



TRAP TEAM EVENT

Description of the format and of the competition rules

1. GENERAL

- a) Teams must consist of three athletes from the same nation, of the same gender. All team members should wear the same competition clothing with national colors and identification as per ISSF applicable Rules.
- b) In each Championship nations may enter a maximum of one (1) Team in each Team event, as per ISSF General Regulations.
- c) Team members may be changed for other athletes already registered in the Championship by latest 12:00 the day before the Team Competition.
- d) The Team event consists of two stages: **Qualification** and **Final**.

2. QUALIFICATION

- a) The Qualification is composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 75 X 3 = 225 targets.
- b) Team squadding will be done by a random draw. The three members of each Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) After the end of the Qualification, the teams will be ranked in descending order by the combined total results of the three (3) members of each team 75 X 3 = 225 targets, as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.
- d) If two or more teams are tied for any position from **1st to 4th place**, their qualification ranking must be decided by a shoot off as per section 4 below. In case of more than one shoot off, **lower position shoot offs** must be shot first, followed by higher position shoot offs.
- e) In case of tied scores, the ranking of **5th place and below**, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.
- f) The top four (4) teams will qualify to compete in the Final.
- g) Teams in places **1 and 2** will qualify for the **Gold/Silver Medal Match**.

h) Teams in places **3 and 4** will qualify for the **Bronze Medal Match**.

3. FINAL

- a) The Final consists of two (2) Medal Matches: The **Gold/Silver Medal Match** and the **Bronze Medal Match**.
- b) The four (4) teams which will qualify for the Final will be allocated new Bib numbers on the basis of their final qualification ranking and any eventual shoot-offs.
- c) The athletes of the team in place 1 will receive Bib numbers 1_1 , 1_2 and 1_3 . The athletes of the team in place 2 will receive Bib numbers 2_1 , 2_2 and 2_3 . The athletes of the team in place 3 will receive Bib numbers 3_1 , 3_2 and 3_3 and the fourth team will receive 4_1 , 4_2 and 4_3 .

d) Example of the Bib numbers of the Finalist teams:

$1_1, 1_2, 1_3$ $2_1, 2_2, 2_3$ $3_1, 3_2, 3_3$ $4_1, 4_2, 4_3$

- e) The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match, both on the Finals range.
- f) The athletes or their representatives (Coaches or Team Officials) of all teams that qualify in the Final (Medal Matches) must report for cartridge control, at the designated reporting area, **at least thirty (30) minutes** before the scheduled Starting Time of the Final (Bronze Medal Match). At this time the Jury will distribute also the Bib numbers.
- g) Each team Coach/Team Official will be responsible to assign the Bib numbers to each of his team members.
- h) The athletes of the 4 qualified Teams must report to the Finals Range **fifteen (15) minutes** before the Starting Time of the Final (Bronze Medal Match).
- i) The Jury must complete cartridge control and equipment checks during the reporting periods.
- j) A one-point (1) penalty will be deducted from the score of the first hit target of the first team athlete, if any team's cartridges are not presented for cartridge control 30 minutes before the start of the Final (BMM) or if any of the team members does not report 15 minutes before the Final (BMM). Any team that does not report before the Presentations will not be allowed to take part and will be awarded the 4th place if in BMM or the 2nd place if in GMM.
- k) In the Medal Matches each member of the two teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25 X 3 = 75 targets each team).

- l) During each series, the sequence of the fifteen (15) targets of each team, will be composed of one (1) left, one (1) right and one (1) center target from each station.
- m) The target shot by each member of each team, from each station, during one series, will be random (left, right or centre).
- n) In the 1st series the athletes of the team with the higher-ranking position (lower Bib number) will occupy shooting stations 1, 2 and 3 in Bib number order. The athletes of the 2nd team will occupy shooting stations 4, 5 and 6, also in Bib number order.
- o) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 5 targets (example: in the 2nd series the 2nd team will occupy stations 1, 2 and 3 and the 1st team will occupy stations 4,5 & 6 and so on).
- p) After each series of 5 targets the team with the higher number of hit targets out of the total score of 15 targets (3 athletes X 5 targets = 15), will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**.
- q) The points of each series will be carried forward to the next series.
- r) The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero.
- s) The first team to win six (6) points, will be the winner of the Match.
- t) If at the end of the 5th series the two teams have the same number of points 5:5, then, the winner will be decided by a shoot-off, as per section 4 below.

Shooting Procedures and Preparation Time Limits

- u) Only one (1) shot is permitted at each target (see ISSF Rules).
- v) An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START".
- w) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

4. SHOOT OFF PROCEDURES

Shoot offs after Qualification

- a) The starting positions of the teams in the shoot offs, after Qualification, will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first).
- b) Each team Coach must designate the shooting order of the three members of his team (who will shoot first, second and third). **The order of shooting between the members of the team must remain the same throughout the shoot-off.**
- c) In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the teams in the shoot-offs shall be determined by draw.
- d) Test fire and observation of targets (left & right from all 5 stations) before shooting will be allowed, according to ISSF Rules.

