

# 9 SHOTGUN RULES

FOR

Trap

Skeet

Skeet Mixed Team

Trap Mixed Team

Double Trap

Trap Team

Skeet Team

<b>9.1</b>	<b>GENERAL</b>	<b>393</b>
<b>9.2</b>	<b>SAFETY</b>	<b>393</b>
<b>9.3</b>	<b>RANGE AND TARGET STANDARDS</b>	<b>394</b>
<b>9.4</b>	<b>EQUIPMENT AND AMMUNITION</b>	<b>395</b>
<b>9.5</b>	<b>COMPETITION OFFICIALS</b>	<b>398</b>
<b>9.6</b>	<b>SHOOTING EVENTS AND COMPETITION PROCEDURES</b>	<b>404</b>
<b>9.7</b>	<b>TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS</b>	<b>405</b>
<b>9.8</b>	<b>COMPETITION RULES FOR TRAP</b>	<b>407</b>
<b>9.9</b>	<b>COMPETITION RULES FOR DOUBLE TRAP</b>	<b>411</b>
<b>9.10</b>	<b>COMPETITION RULES FOR SKEET</b>	<b>416</b>
<b>9.11</b>	<b>COMPETITION ADMINISTRATION</b>	<b>424</b>
<b>9.12</b>	<b>MALFUNCTIONS</b>	<b>426</b>
<b>9.13</b>	<b>COMPETITION CLOTHING AND EQUIPMENT</b>	<b>428</b>
<b>9.14</b>	<b>RESULTS, TIMING AND SCORING (RTS) PROCEDURES</b>	<b>429</b>
<b>9.15</b>	<b>TIES AND SHOOT-OFFS</b>	<b>432</b>
<b>9.16</b>	<b>RULE VIOLATIONS</b>	<b>435</b>
<b>9.17</b>	<b>PROTESTS AND APPEALS</b>	<b>438</b>
<b>9.18</b>	<b>TEAM EVENTS</b>	<b>440</b>
<b>9.19</b>	<b>DRAWINGS AND TABLES</b>	<b>440</b>
<b>9.20</b>	<b>INDEX</b>	<b>447</b>

**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**

### **9.2.1 Safety is of Paramount importance**

The safety of athletes, range personnel and spectators require 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 Shotguns**

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

- a) Conventional double-barrelled shotguns must be carried empty with the breech visibly open;
- b) Shotguns not in use must be placed in a gun rack, locked gun case, armoury or other secure place.
- c) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given.
- d) Cartridges must not be loaded in the shotgun until the athlete is standing on the shooting station, facing the machines with the shotgun pointed towards the target flight area and after the Referee has given permission.
- e) When shooting is interrupted, the shotgun must be opened and any cartridges or empty cartridge cases must be removed.
- f) No athlete may turn from the shooting station before his shotgun is open and empty.
- g) After the last shot and before leaving the range or placing the shotgun on a rack, armoury etc., the athlete must ascertain that there are no cartridges or empty cartridge cases in the chamber and/or magazine. The handling of closed shotguns 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.
- c) Aiming in any area other than within the designated dry firing areas and direction 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) With the 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 their first round of the day.
- c) Test firing of shotguns is also permitted for each athlete prior to the start of the Finals or any shoot-offs after qualification.
- d) Test shots must not be fired into the ground within the shooting areas.
- e) Test firing of a shotgun after a repair is permitted, but it must be arranged with the Chief Referee.

#### 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 shotgun 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 must 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 G.T.R. 6.2.5); and
- c) All athletes, Referees and officials should wear shatterproof shooting glasses or similar eye protection.

### 9.3 **RANGE AND TARGET STANDARDS**

- a) Clay target standards are found in G.T.R. 6.3.6

b) Range standards for Shotgun ranges are found in G.T.R. 6.4.17/18/19/and 20

c) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, control units, 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 control unit will result in an **immediate disqualification**. If a coach or team official violates this rule, the warning or penalty must be given to all athletes involved with that coach.

## **9.4 EQUIPMENT AND AMMUNITION**

### **9.4.1 Equipment Restrictions**

a) Athletes must use only equipment and clothing that comply with the ISSF Rules.

b) Any shotgun, 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, is prohibited.

c) The use of cartridges with coloured wads is prohibited (see also (9.4.3.1 (f))).

d) 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**

a) Athletes are responsible for ensuring that all items of equipment and clothing used by them in ISSF Competitions comply with the ISSF Rules.

b) The Shotgun Jury is responsible for checking the 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.

c) To ensure compliance with the ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules will be penalized, as per Rules.

d) Athletes found to be in violation of the rules for shotguns 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**

a) All types of smoothbore shotguns, **but excluding semi-automatics and pump action shotguns**, may be used, provided their calibre does not exceed

12 gauge. Shotguns smaller than 12 gauge may be used.

b) Shotguns must not have a camouflage finish.

#### 9.4.2.2 **Release Triggers**

Shotguns with any type of “release” trigger mechanisms are prohibited.

#### 9.4.2.3 **Slings**

Slings or straps on shotguns are prohibited.

#### 9.4.2.4 **Magazines**

Shotguns 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 Shotguns**

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 (designed to reduce muzzle rise) fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted (see Rule 9.4.2.7 & 8)

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

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

9.4.2.8 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 20cm as measured from the muzzle end of the interchangeable fitted choke.

#### 9.4.2.9 **Optical Sights**

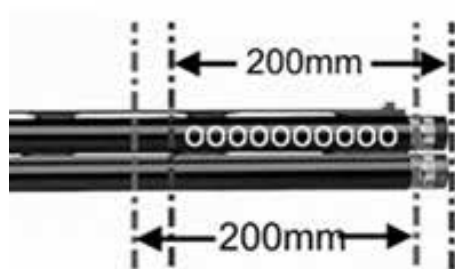
All devices or scopes fitted to the gun that have magnifying, light emitting, forward lead displacement, spotting properties, video cameras or apparatus that gives visual enhancement of the target, are prohibited.

#### 9.4.2.10 **Buttstock Depth and Barrel Porting**

9.4.2.11 The depth of the buttstock (either adjustable or “Monte Carlo” type) measured from the highest point of the cheek rest to the lowest point of the butt plate toe must not exceed 170mm (17cm). Any butt plate toe vertical extension which is not an integral part of the buttstock and simply intended to increase its depth, is not permitted.



- 9.4.2.12 The barrel porting shall not extend more than 200mm (20cm) from the end of the muzzle or end of the interchangeable fitted choke (see also: 9.4.2.7 & 8).



### 9.4.3 Ammunition

#### 9.4.3.1 Cartridge Specifications

Cartridges permitted in the ISSF competitions must meet the following specifications:

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

- a) The Equipment Control or Shotgun Jury must implement a cartridge inspection procedure that is approved by the ISSF Shotgun Committee. Specific details for conducting the cartridge inspection procedure are found in the Shotgun Equipment Control Guide that is available from the ISSF Headquarters.
- b) During a competition, a Referee (under the instructions of the Jury) or a Jury member, may take out of the normal cartridge control procedure, an athletes' cartridge/s for inspection at any time when the athlete is in the shooting area.
- c) When cartridges are sold to participating teams at an ISSF Competition site, the Equipment Control or Shotgun Jury must test selected samples of these cartridges before the Pre-Event Training (PET) for the first event and post the results of these tests so that this information is available to coaches and athletes.

