has fired and the results are known or the Referee commands “ START ”	Rule 9.8.3
Skeet	<ul style="list-style-type: none"> • Occupy the station within ten (10) seconds after the previous athlete has left the station or the Referee commands “START” • The maximum time allowed to call for and fire at the required sequence for that station is thirty (30) seconds 	Rule 9.9.3

Note: *extend preparation time if squad comprises of 5 or less*

5 ABSENT ATHLETE (see Rule 9.16.5.3)

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 **one (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 Rules 9.16.5.4)

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 (3 targets).

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 **Rule 9.7.4**).

Double Trap: the two (2) machines upon which the interruption occurred (see **Rule 9.8.4**).

Skeet: one (1) regular target from each trap (see **Rule 9.9.3.7**).

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 make the decision (see **Rule 9.10.3**).

7 "STOP" COMMAND (see 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 Rule 9.2.5).

8 TIE-BREAKING

8.1 Methods

Three (3) methods of breaking ties are used:

- a) **“Count Back”** (see **Rule 9.15.1.2**)
Used to decide individual rankings 7th place and below, and team tied scores
- b) **“Shoot-off”** (see **Rules 9.15.4 and 9.15.5**)
Used to break ties for entry into the Finals when there are more tied athletes than corresponding places and any ties for rankings 1 ~ 4 **Athlete Preparation Time in a Shoot-off** (see **Rule 9.15.4.4**)
- c) **“Finals Round Score Comparison”** (see **Rule 9.17.2.8**)
Used to break ties for individual rankings 5th and 6th place after the semi-final

9 SHOOT-OFFS (see **Rules 9.15.4 and 9.17.2.9**)

9.1 Athlete Preparation Time in a Shoot-off (see **Rule 9.15.4.4**)

9.2 Shoot-offs BEFORE Finals (i.e: AFTER Qualification rounds) (see **Rule 9.15.4.2**)

Required if there are **more than six (6) athletes** eligible for the Finals because of tied scores after the Qualification rounds.

These shoot-offs should take place (NOT on the Finals range) as soon as possible after the last Qualification round is finished using the same type of targets as used in the Qualification rounds.

9.3 Qualification Rounds Tie Breaking Method (see **Rule 9.15.4**)

9.3.1 If there are more than six (6) athletes eligible for the semi-finals because of tied scores a shoot-off will take place to break the ties.

9.3.2 The shooting order is determined by the Qualification ranking (see **Rule 9.15.1.1**).

9.3.3 Shoot-offs before the semi-final should take place (NOT on the Finals range) as soon as possible after the last qualification round is finished using the same type of targets as used in the Qualification rounds.

9.4 Qualification Rounds Shoot-offs

9.4.1 Trap (see Rule 9.15.5.2.a)

- test firing (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 (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

9.4.2 Double Trap (see Rule 9.15.5.3,b)

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

9.4.3 **Skeet** (see **Rules 9.15.5.4.c**)

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
- all athletes remaining in the tie shall in turn then shoot at the targets (Low-High) (*reverse Double*)
- this procedure of shooting at alternate **regular** and **reverse** Doubles must continue until all ties are broken

10 **SEMI-FINALS**

10.1 **Procedures**

10.1.1 **Trap** (see **Rule 9.17.2.7.a**)

- use only Stations (1 to 5), (Station 6 is the waiting Station)
- lowest BIB number shoots first (single shot)
- “show targets” and “test fire” are permitted during reporting time only
- target distribution is 3 targets from each station 1 x Left, 1 x Right and 1 x Centre sometime during the round; Total 15 targets for each athlete

10.1.2 **Double Trap** (see **Rule 9.17.2.7.**)

- use only Stations (1 to 5), (Station 6 is the waiting Station)
- lowest BIB number shoots first
- showing targets and test fire are permitted during reporting time
- target distribution is 3 Doubles from each station 1 x scheme “A”, 1 x scheme “B” and 1 x scheme “C” sometime during the round; Total 15 Doubles for each athlete

10.1.3 **Skeet** (see **Rule 9.17.2.7.c**)

- use Stations 3, 4, 5, 4 only
- lowest BIB number shoots first
- showing targets and test fire are permitted during reporting time
- starting on Station 3 each athlete in turn will shoot at a “regular” and a “reverse” Double (4 shots); Total 8 Doubles (16 targets) for each athlete

10.2 **Semi-finals Tie Breaking**

10.2.1 Shoot-offs are required if there are tied scores **within the top four (4)** at the conclusion of the semi-finals.