Shoot offs after Medal Matches

- a) The starting positions in the shoot offs after Medal Matches will be decided by the Bib number of each team (the team with the lower Bib number – higher qualifications ranking, will shoot first). The members of each team will shoot in Bib number order. **The order of shooting between the three members of each team must remain the same throughout the shoot off.**
- b) In the shoot offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting.

Shoot off Target Shooting Sequences and Procedures

- c) Shooting 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;
- d) The athlete to shoot first from the higher-ranking Team/Lower Bib number must stand behind station 1 and shoot at a left target followed by the second and third member of the team who should be lined up behind him. The athletes of the second ranked (third or fourth Team) must then do likewise and each shoot at a left target also. The Team with the lower number of hits out of the 3 shots (1+1+1=3) will be eliminated and will take the lower place.
- e) If the tie(s) is(are) not broken, the shoot off will continue on station 2 in the same order and sequence (but shooting at a right target) with the higher-ranking Team/Lower Bib number shooting first followed by the lower ranked Team(s). The shooting order of the athletes (who will shoot first, second and third) will remain the same throughout the shoot off.
- f) If still the tie(s) is(are) not broken the shooting sequence will continue on successive stations 3, 4, 5, 1, 2 and so on, until the tie(s) is(are) broken.
- g) Only one (1) shot is permitted at each target.

- h) Shoot off preparation time limits: 12 seconds
- i) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

5. TARGET OBSERVATION – PRESENTATION – TEST FIRE

- a) After reporting at the Finals Range the athletes of the Qualified Teams of the Bronze Medal Match will take their cartridges from the boxes (not the athletes of the Gold Medal Match). Then, all four (4) Qualified Teams will go to the shooting stations for aiming exercises and target observation.
- b) All the members of the Qualified Teams will be allowed to observe the targets.
- c) After target observation, the Qualified Teams of the Gold Medal Match will sit at the designated seating area. The athletes of the Qualified Teams of the Bronze Medal Match together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for Presentation.
- d) The Qualified Teams (athletes with Coaches or Team Officials) will enter the FOP one at a time in Bib number order and as each Team (the 3 athletes in Bib number order followed by the Coach/Team Official) enters the FOP the announcer will introduce them to the spectators – as they walk in. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- f) After presentation the members of each Team will take their shooting positions and test fire after which the Bronze Medal Match will start immediately.
- g) After completion of the Bronze Medal Match, the Qualified Teams of the Gold Medal Match will be allowed to take the cartridges from their boxes and get ready for presentation. They will then be presented in the same order as the Bronze Medal Match teams, together with the Coach/Team Official, the Jury member in Charge and the appointed Referee. After presentation the athletes will take their positions and test fire after which the Gold Medal Match will begin.

6. COACHING AND COACHING TIMEOUT

- a) During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per ISSF Shotgun Rules).
- b) In the Final (Medal Matches), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then, at the turn of that team's athlete(s) to

fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout.

- c) The Jury-Member-in-Charge must control the time.
- d) The Announcer may make commentary during the breaks.

7. MALFUNCTIONS

Malfunctions during Qualification

- a) Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12.
- b) During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.

Malfunctions during Medal Matches

- c) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.
- d) After the malfunction is corrected, the Medal Match must continue. If the athlete (team) withdraws then the remaining Team must be declared as the winner.
- e) A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot offs, whether or not there was an attempt to correct the malfunction.
- f) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

8. PROTESTS

Protests during Qualification

Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.17.

Protests during Medal Matches

- a) If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), the athlete must act immediately before the next athlete fires, by raising an arm and saying "ROTEST."
- 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.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "HIT," "LOST," "NO TARGET" or "IRREGULAR" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Team).
- e) The current ISSF VAR Rules will apply also.

9. PRESENTATION OF MEDALISTS

At the end of the GMM the Gold and Silver medal winners will be joined by the Bronze Medalists and assembled by the Jury Member in Charge, on the field of play for official photographs and announcements.

10. COMMENTATING

During the Final (Medal Matches), commentating (not more than 1 minute) will take place after each series of five targets is completed.

11. SPECIAL EQUIPMENT & FINALS OFFICIALS

Details can be found in section 9.18 of the ISSF Shotgun Rules.

12. FINALS MUSIC & SPECTATOR ACTIVITY

During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their favorite teams. The Technical Delegate should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the Final (Medal Matches).

13. TYPE OF CLAY TARGETS

Normal targets will be used in Qualification and flash targets will be used in the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.

14. IRREGULAR OR DISPUTED CASES

Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and the ISSF Shotgun Rules or any other relevant ISSF Rules.