- d) 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
- e) If an athlete uses ammunition that is not in accordance with Rule 9.4.3.1, he must receive a **Warning (Yellow Card)** or be penalized according to Rules 9.4.1 d) and 9.16.4.1.e).

## **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 official ISSF Jury (red) Vest that can be purchased from the ISSF Headquarters. Also, when on duty, all Referees are required to wear the official ISSF Shotgun Referee (blue) Vest. that can 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 the targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is properly prepared to conduct the competition;
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked; and
- e) Cooperate with the RTS office in the verification, preparation and distribution of the start lists, both for the Pre-Event Training, the Qualification stage and the Finals, as well as any possible shoot-offs before and during the Finals.

#### **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 Rules;
- 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 the 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) Approve the official preliminary and final ranking lists that are produced by



the RTS office and confirm/verify the athletes eligibility to participate in the shoot-offs and the finals.

k) Make decisions regarding penalties;

l) Implement sanctions where appropriate; and

m) 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 **General**

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, clay targets, clay target throwing machines, acoustic release systems, scoreboards and range equipment. He should hold a valid/current ISSF Shotgun Referee or Judges' licence.

#### 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 Referee, the RTS 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 events;

b) To give instructions and supervise preparation of auxiliary facilities such as shotgun 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 coloured 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, tables, range clocks, seats and umbrellas for Assistant Referees, facilities for the athletes, scorekeepers etc.);

h) To assist the Organizing Committee to prepare official and unofficial training programmes and give advice in the preparation of the competition schedule.

i) 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

j) Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

## 9.5.4 **Chief Referee**

### 9.5.4.1 **General**

The Chief Referee must be appointed by the Organizing Committee in conjunction with the ISSF. He must possess an ISSF Shotgun Referee's licence and must have a wide experience in Shotgun shooting and in the organization of ISSF competitions and a thorough knowledge of the ISSF Rules applying to the competition.

### 9.5.4.2 **The duties of the Chief Referee, in general, are:**

- a) To assist the Organizing Committee and the ISSF, in the selection and appointment of the Referees;
- b) To supervise the Referees and the Assistant Referees;
- c) To give instruction and information to the Referees and the Assistant Referees;
- d) Supervise the work of the Referees and evaluate their performance.
- e) To prepare the schedules and assignments for the Referees, inclusive of Shoot-Offs and Finals;
- f) To make decisions in cooperation with the Jury, such as when and on which ranges an athlete who had to leave his squad to repair a gun malfunction or was declared "**ABSENT**" may be permitted to complete his round; and
- g) To keep the Chief Range Officer informed of any difficulties, failures, machine breakdowns, delays etc. on the Ranges;
- h) To ensure that all Referees are present on time at the Ranges to conduct the competition.
- i) To monitor that the competition is conducted according to the timings of the competition schedule and take necessary action in case of delays.
- j) To cooperate with the Technical Delegate and the Jury, in the proper conduct of the Competition and follow their guidelines and directives.

## 9.5.5 **Referees**

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

### 9.5.5.2 **The main functions of the Referee are:**

- a) Before the start of any round to ensure that the ranges are safe;
- b) To check that the correct squad of athletes is present on the range before the start of a round and ensure that the Side Referees are ready in their allocated positions;
- c) To ensure that the correct procedure is used to declare an athlete "**ABSENT**"

(See: Rule 9.11.2.6 & 7 for “**ABSENT**” athlete);

d) 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);

e) To make immediate decisions regarding “**LOST TARGETS**” (the Referee must give a clear and distinct signal for all targets declared “LOST”);

f) 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.

g) To issue **Warnings (Yellow Card)** or automatic **Deductions (Green Card)** for technical violations where appropriate, as per Rules (See: section 9.16);

h) To ensure that the result of each shot is correctly recorded (on the scorecards and the scoreboards);

i) At the end of each round, to sign the official scorecard and ensure that the final results of the round are correctly posted and any initial warning/s on technical violations recorded. Initial warnings on technical or rule violations must also be recorded on an incident report which must be handed over to the RTS office.

j) Any disagreements raised by an athlete regarding his final result recorded on a scorecard, must whenever possible be verified, before the scorecard is handed over to the RTS office.

k) To ensure that the athletes are not disturbed;

l) To monitor illegal coaching (non-verbal coaching is allowed according to G.T.R. 6.12.5.1);

m) To rule on any protests received from athletes;

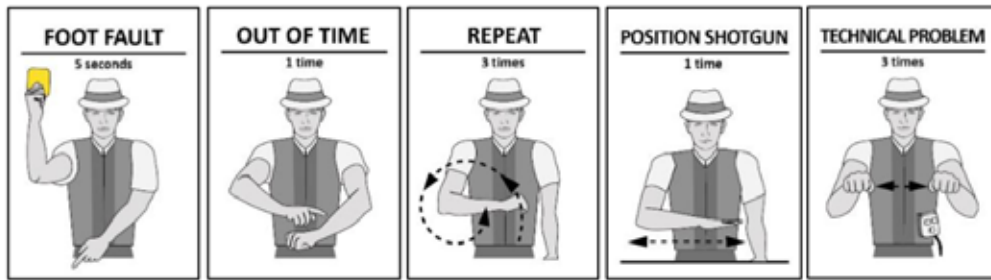
n) To rule on disabled guns;

o) To rule on malfunctions;

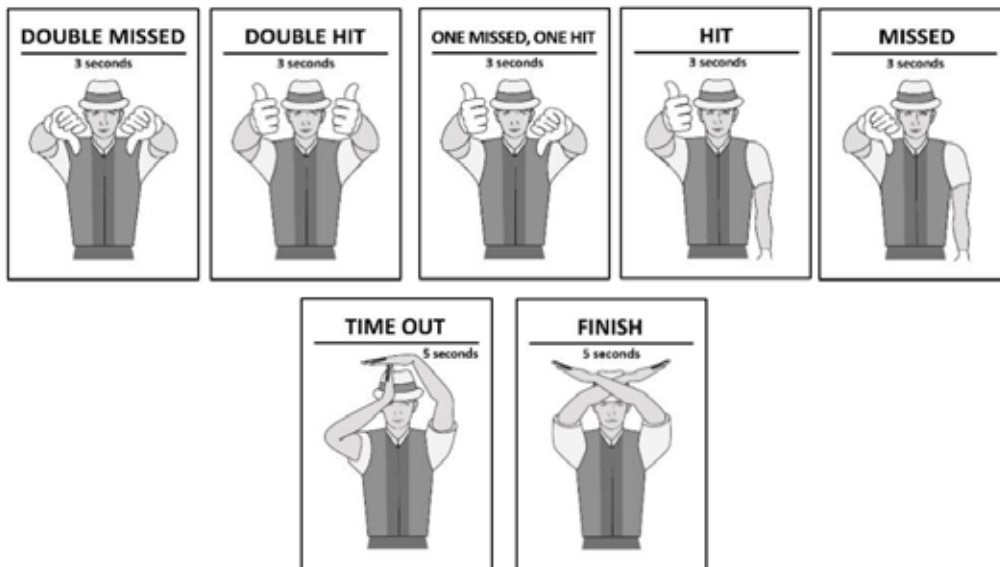
p) To ensure the correct conduct of the round; and

q) To ensure the application of the safety rules.