10.2.2 All shoot-offs after the semi-finals shall take place immediately on the Finals range using “flash” targets.

10.2.3 The shooting order of those tied is determined by the lowest BIB number shooting first. (see **Rule 9.17.2.9**)

10.2.4 If at the conclusion of the semi-final there is more than one (1) tie, those shooting for the lower ranking must shoot before those shooting for a higher ranking. (see **Rule 9.17.2.9**)

10.3 **Semi-final Rounds Shoot-offs** (see **Rule 9.17.2.9**)

10.3.1 **Trap** (see **Rule 9.17.2.9a**)

- no test fire or target preview
- all tied athletes shall line up behind Station 1 according to their BIB numbers (lowest shoots first)
- the Referee shall then command “**START**”
- the first 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

- 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

10.3.2 **Double Trap** (see **Rule 9.17.2.9b**)

All shoot-offs for Double Trap shall take place using **scheme “C”**.

- all tied athletes shall in BIB order line up behind Station 1
- the Referee shall then command **“START”**
- no test fire or target preview
- the first athlete 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
- the second 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 at Doubles scheme “C” 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

10.3.3 **Skeet** (see **Rule 9.17.2.9c**)

Shoot-offs shall take place using Stations 3, 4 and 5 only.

- all tied athletes shall in BIB order line up behind Station 3
- the Referee shall then command **“START”**
- the first 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.
- the second 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
- all athletes remaining in the tie shall in turn then shoot at the targets (Low–High) (*reverse Double*)

- this procedure of shooting at alternate **regular** and **reverse** Doubles must continue until all ties are broken

11 MEDAL MATCHES

11.1 Procedures

11.1.1 Trap (see Rule 9.17.2.9a)

- use Stations 2, 3 and 4 only
- at the start the athletes will occupy Stations 2 and 3
- lowest BIB number occupies Station 2 and shoots first (single shot)
- no test fire or target preview
- target distribution is 5 targets from each station 2 x Left, 2 x Right and 1 x Centre sometime during the round
- total 15 targets each athlete

11.1.2 Double Trap (see Rule 9.17.2.9.b)

- use Stations 2, 3 and 4 only
- at the start the athletes will occupy Stations 2 and 3
- lowest BIB number occupies Station 2 and shoots first
- no target preview or test fire
- target distribution is 5 Doubles from each station 2 x scheme "A", 2 x scheme "B" and 1 x scheme "C" sometime during the round
- total 15 Doubles each athlete

11.1.3 Skeet (see Rule 9.17.2.9c)

- use Stations 3, 4, 5, 4 only
- lowest BIB number shoots first
- no test fire or target preview
- starting on Station 3 each athlete in turn will shoot at a "regular" and a "reverse" Double (4 shots)
- total 8 Doubles (16 targets)

11.2 Medal Match Tie Breaking

11.2.1 A shoot-off is required if there are tied scores at the conclusion of the Medal Match.

11.2.2 All shoot-offs after the Medal Match shall take place immediately on the Finals range using "flash" targets.

11.2.3 The shooting order of those tied is determined by the lowest BIB number shooting first. (see **Rule 9.17.2.9**)

11.3 Medal Match Shoot-offs (see Rule 9.17.2.9)

11.3.1 Trap

- use Stations 2, 3 and 4 only
- no test fire or target preview
- the tied athletes shall line up behind Station 2 according to their BIB numbers (lowest shoots first)
- the Referee shall then command “**START**”
- the first athlete shall move onto Station 2, load, call for and shoot at a Left target from the group in front of Station 2
- he shall then move immediately to stand behind the athlete who has yet to shoot
- the other athlete in the tie will in turn do likewise
- if after the athletes have shot on Station 2 and a tie remains they shall then move to Station 3 and repeat the procedure this time shooting at a Right target
- this system of advancing station by station and shooting at alternate Left and Right targets must continue as long as the tie remains

NOTE:

If an athlete fires two (2) shots the target will be declared “**LOST**” whether it was hit or not by either of the shots.

11.3.2 Double Trap

All shoot-offs for Double Trap shall take place using **scheme “C”**.

