

PRESIDENT'S CUP – EXPERIMENTAL FORMAT

SKEET MIXED TEAM

1. QUALIFICATION STAGE

- a) The teams will be formed by random draw from among the top 12 Men and the top 12 Women (as per ISSF world ranking), irrespective of nationality.
- b) The athletes will each shoot a total of 50 targets on two ranges (25 targets on each range). 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) $50 \times 2 = 100$. The top 6 teams with the highest result (Qualification Ranking as per ISSF rules) will qualify for the Semifinal Stage.
- c) Any ties for places 1 to 6 will be decided by a shoot off in accordance with the ISSF rules of Mixed Team (shoot-offs after qualification – station 4 only. Each team Coach must designate which team member (male or female) will shoot the first double). **Please observe the revised version of the shoot-offs in section 4 below.** The starting positions in the shoot-off of tied teams will be decided by the Qualification Ranking (highest ranking team to shoot first).
- d) The starting positions of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.
- e) In case of several shoot-offs, the **lower position** shoot-offs will be shot first.
- f) The ranking of the teams in 7th place and below is decided as per ISSF rules for teams.

2. SEMIFINAL STAGE (Semifinal 1 & Semifinal 2 (3 teams each))

- a) After the $50 \times 2 = 100$ targets or any eventual shoot-offs the top 6 teams will qualify for the Semifinal Stage (as per section 1. above).
- b) Semifinal 1 will be composed of the teams in places **1, 3, 5** (as per Qualification Ranking).

- c) Semifinal 2 will be composed of the teams in places **2, 4, 6** (as per Qualification Ranking).
- d) Semifinal 1 will be shot first followed by Semifinal 2.
- e) Preparation time limit, for each station: 30 seconds (monitored by an electronic timer as per ISSF rules). The preparations time limit of shoot-offs is 15 seconds.
- f) Before each Semifinal athletes will observe the targets (normal & reverse doubles) and test fire.
- g) In each Semifinal athletes will **start from 0** and compete in series of 12-target sequences on stations 3, 4 & 5 followed by progressive eliminations that continue until the winner is decided, as follows:
- h) The 6 athletes (3 teams), one behind the other, in ranking order (as per Qualification Ranking) will each shoot in sequence 4 targets (2 doubles – 1 normal & 1 reverse) from each of the stations 3, 4 & 5 (total $12 \times 2 = 24$ targets). After that the team with the lowest number of hits will be eliminated (3rd place). In case of equal scores, the team with the lower Qualification Ranking is eliminated.
- i) The remaining 2 teams (4 athletes) will continue to shoot in sequence 4 targets each (2 doubles – 1 normal & 1 reverse) from each of the stations 3, 4 & 5 (total $12 \times 2 = 24$ targets). After that the team with the lowest number of hits out of the total of 48 targets of the two series ($12 + 12 = 24 \times 2 = 48$ targets) is eliminated (2nd position). Any ties **will be decided by a shoot-off** (as per ISSF Skeet Mixed Team Rules **for shoot-offs after finals**). **Please observe the revised version of the shoot-offs in section 4 below.**
- j) The two winning teams in 1st place (from each Semifinal) will qualify for the Medal Match (Gold/Silver). The 2 teams in 2nd place (from each Semifinal) **will both receive Bronze Medal.**
- k) The eliminated 2 teams (3rd place from each Semifinal), will take places 5 & 6 in the overall ranking on the basis of their Semifinal result. In case of equal Semifinal results then the places will be decided by the Qualification Ranking.

3. MEDAL MATCH (2 teams)

- a) The starting positions in the Medal Match of the 2 winning teams is decided by their Semifinal result (highest SF result will shoot first). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.
- b) Preparation Time Limit: 30 seconds (monitored by an electronic timer as per ISSF rules). Note: The preparations time limit of shoot-offs is 15 seconds.
- c) Before the Medal Match, athletes will observe the targets and test fire.
- d) The 2 teams (4 athletes) will **start from 0** and compete in series of 12-target sequences on stations 3, 4, 5, 3 & 4 that continue until the Gold, Silver medals are decided as follows:
- e) Starting from station 3, each athlete from each team will shoot 2 doubles on each station (1 normal and 1 reverse double) 4 shots. After each station, the team with the highest result after the 4+4=8 shots, **will take 2 points**. The team with the lowest result will **take 0 points**. In case of equal result each team will **take 1 point**. The shooting sequence **(which team will shoot first) will alternate between the two teams after each station**.
- f) The points of each series (station) will be carried forward to the next series.
- g) The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series. The scores of each series (station) will start from zero.
- h) This process will continue in sequence on stations 3,4,5,3,4 (5 stations) and the Team to win first 6 points will be the winner. If the shooting sequence is completed on all 5 stations without any team reaching 6 points and there is a tied score of 5:5, the winning Team will be decided by a shoot-off, as per ISSF Rules for Skeet Mixed Team shoot-offs. **Please observe the revised version of the shoot-offs in section 4 below.**

- i) During the Medal Match, 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 (ISSF Rule 9.20.3.3). The Jury Member in charge must control the time.

4. GENERAL PROCEDURES

Unless otherwise stated in these Rules, the ISSF Rules of the Skeet Mixed Team (section 9.20), in respect to malfunctions, protests and music activity as well as VAR rules or for any other case not covered in these Rules, will be followed.

Please observe below the revised version for shoot-offs with note that the general procedures for shoot-offs as per rules for Skeet Mixed Team (test fire, target observation etc.) will be followed.

- i. Both members of each tied team will participate in the shoot-offs, one behind the other in sequence and the result of both members of each team will decide the winner, as follows:
- ii. Shoot-offs after Qualification: The two athletes of each team (1st team to shoot first, followed by the 2nd team) will shoot first, one behind the other, on station 4, a normal double. After that, the team with the higher number of hits (out of the 4 shots – 1 double per team member, 2 athletes X 1 doubles=4) will be the winner. If there is a tie then the two members of each team will shoot in sequence a reverse double. This process of a normal and reverse double will continue in sequence on station 4 until the tie is broken.
- iii. Shoot-offs after SFs and MMs: The two athletes of each team (1st team to shoot first, followed by the 2nd team) will shoot first, one behind the other, on station 3, a normal double. After that, the team with the higher number of hits (out of the 4 shots – 1 double per team member, 2 athletes X 1 doubles=4) will be the winner. If there is a tie then the two members of each team will shoot in sequence a reverse double. If still the tie is not broken then this sequence of normal and reverse doubles will continue on stations 4, 5, 3 and so on, until the tie is broken.

5. IRREGULAR or DISPUTED CASES

Any irregular or disputed cases not covered in the above rules 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.