### 9.5.5.3 Hand Signals to be used by Referees during Competition



### 9.5.5.4 Additional Hand Signals to be used by Referees during Finals



### 9.5.5.5 Warnings Issued by the Referee

- The Referee must give **Warnings** for rule violations (**Yellow Card**) and must note such warnings on the official range scorecard (See: section 9.16); but
- 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:

- The Organizing Committee will provide qualified Assistant Referees;
- The Referee may accept experienced substitutes; and
- A Coach/Team leader 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:

- To watch each target thrown;
- To carefully observe whether a target is broken before the shot is fired;
- 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) In a Skeet event at the time of shooting on station 8, the two Side Referees under the directions of the Referee, must leave their original positions and be placed in the middle of the layout (in line of station 4 and 8), behind the Referee, to be able, if necessary, to advise him, whether the target is hit or not within the boundaries.
- i) To advise the Jury in case of a protest.

#### 9.5.6.3 **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 (See: GR section rule 3.3.1):

#### 9.6.1.1 Olympic Events:

Skeet individual Men

Skeet individual Women

Trap individual Men

Trap individual Women

Skeet Mixed Team in the Open category (Men-Women)

#### 9.6.1.2 Additional Events

Skeet individual Men Junior

Skeet individual Women Junior

Trap individual Men Junior

Trap individual Women Junior

Trap Mixed Team in both senior and junior categories

Skeet Mixed Team in junior categories

Trap Team (Men, Men Junior, Women, Women Junior)

Skeet Team (Men, Men Junior, Women, Women Junior)

Double Trap individual Men

Double Trap individual Women

Double Trap individual Men Junior

Double Trap individual Women Junior

Open individual events All gender and age

#### 9.6.1.3 The programmes for each event are:

Event	Categories	Qualification Stage Number of Targets	Final Stage
Skeet individual	All (M, MJ, W, WJ)	125 in 5 rounds of 25 each, shot in 2 or 3 days	Eliminations with 50 targets for Bronze medal. 60 targets to decide Gold/ Silver medals (See: Rule 6.19.4.2)
Trap individual	All (M, MJ, W, WJ)	125 in 5 rounds of 25 each, shot in 2 or 3 days	Eliminations with 40 targets for Bronze medal. 50 targets to decide Gold/ Silver medals (See: Rule 6.19.4.1)
Skeet Mixed Team	All (M+W MJ+ WJ)	75 in 3 rounds of 25 each.	Final Stage 1; (Bronze Medal) Final Stage 2; (Gold/Silver medals) (See: Rule 6.20.1)
Trap Mixed Team	All (M+W MJ+ WJ)	75 in 3 rounds of 25 each.	No Final

Skeet Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	No Final
Trap Team	All (M, MJ, W, WJ)	75 in 3 rounds of 25 each.	No Final
Double Trap individual	All (M, MJ, W, WJ)	120 in 4 rounds of 30 each, shot in 1 or 2 days	No Final

Note: Description of the formats of the Finals in individual events can be found in section 6.19 as well as the detailed formats of the Mixed Team Finals in section 6.20. Team events can be found in section 9.18 of the Rules.

## 9.6.2 Training

### 9.6.2.1 Pre-Event Training

- a) Must be provided for each event on the day(s) before the start of the official competition on the same ranges and the same make and colour of targets as those that will be used in the official competition;
- b) The Jury must check that the targets are set correctly for all Pre-Event trainings;
- c) All training times must be allocated fairly between those athletes present so that no advantage is given; and
- d) For Skeet, two extra Doubles shall be provided (one reverse Double on Station 3 and one reverse Double on station 5).

### 9.6.2.2 Unofficial Training

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

- a) Ensure that the unofficial training must not interfere, in any way, 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 and flies along a path other than that specified in the Rules in angle, elevation or distance.

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 (G.T.R. 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.
- e) 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**

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

#### 9.7.6 **“NO TARGET”**

- 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 target/s was/were hit or not; and

c) After a “**NO TARGET**” is declared the athlete may open the shotgun and reposition him/her self.

## 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.**”

#### 9.8.1.1 Method

- a) When the first athlete is ready to fire, he must raise the shotgun to the shoulder and call loudly and crisply 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 centre from each of the five stations**);
- g) Once the round has started an athlete may close the shotgun 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 the result is registered, except when the athlete has completed shooting on Station 5; in this case he must turn clockwise and proceed immediately to Station 6, with unloaded shotgun being careful not to disturb the athletes who are on the line as he passes by;
- i) All shotguns must be carried **OPEN** and **UNLOADED** when moving between any stations.
- j) Any athlete who loads his/her shotgun on a fired station before leaving it, or carries his/her shotgun loaded between any stations must be given an initial **Warning (Yellow Card)**; any further occurrences until the end of the Qualification process 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.

#### 9.8.1.2 **Preparation Time Limit**

a) An athlete must take his/her position, close the shotgun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the shotgun 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 which must be managed by a Referee selected from among the appointed Competition Referees.

#### 9.8.1.3 **Interruptions**

a) 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.

b) If a technical malfunction or any other unforeseen situation (example: the control unit is accidentally set at the start of a round to the wrong number of participating athletes) requires a restart of the control unit, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

#### 9.8.2 **Target Distances, Angles and Elevations**

##### 9.8.2.1 **Trap Setting Table**

Each trap machine must be set before the start of the competition to one (1) of the Trap Setting Tables 1 - 9 of Rule 9.19.3 drawn by lot, under the supervision of the Jury.

##### 9.8.2.2 **Trap Competition arrangements and settings**

In a competition, depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, 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 special ISSF competitions, with very small number of participating athletes);

### 9.8.2.3 **Target Limits**

Targets must be set according to the selected schemes in **Tables 1 - 9** (Rule 9.19.3) and within the following limits:

- a) Height at 10m -- 1.5m to 3.0m, as per Trap setting tables, 1-9 with a tolerance of +/- 0.15m;
- b) Angle -- as per Trap setting tables 1-9, with a tolerance of 5°; and
- c) Distance -- 76.0m +/- 1.0m (as measured from the front edge of the pit roof).

### 9.8.2.4 **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 10m 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 centre of each machine, on the top of the trap pit roof.

### 9.8.3 **Jury Checks**

#### 9.8.3.1 **Trial Targets**

- a) Each range must be set before the start of the competition and the 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, from each range in use, before the start of the competition (before the start of the first rounds of the day);
- c) One (1) trial target must also be thrown from each machine, in sequence, from each range in use, in cases where there is a time break between rounds in the competition programme and the athletes cannot observe the targets of the range on which they will shoot their next round.
- d) Trial targets may be observed by the athletes; and
- e) All athletes, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings (see Rule 9.3.c).

### 9.8.4 **Trap General Rules**

#### 9.8.4.1 **Irregular Trajectory**

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

#### 9.8.4.2 **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 shotgun and raising an arm. The Referee must then give his decision.

- 9.8.4.3 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;
  - 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.
- 9.8.4.4 **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 colour from that of the others being used in the Competition 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);
  - 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 shotgun 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.”**
- 9.8.4.5 **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 shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun 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.

