

PRESIDENT'S CUP – EXPERIMENTAL FORMAT

TRAP 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 with different scheme). 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 Trap Mixed Team (shoot-offs after qualification. Each team Coach must designate which team member (male or female) will shoot the first target. **Please see revised version 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 paragraph 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: 12 seconds (monitored by an electronic timer as per ISSF rules).
- f) Only one shot per target as per ISSF Rules.
- g) Before each Semifinal athletes will observe the targets and test fire.
- h) In each Semifinal, athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the winner is decided, as follows:
 - i) The athletes of the 3 teams will occupy stations 1 to 6 in ranking order (as per Qualification Ranking).
 - j) First, each athlete will shoot 15 targets (1 center, 1 left, 1 right from each of the five stations). Total 30 targets for each team (15X2=30). After that the Team with the lowest number of hits out of the 30 shots (the combined result of the two Team members 15X2=30), is eliminated (3rd place). In case of equal scores, the team with the lower Qualification Ranking is eliminated.
 - k) The athletes of the remaining 2 teams will retain their original stations and will each shoot in sequence another 10 targets (10X2=20 targets – 1 left and 1 right targets for each athlete from each of the five stations). After that, the team with the lowest number of hits after the total of the 50 shots of the 2 series (15+10=25X2=50) will be eliminated (2nd place). The team with the highest number of shots will qualify for the Gold/Silver Medal Match (1st place). Any ties **will be decided by a shoot-off** (as per ISSF Trap Mixed Team Rules **for shoot-offs after finals. Please see revised version in section 4 below**).
 - l) 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.

m) 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 (4 athletes)

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: 12 seconds (monitored by an electronic timer as per ISSF rules).

c) Before the Medal Match, athletes will observe the targets and test fire.

d) Only one shot per target as per ISSF Rules.

e) The 4 athletes of the 2 teams will **start from 0** and compete in series of 5-target sequences as follows:

f) Number of targets: Up to five (5) series of five (5) targets each series to a maximum of twenty-five (25) targets each athlete (50 targets each Team). During each series, each athlete from each team will shoot 5 targets (5 targets X 2 athletes=10 targets).

g) During each series, the sequence of the ten (10) targets of each Team (5 targets X 2 athletes = 10) will be composed **of four (4) left, four (4) right and two (2) center targets in random sequence from all stations.**

h) The athletes of the 1st team with the higher SF result will occupy shooting stations 1 and 2. The athletes of the 2nd Team will occupy shooting stations 3 and 4. The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 5 targets.

i) After each series of 5 targets the Team with the highest number of hits out of the total score of 10 targets (2 athletes X 5 targets=10), will

receive **2 points**. The team with the lower result will receive **0 points** and if the results are equal, then each Team will receive **1 point**.

- j) The points of each series will be carried forward to the next series.
- k) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores of each series will start from zero.
- l) The Team that earns six (6) points first, wins the Gold Medal and the 2nd team the Silver Medal. If the shooting sequence of the 5 series of 5 targets each (total 25 targets) is completed without any team reaching 6 points and there is a tied score of 5:5, the winning Team will be decided by a shoot-off, **as per ISSF Rules for Trap Mixed Team shoot-offs, after finals (please see revised version in section 4 below)**.
- m) 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 9.19.3.3). The Jury Member in charge must control the time.

4. GENERAL PROCEDURES

Unless otherwise stated in these Rules, the ISSF Rules of the Trap Mixed Team (section 9.19), 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 Tram Mixed Team (test fire, target observation, sequence of targets from each station 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. The two athletes of the 1st team will shoot first, one behind the other, starting from station 1, one left target as per shoot-off Rules. When the result of the two athletes is registered (2 athletes

X 1 shot=2 shots) then the two athletes of the 2nd team will each shoot in sequence, one behind the other, starting also from station 1, one left target.

- iii. The team with the higher number of hits (out of the 2 shots of each team) will be the winner. If the tie is not broken then the athletes will continue to shoot in sequence in the same order on stations 2 (right target), 3 (left target), 4 (right target), 5 (left target) 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.