- use Stations 2, 3 and 4 only
- the tied athletes shall in BIB order line up behind Station 2
- no test fire or target preview
- the Referee shall then command “**START**”
- the first athlete shall move onto station, load, call for and shoot at a Double (scheme “C”)
- he shall then move immediately and stand a minimum of 1m behind Station 3
- the second athlete shall move onto Station 2, load and call for and shoot at the targets
- he shall then move immediately and stand behind the first athlete
- this system of advancing and shooting station by station at Doubles scheme “C” must continue as long as the tie remains

11.3.3 Skeet

- use Stations 3, 4 and 5 only
- no test fire or target preview
- the athletes shall in BIB order line up behind Station 3
- the Referee shall then command “**START**”
- the first 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 the other athlete waiting to shoot.
- the second 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 the first athlete
- if still tied each in turn shall then shoot at the targets (Low-High) (*reverse Double*)
- this procedure of advancing station by station and shooting at alternate **regular** and **reverse** Doubles and must continue as long as the tie remains

12 FINALS (see Rules 9.17.1 ~ 5)

12.1 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 **Rule 9.13.4.c**) or a visible piece is broken from it.

12.2 Reporting Time (see Rule 9.17.2.1)

Team Leaders are responsible for ensuring that their athletes are presented to the Jury in the designated preparation area at least **thirty (30) minutes (due Cartridge control)** before the scheduled starting time, properly dressed in their national uniform and equipped with all that is necessary to shoot in the Finals. (see **Rule 9.17.2.1**).

12.3

Countdown to “START”

Minutes Before “START”	Finalists	Action
At least 30 minutes	Finalists report to designated assembly area	Checks by Jury, Equipment Control Jury will take Cartridge samples for checking, after taking samples, the box will be sealed. Classification and Finals coordinator
10 minutes	When instructed Finalists will move to the range	Test Fire, Warm up, Show targets* according to the each event rule
5 minutes	Assemble for presentation.	Line up in BIB order facing the spectators
4 minutes	Presentation	Using ISSF scripts
1 minute	Referee commands “ To your stations ”	Athletes move to designated stations
“0”	Referee commands “ START ”	

Notes:

* Target Viewing, Test Fire and Warm Up.

This shall take place during **Reporting Time** (*viz*: 10 minutes before START) to **Presentation Time** (5 minutes before START)

Target Viewing:

TRAP	Show each target from all stations
DOUBLE TRAP	Show one (1) Double in each of schemes “A”, “B” and “C” from Station 1 only
SKEET	Show a Double from each of Stations 3

12.4 Introduction of Finalists

12.4.1 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 as shown in Table 5.

- 12.4.2** At the end of the presentations (*viz*: one (1) minute before “**START**”) the Referee will quickly ensure that the range is ready for immediate use and then command “**to your stations**”.
- 12.4.3** At the programmed time for
TRAP - issue the command “**START**”
DOUBLE TRAP - issue the command “**START**”
SKEET - issue the command “**START**”
- 12.5** **Late Athlete** (see **Rule 9.17.2.1b**)
Any Finalist who does not report on time will receive a one (1) point penalty.
- 12.6** **Absent Athlete** (see **Rule 9.17.2.1d**)
Any Finalist who is not in his assigned position and ready to shoot at the official “Presentation” stage must be declared “**ABSENT**” and not permitted to shoot.
- 12.7** **Malfunctions in the Final** (see **Rule 9.17.4**)
The maximum number of “misfires” or “malfunctions” in the Finals round including any shoot-off after the Final, is two (2) without penalty.
On a third or subsequent occurrence the target(s) will be declared “**LOST**”.
(An athlete has **three (3) minutes** to change gun or cartridges), if this Time is expired the final will continue without the athlete.
- 12.8** **Protests in the Finals** (see **Rule 9.17.5**)
Any protest received in the Final shall be dealt with immediately and the decision is final.

TARGET SETTING

TRAP

(see Rule 9.7.5) 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 ~ IX) and **DISTANCE** ($76 \pm 1\text{m}$) at the same time
- then set **ANGLE**

DOUBLE TRAP

(see Rule 9.8.5)

- 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 10 m (± 0.1 m)	Distance
A	7 (1)	5 Left	3.0 m	$55 \pm 1\text{m}$
	8 (2)	0	3.5 m	
B	8 (2)	0	3.5 m	
	9 (3)	5 Right	3.0 m	
C	7 (1)	5 Left	3.0 m	
	9 (3)	5 Right	3.0 m	
Setting " C " <u>must</u> be used for any shoot-offs before and after the "Final". It is important that the height of both targets is the same				

SKEET (see Rules 9.9.3.9 and 6.4.21.2)

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 $68 \text{ m} \pm 1 \text{ m}$
- 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 15 cms 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 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.