#### 9.8.4.6 **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 shotgun or cartridge, an athlete opens the shotgun or moves the safety catch before the Referee has inspected the shotgun;
- e) An athlete suffers a third or subsequent malfunction of shotgun 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 shotgun, 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 shotgun 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 any previous round (Rule 9.16.3.g); or
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the any previous round (Rule 9.16.3.g).

## 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, Assistant 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 shotgun to the shoulder and call clearly for the double after which the double must be thrown immediately after the athletes' call.

- b) When the result of the shots is 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 shotgun 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 turn clockwise and proceed immediately to Station 6, with unloaded shotgun, being careful not to disturb the athletes who are on the line as he passes by;
- g) All shotguns must be carried **OPEN** and **UNLOADED** when moving between any stations.
- h) Any athlete who loads his/her shotgun on a fired station before leaving it, or carries his/her shotgun loaded between any stations must be given an initial **Warning (Yellow Card)**; any further occurrences until the end of the Qualification process will result in **Disqualification (Red Card)**; and
- i) Any athlete who loads his/her shotgun on Station 6 must be given an initial **Warning (Yellow Card)**; any further occurrences in the competition will result in **Disqualification**; and
- j) 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

- a) An athlete must take his/her position, close the shotgun and call for the double within twelve (12) seconds after the previous athlete has fired at a regular double and has opened the shotgun 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 these 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) 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)
<b>A</b>	7 (1)	5 Left	3.00m	<b>55.00m</b> (as measured from the front edge of the pit roof)
	8 (2)	0	3.50m	
<b>B</b>	8 (2)	0	3.50m	
	9 (3)	5 Right	3.00m	
<b>C</b>	7 (1)	5 Left	3.00m	
	9 (3)	5 Right	3.00m	
<p><b>* Note:</b>  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.</p>				

### 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 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: Rule 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.

### 9.9.7 Double Trap General Rules

#### 9.9.7.1 Irregular trajectory

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

#### 9.9.7.2 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 double must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

### 9.9.7.3 **“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.

### 9.9.7.4 **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 colour from that of the others being used in the competition is thrown;
- c) Only one (1) target is thrown;
- d) The 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 9.12.1.1), “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 shotgun 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.

### 9.9.7.5 **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 shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun or cartridge. 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.

9.9.7.6 **A target(s) 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 shotgun, 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 shotgun 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 competition the targets must be declared "**LOST**" and "**LOST**" (Rule 9.16.4); or
- h) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same competition, the targets must be declared "**LOST**" and "**LOST**" (Rule 9.16.4).

9.9.7.7 **Result in the case of a Malfunction:**

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

#### 9.9.7.8 **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;”** and the Referee must issue a **Warning (Yellow Card)**;

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. 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;”**

#### 9.9.7.9 **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.”**

##### 9.10.1.1 **Method**

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

a) The first athlete must move on to Station 1, load the shotgun 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 on to 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.

9.10.2 **Competition Procedures**

9.10.2.1 **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 shotgun, 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 managed by the appointed Referee.

9.10.2.2 **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

### 9.10.2.3 **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 centres 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 shotgun 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 shotgun 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.

### 9.10.2.4 **Cartridge Loading Sequence**

- a) On Station 8 for both the high and low house targets, the shotgun 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 (when two (2) single targets are to be shot) and after calling for or shooting at the first target, remembers and either opens his shotgun to load or he raises his hand to ask permission of the Referee to load his shotgun, the target will be

declared “**LOST;**”

d) When shooting is interrupted, the shotgun must be opened and be made empty; and

e) No athlete may turn from the shooting station before his shotgun is open and empty.

#### 9.10.2.5 **Trial Targets**

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

#### 9.10.2.6 **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 shotgun 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);

c) Prior to the start of the round an athlete is not permitted to make any aiming or sighting exercises with or without the shotgun on any other station; and

d) 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 **Target Distances and Elevations**

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 **68.00m +/- 1.00m** 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 Rule 9.3.c)).

c) Depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, in such a way so that, whenever possible, each squad should shoot the same number of times on each range in use.

#### 9.10.3.1 **Irregular Trajectory**

Any target flying along a path other than that specified in angle, elevation or distance, in the Rules, must be considered irregular. A target must also be considered irregular in case it does not pass the boundary.

#### 9.10.4 **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 shotgun with both hands;
- c) The shotgun stock in contact with the 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.

##### 9.10.4.1 **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).

##### 9.10.4.2 **The ISSF official marker tape must be:**

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

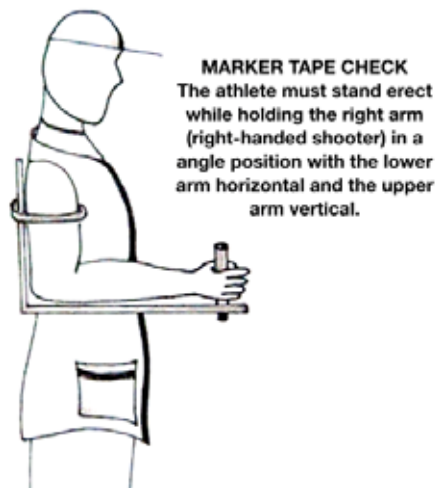
##### 9.10.4.3 **Marker Tape Check**

a) Athletes are responsible for ensuring that the marker tape is correctly positioned as per Rule 9.10.4.4 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.

b) 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 Rule 9.16.5.1).

##### 9.10.4.4 **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 **Skeet General Rules**

### 9.10.5.1 **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 shotgun and raising an arm. The Referee must then give his decision.

### 9.10.5.2 **“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;
- 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.

### 9.10.5.3 **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 colour from that of the others being used in the competition 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, after calling for the target(s), was visibly disturbed by some external cause;
- 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;
- j) An athlete has an allowable malfunction of shotgun 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**."

9.10.5.4 **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 shotgun or cartridge.

9.10.5.5 **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 shotgun 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.

9.10.5.6 **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 shotgun because he has not released the safety or has forgotten to load;
- f) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or touches the safety catch before the Referee has inspected the shotgun;
- 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 competition (Rule 9.16.4);
- i) The athlete’s foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same competition (Rule 9.16.4);
- j) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same competition (Rule 9.16.4); 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.

#### 9.10.5.7 **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; 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)**;
- e) 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;
- f) 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

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

#### 9.10.5.8 **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)**.

### 9.11 **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 the 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 Officials 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 Athletes and Team Officials must be informed immediately by posting the new schedules on the Main Notice Board and the Shotgun Range Scoreboard and distributing them to all participating teams. If necessary, post the new schedules on the info boards of the official hotels.

#### 9.11.1.1 **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.

#### 9.11.1.2 **Programme Interruptions**

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

#### 9.11.2 **Squadding**

##### 9.11.2.1 **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.

##### 9.11.2.2 **Auxiliary Athletes (Fillers)**

a) The Organizing Committee should have available athletes of a proficient standard who may be required to act as non-competing auxiliary athletes (Fillers):

b) If the squad consists of less than five (5) members drawn by lot, it should be

filled with auxiliary athletes (Fillers);

c) The Organizing Committee may, with the approval of the Jury, also use auxiliary athletes (fillers) to fill squads with only five (5) members; and

d) 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 on any official document.

#### 9.11.2.3 **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 in the World Cup Final/Final Tournament of the Year 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 Jury. This may be done with a computer programme 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 Jury.

#### 9.11.2.4 **Squad Adjustments**

The Jury, in conjunction with the Organizing Committee/RTS Office, and with the approval of the Technical Delegate(s), may adjust the draw, but only to ensure that the requirements of the Squadding Draw (Rule 9.11.2.3) are met.

#### 9.11.2.5 **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/RTS Office under the supervision of the Jury. This can be done 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.

#### 9.11.2.6 **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.

#### 9.11.2.7 **Makeup Round of Absent Athlete**

a) An athlete who is declared "ABSENT" must present himself to the Chief Referee before the squad has finished for that round and request permission to shoot the missed round. Failure to do so may result in disqualification.

b) The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief Referee 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.

#### 9.11.2.8 **Exceptional Circumstances**

If an athlete arrives late for a competition or fails to present himself to the Chief Referee 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 programme. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

## **9.12 MALFUNCTIONS**

### **9.12.1 Malfunction Definition**

Failure of a properly loaded shotgun 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.

#### **9.12.1.1 Number of Malfunctions Permitted**

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

- a) All regular target(s) on which any additional malfunction of shotgun 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 shotgun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns (see Rule 9.12.4.1).
- c) For malfunctions during Finals in individual events see Rule 9.19.6
- d) For malfunctions during Mixed Team events see Rule 6.20.4.8.

#### **9.12.2 Barrel Selection**

Where an athlete is using a double-barrelled 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.

#### **9.12.3 Procedure in the Event of a Malfunction**

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

##### **9.12.3.1 In the event of misfire due to any reason, the athlete must:**

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

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

##### **9.12.3.2 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 shotgun; or
- c) Any fault attributable to the athlete.

#### 9.12.3.3 **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.
- d) Some components of the load remain in the barrel.
- e) Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20-gauge or 16-gauge cartridge into a 12-gauge gun is dangerous and may also subject the individual to penalties for unsafe shotgun handling).

#### 9.12.4 **Actions after Malfunctions are Declared**

##### 9.12.4.1 **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 shotgun or ammunition in a round obtains permission from the Referee to change it.
- c) It fails to eject due to mechanical defect.
- d) For any other reason that renders the **shotgun** unusable

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

9.12.4.3 The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round, in a Make-Up Round, at a time to be determined by the Chief Referee.

#### 9.12.5 **Procedures for Completing a Make-Up Round**

##### 9.12.5.1 **Trap**

The athlete having been allocated a time and Range having the correct scheme (the same scheme as in the original interrupted round), 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 on to the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

##### 9.12.5.2 **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.

#### 9.12.5.3 **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.

#### 9.12.5.4 **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 scorecard is taken to the RTS Office.

### 9.13 **COMPETITION CLOTHING AND EQUIPMENT**

See also G.T.R. 6.7 and G.T.R 6.22 (The ISSF Dress Code)

#### 9.13.1 **Athletes' Clothing**

a) Sports trousers, training (athletic warm-up) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Blue jeans, jeans or similar trousers in non-sporting colours or any clothing that it see-through or transparent 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 **15cm above** the centre of the kneecap are allowed;

d) Shirts, T-shirts and similar garments with sleeves less than 10cm in length or without sleeves are not allowed.

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;

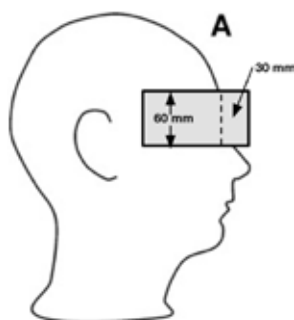
d) the Bib Number must display the allocated number as large as possible but should not be **less than 20mm high**.

#### 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 60mm in depth are permitted for Shotgun athletes only. The front edge of a side blinder, when viewed from the side, must not extend more than 30mm forward of the centre point of the forehead. Side blinders must be made of **plastic material only**. A front blinder not exceeding 30mm in width is permitted.



### 9.14 **RESULTS, TIMING AND SCORING (RTS) PROCEDURES**

The Jury Member responsible for shotgun results, timing and scoring procedures will be appointed by the ISSF.

#### 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;
- 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;
- d) If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.
- e) Observe any Incident Reports and any official warnings (Yellow Cards) recorded on the scorecards by the Referees during the competition rounds and prepare the necessary notifications to the Referees for possible deductions in repeated violations, in the remaining rounds of the competition.

##### 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, in cooperation with the results provider, 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;

e) The Organizing Committee must retain the range scorecards, which show the results of every target shot at, until the conclusion of the competition.

#### 9.14.2 **Scoring Procedures**

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 Competitions, 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;

c) The second person must maintain a manual scoreboard, except that where an electronic scoreboard is used, it must be maintained by the Referee.

##### 9.14.2.1 **Scoreboards**

##### 9.14.2.2 **Ranges with Electronic Scoreboards;**

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

##### 9.14.2.3 **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;

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.

##### 9.14.2.4 **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 Referee; and

d) If 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 Referee, must prevail.

#### 9.14.3 **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;
- f) The scores shown on the manual scoreboard must prevail if there are unresolved differences.

#### 9.14.3.1 **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.

#### 9.14.4 **Results and Rankings**

##### 9.14.4.1 **Individual Events**

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the Qualification rounds, and any Shoot-offs must be recorded and the scores ranked in descending order.

##### 9.14.4.2 **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;
- 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 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.

##### 9.14.5 **Team Events (Team and Mixed Team)**

- 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 9.14.4.2).
- 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.**”

##### 9.14.5.1 **Team Ties (Applying to both Team and Mixed Team)**

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, then by the next to 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 last target or the next to last round etc.). The team with the lower combined score of the last target will be given the lower ranking.

Example:

#### TEAM 1

Athlete 1 XXXXXXXXXXXXXXX0XXXXXXXXXXXX 23

Athlete 2 XXXXXXXXXXXXXXXXXXXXXXXXXXXX0 24

Athlete 3 XXXXXXXXXXX0XXXXXXXXX0XXX0X 22

Total score 69                      Ranking place: **2nd**

#### TEAM 2

Athlete 1 XXXXXXXXXXXXXXX0XXXXX0XXXX 23

Athlete 2 XXXXXXXXXXXXXXXXXXXXXXXXXXX0XX 24

Athlete 3 XXXXXX0XXXXXXXXXXXXXXXXX0X0X 22

Total score 69                      Ranking place: **1st**

### 9.15 TIES AND SHOOT-OFFS

#### 9.15.1 Competitions With Finals

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

##### 9.15.1.1 Ties Before Finals

- a) After the Qualification stage of 125 targets the six (6) highest-ranking athletes will qualify for the Final, as per Rules.
- b) Any ties for places 1 to 6 will be decided by a shoot-off in accordance with Rule 9.15.2.
- c) The six qualified athletes in the Final will receive new bib numbers 1-6 as per qualification ranking or any eventual shoot-offs and compete in the Final, as per Rules.
- d) 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.
- e) See Rule 6.6.6.c) for allocating ranking places of athletes competing for Minimum Qualification Score (MQS) or Ranking Points Only (RPO).

#### 9.15.2 Shoot-Off Procedures

##### 9.15.2.1 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 Coach/Team Official in order to be ready to shoot when the shoot-off is called;

- 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.
- c) 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.
- d) In case of more than one shoot-off, the lower position shoot-off(s) must be shot first;
- e) 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 ranking;
- f) 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;
- g) 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;
- h) 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.
- i) Shoot-offs before Finals, whenever possible, should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

#### 9.15.2.2 **Preparation Time Limits in Shoot-offs Before Finals**

- a) 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 fifteen (15) seconds for Skeet.
- b) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees. In case of non-compliance with this time limit penalties will be applied.

#### 9.15.2.3 **Trap Shoot-off Procedures before Final**

- a) Before the Shoot-Off starts a left and a right 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 (left or right) 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;
- 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.**”

#### 9.15.2.4 **Skeet Shoot-Off Procedures Before Final**

- 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 will be eliminated;
- 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;
- 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.**”

#### 9.15.2.5 **Double Trap Shoot-Off Procedures**

- a) Shoot-offs will be conducted on scheme “C” (machines 7 & 9).
- b) All tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular double in the order that will be decided by the Jury by drawing of lots;
- c) At Station 1 only, the shooters must be permitted to see one (1) regular Double, before the first shooter starts;
- d) After the Referee declares “**START**” the first shooter must load and shoot at the Double. He must then leave the Station and go to stand **a minimum of 1 metre** immediately behind the next Station. The remainder of the shooters who have yet to shoot on that Station must then stand in a line behind the first athlete;

- e) All shooters remaining in the tie must in turn do likewise;
- f) The first shooter must not move on to a Station until the Referee commands “**START**”;
- g) The athlete(s) who hit the highest number of targets on the respective Station are the winners of the shoot-off and qualify for the Final;
- h) This process will continue until all ties are broken;

#### 9.15.2.6 **Shoot-offs In Finals**

Shoot-offs in Finals must be conducted in accordance with Rules 6.19.4.3.b) for Skeet and 6.19.4.3.a) for Trap.

#### 9.15.3 **Competitions Without Finals**

##### 9.15.3.1 **Individual Ties**

Ties in competitions where there are no Finals will be decided as follows;

##### 9.15.3.2 **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.

##### 9.15.3.3 **Ties for the First Three (3) Places**

These must be decided by a shoot-off in accordance with Rule 9.15.2.

a) Starting positions will be decided by the interim Qualification ranking (lowest ranking athlete to shoot first);

b) When several athletes are tied for more than one (1) ranking place, e.g. two tied for first place (places 1 and 2) and two athletes tied for third place (places 3 and 4), 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 shot first, followed by the next higher-ranking positions until all ties are broken. All tied athletes will be ranked according to the score from the shoot-off series.

##### 9.15.3.4 **Ties for 4th Place and Below**

Individual tied scores ranking in 4th place and below, not decided by a shoot-off, must be ranked according to the **Countback** rule.

### 9.16 **RULE VIOLATIONS**

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

a) “OPEN” – unconcealed;

b) “TECHNICAL” – rule infringements of a technical nature;

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.

9.16.1.1 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.

## 9.16.2 **Warning (Yellow Card)**

### 9.16.2.1 **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;
- g) Inadvertently shooting out of turn.
- h) Dry firing in unauthorized areas.
- i) Any other incident that requires a warning to be issued.

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

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

9.16.2.4 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 **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, on station 4 the athlete opens the gun between the two (2) single shots (this does not apply on station 8);
- e) Following or pointing with the gun at a slow or fast pull target without shooting;
- f) A **Warning (Yellow Card)** will be shown to any offending athlete by a Referee. This must be indicated on the relevant scorecard before it is sent to the RTS office with the use of the below abbreviations while at the same time the Referee must submit also a completed Incident Report form.

FF = Foot Fault

TL = Time Limit

SKRP = Skeet Ready Position

OG = Opening the gun between 2 singles

FPG = Following or Pointing the Gun at a slow or fast target

g) For each second or subsequent technical violation, of the same kind in any stage of the Competition (Qualification or Final) of any of the technical violations listed above, the athlete must be penalized by the deduction of one (1) point (Green Card) by the Referee (See also: Trap Rule 9.8.4.6; Skeet Rule 9.10.5.6). This must be indicated on the scorecard by the Referee before the card is sent to the RTS Office. Also, a completed Incident Report form must be submitted to the RTS office.

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

h) The Jury in charge of RTS is responsible in providing, during all stages of the competition (Qualification and Final) the necessary information to the Referees for any recorded initial cases of Yellow Cards (first time violation), in order that they will be able to impose, if necessary, any deductions (Green Card) for any second or subsequent technical violations as stated above.

9.16.3.1 A Warning (Yellow Card) must also be given if an athlete uses ammunition that is not in accordance with Rule 9.4.3.1.b) to h) (see also Rule 9.4.3.2.e)).

#### 9.16.4 **Deduction (Green Card) for Other Offences**

9.16.4.1 Deduction of one (1) point for other offences imposed by at least two (2) Jury Members must be applied to the result of the last round, or the round before the last etc. (last 'HIT' target) of a penalized athlete, in the following cases:

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 (in serious cases this might be the cause of disqualification - see Rule 9.16.5.4.h));

d) Interfering with range equipment after an initial violation.

e) Each second or subsequent occurrence, in case an athlete uses ammunition that is not in accordance with Rule 9.4.3.1.b) to h), unless otherwise stated in the Rules, as in Rule 9.4.1. where the deduction for the use of coloured wads is five (5) points.

#### 9.16.4.2 **Leaving the Range without Permission**

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

#### 9.16.5 **Disqualification (Red Card)**

9.16.5.1 Disqualification (**Red Card**) is required in accordance with Rules 9.4.1.1.c) and 9.4.3.2.d) for violations involving shotguns, Skeet marker tapes or ammunition.

9.16.5.2 Disqualification according to Rule 9.16.5.4 (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.”**

- 9.16.5.3 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 as a (DSQ) with an explanation in the legend regarding why the athlete was disqualified.
- 9.16.5.4 **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 shotgun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
  - c) Handling of a loaded shotgun after a **“STOP”** command has been given;
  - d) Repetition of incidents that have already been the subject of a warning (Yellow Card) or deduction (Green Card);
  - e) Deliberate abuse of any team, range or technical 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 during a Round**

#### **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;”**
- 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.

#### **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.

### **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 Referee or a Referee.

#### **9.17.2.1 Such protests may be made on the following matters:**

- a) That the ISSF Rules were not followed;



- b) That the current published competition programme was not followed;
- c) Disagreement with a decision or action of any competition official;
- 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.a).

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;
- 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 twenty (20) 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 those decisions by a Finals Protest Jury may not be appealed (see Rule 6.16.6).

#### 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 officially 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. Including the initial protest fee of €50 EUR.

#### 9.17.4.2 **Jury of Appeal Decision**

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

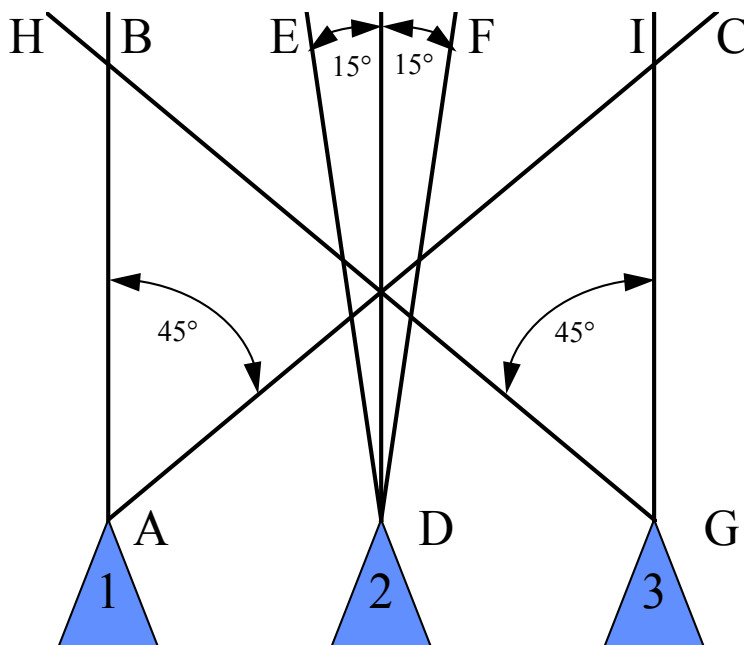
## 9.18 TEAM EVENTS

### 9.18.1 GENERAL FOR TEAM TRAP and SKEET EVENTS (See also rule 6.11.10)

- a) Teams must consist of three athletes from the same nation, of the same gender and category. All team members should wear the same competition clothing with national colours and identification as per applicable Rules.
- b) In each Championship, nations may enter a maximum of one (1) Team in each Team event, as per General Regulations.
- c) Team members may be changed for other athletes already registered in the Championship by latest 12:00 the day before the Qualifying Competition.
- d) The Team event result sheet is taken from the scores achieved by each of the three athletes in the Individual Competition.

## 9.19 DRAWINGS AND TABLES

### 9.19.1 Trap Horizontal Angles



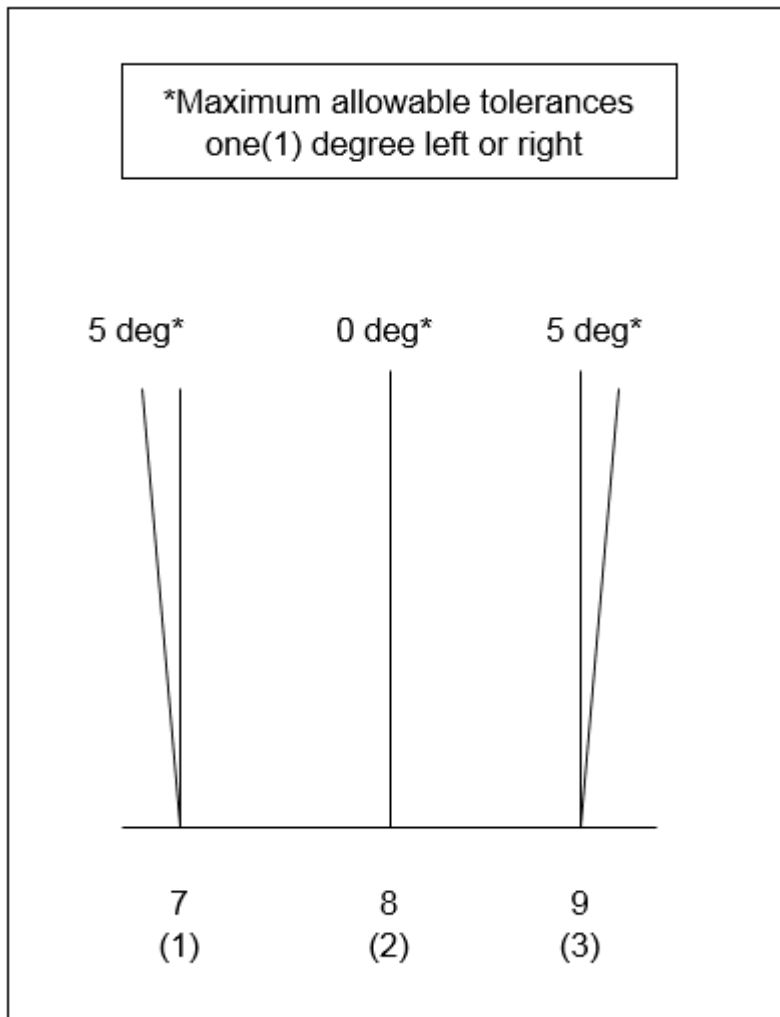
Maximum horizontal angles for first second and third trap in each group.

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.

### 9.19.2 Double Trap Horizontal Angles



9.19.3 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		76.00 m +/-1 m				
	5	10 L	1.50 m						
	6	35 L	2.00 m						
3	7	45 R	1.60 m			76.00 m +/-1 m			
	8	0	2.80 m						
	9	30 L	3.00 m						
4	10	30 R	2.00 m				76.00 m +/-1 m		
	11	5 L	2.00 m						
	12	15 L	3.00 m						
5	13	35 R	2.90 m					76.00 m +/-1 m	
	14	0	1.60 m						
	15	45 L	2.20 m						



## 9.20 INDEX

Absent Athlete	9.11.2.6
Absent Athlete – Exceptional Circumstances	9.11.2.8
Aiming – When Permitted	9.2.3
Ammunition – Cartridge Inspection	9.4.3.2
Ammunition – Cartridge Specifications	9.4.3.1
Ammunition – Malfunctions / Misfires	9.12.3.3
Ammunition – Not in Accordance with the Rules	9.4.3.2 d
Appeal Time Limit	9.17.4.1
Appeals	9.17.4
Application of Rules for all Shotgun Events	9.1.1
Assistant Referee – Advising the Referee	9.5.6.3
Assistant Referees – Duties	9.5.6.2
Athlete – Replacement	9.11.1.1
Athlete’s Clothing	9.13.1
Athlete’s Equipment on Field of Play	9.4.1.2
Auxiliary Athletes – Fillers	9.11.2.2
Barrel Selection	9.12.3
Barrels	9.4.2.7
Bib (Start) Numbers	9.13.2
Blinders and Side Blinders	9.13.4
Broken Target	9.7.3
Buttstock Depth	9.4.2.10
Carrying Guns – Safety	9.2.2
Cartridge Inspection	9.4.3.2
Changing Guns	9.4.2.5
Chief Referee – 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	9.15.1.1 d
Deduction (Green Card)	9.16.4
Deduction of one Point	9.16.4.1

Disabled Shotguns	9.12.4.1
Disagreement with Referee's Decision	9.17.1
Disqualification (Red Card)	9.16.5
Double Trap – “Lost” Targets	9.9.7.6
Double Trap – “No Target” – Double	9.9.7.3
Double Trap – “No Target” – Referee's Decision	9.9.7.3 a
Double Trap – “No Target” even if Athlete has fired	9.9.7.4
Double Trap – “No Target” if Athlete has not fired	9.9.7.5
Double Trap – Competition Rules	9.9
Double Trap – Conduct of a Round	9.9.1
Double Trap – Horizontal Angles	9.19.2
Double Trap – Interruption – View of Targets	9.9.4
Double Trap – Involuntary Discharge	9.9.7.8
Double Trap – Irregular Trajectory	9.9.7.1
Double Trap – Jury Check	9.9.6
Double Trap - Malfunction	9.9.7.7
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	9.9.7.2
Double Trap – Refused Target – Procedure by the Athlete	9.9.7.2 c
Double Trap – Shooting into the Ground	9.9.7.9
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	9.19
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	9.14.2.2
Electronic Scoreboards – Visible Scoreboards Errors	9.14.2.4
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
High Visibility Jackets – Safety	9.2.1
Hit Target	9.7.4
Individual Results	9.14.4.1
Individual Ties in Competitions without Finals	9.15.3.1
Interfere with Range Equipment	9.3.c
Interruptions – Double Trap	9.9.4
Interruptions to Programme	9.11.1.2
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	9.16.5.2
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	9.12.4.3
Make-up Round – Double Trap	9.12.5.2
Make-up Round – Procedures	9.12.5
Make-up Round – Score Certification	9.12.5.4
Make-up Round – Trap	9.12.5.1
Make-up Round – Skeet	9.12.5.3
Malfuctions	9.12
Malfuctions – Actions after a Malfunction is declared	9.12.4
Malfuctions – Number of Malfuctions permitted	9.12.1.1
Malfuctions – Procedure in Event of a Malfunction	9.12.3
Malfuctions – Procedure to be followed by the Athlete	9.12.5
Malfuctions – Definition	9.12.1
Manual Scoreboards	9.14.3
Match Administration	9.11
Men’s Events/Women’s Events	9.1.4
Misfire – Ammunition Malfunction	9.12.3.3
Mixed Team Trap	9.19
National IOC Identity	9.13.3
No Target	9.7.6

Open Violations	9.16.2.1
Optical Sights	9.4.2.9
Ported Barrels	9.4.2.7
Pre-Event Training	9.6.2.1
Programme Interruptions	9.11.1.2
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	9.14.4
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	9.11.1.1
Results and Rankings	9.14.4
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
Score Certification	9.14.3.1
Scoreboards	9.14.2.1
Scoreboards – Visible Scoreboard Errors	9.14.2.4
Scorecards – Maintained by the Assistant Referees	9.14.2.4 c
Scoring Procedure	9.14.2
Shoot-offs	9.15.2
Shoot-offs – General	9.15.2.1
Shoot-offs – Procedures	9.15.2
Shoot-offs – Skeet	9.15.2.4
Shoot-offs – Trap	9.15.2.3
Shoot-offs – Athletes Preparation Time	9.15.2.2
Shoot-offs before Finals	9.15.2.2

Shooting and Test Firing	9.2.4
Shooting Order	9.11.2.5
Shooting Schedules	9.11.1
Shotguns	9.4.2
Shotguns – Changing	9.4.2.5
Shotguns – Compensators and Barrel Attachments	9.4.2.6
Shotguns – Magazines	9.4.2.4
Shotguns – Optical Sights	9.4.2.9
Shotguns – Ported Barrels	9.4.2.7
Shotguns – Release Trigger	9.4.2.2
Shotguns – Slings	9.4.2.3
Shotguns – Types permitted	9.4.2.1
Shotguns, Equipment and Ammunition	9.4
Side Blinders	9.13.4
Skeet – “Lost” Targets	9.10.5.6
Skeet – “Lost” Targets applying to Doubles	9.10.5.7
Skeet – “No Target” – Referee’s Decision	9.10.5.3
Skeet – “No Target” applying to Doubles	9.10.5.5
Skeet – “No Target” even if Athlete has fired	9.10.5.3
Skeet – “No Target” if Athlete has not fired	9.10.5.4
Skeet – Cartridge Loading Sequence	9.10.2.4
Skeet – Competition Rules	9.10
Skeet – Conduct of a Round	9.10.1
Skeet - Interruption	9.10.2.5 c
Skeet – Irregular Trajectory	9.10.3.1
Skeet – Marker Tape	9.10.4.1
Skeet – Marker Tape Check	9.10.4.3
Skeet – Method	9.10.1.1
Skeet – Preparation Time Limit	9.10.2.1
Skeet – Procedures for Station 8	9.10.2.3
Skeet – Ready Position	9.10.4
Skeet – Refused Target	9.10.5.1
Skeet – Refused Target – Procedure by the Athlete	9.10.5.1 d
Skeet – Shooting out of turn	9.10.5.8
Skeet – Sighting / Aiming on the Ranges	9.10.2.6
Skeet – START	9.10.1 / 9.10.2
Skeet – Target Distances and Elevations – Jury Check	9.10.3
Skeet – Target Setting Distances, Angles and Elevations	9.10.3

Skeet – Target Shooting Sequence for Qualification Rounds	9.10.2.2
Skeet – Trial Targets	9.10.2.5
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	9.11.2.4
Squadding	9.11.2
Squadding – Composition	9.11.2.1
Squadding Draw	9.11.2.3
Squads – Shooting Order	9.11.2.5
Stop Command	9.2.5
Target Setting – Skeet Distances, Angles and Elevations	9.10.3
Targets – Regular / Irregular / Broken / Hit / Lost / Target	9.7
Team Results	9.14.5
Team Ties	9.14.5.1
Technical Violations	9.16.3
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 c
Three or more Tied Athletes for more than one Ranking Place	9.15.3.3
Ties (without Finals) – 4th Place and below	9.15.3.4
Ties (without Finals) – For the first three Places	9.15.3.3
Ties (without Finals) – Ties with Perfect Scores	9.15.3.2
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	9.15.3
Training	9.6.2
Training – Pre-Event (Official)	9.6.2.1
Training – Unofficial	9.6.2.2
Trap – “Lost” Targets	9.8.4.6
Trap – “No Target”	9.8.4.3
Trap – “No Target” – Responsibility of the Referee	9.8.4.3 a
Trap – “No Target” even if Athlete has fired	9.8.4.4
Trap – “No Target” if Athlete has not fired	9.8.4.5
Trap – Competition Rules	9.8
Trap – Conduct of a Round	9.8.1
Trap – Drawings and Tables	9.19

Trap – Horizontal Angles	9.19.1
Trap – Interruption – View of Targets	9.9.4
Trap – Irregular Trajectory	9.9.7.1
Trap – Jury Checks	9.9.6
Trap – Method	9.9.2
Trap – Mixed Team Event	6.20
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	9.9.3
Trap – Refused Target	9.8.4.2
Trap – Refused Target – Procedure by the Athlete	9.8.4.2
Trap – Setting Table	9.9.5
Trap – Target Distances, Angles and Elevations	9.8.5
Trap – Target Limits	9.8.2.3
Trap – Trap Setting Procedure	9.8.2.4
Trap – Trial Targets	9.9.6.1
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 Angels	9.19.1
Trap Ranges (Rule 6.4.18.4)	9.1.5
Trap Setting Tables (I - IX)	9.19.3
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	9.14.2.4
Warning (Yellow Card)	9.16.3 f
Warning issued by the Referee	9.5.5.5
Women’s Events/Men’s Events	9.1.4
Written Protests	9.17.3