

ISSF

**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

SHOTGUN RULES

FOR

TRAP

AUTOMATIC TRAP

DOUBLE TRAP

SKEET

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Effective 1st January 2005.



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NOTE: Where figures and tables contain specific information, these have the same authority as the numbered rules.



9.1.0 GENERAL

9.1.1 These Rules are part of the Technical Rules of the ISSF and apply to all Shotgun events.

9.1.2 All shooters, 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 shooter to comply with the rules.

9.1.3 When a Rule refers to right-handed shooters, the reverse of that Rule refers to left-handed shooters.

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.

9.2.0 SAFETY

9.2.0.1 SAFETY IS OF PARAMOUNT IMPORTANCE.

9.2.1 SAFETY REGULATIONS

9.2.1.1 ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised competitions. The safety of a shooting range depends to a large extent on local conditions, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee bears the responsibility for safety. Juries and Range officials, Team officials and shooters must be advised of any special regulations.

9.2.1.2 The safety of shooters, range personnel and spectators requires 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 jackets. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range officials to enforce discipline and the duty of shooters and team officials to assist in such enforcement.

9.2.1.3 In the interest of safety, a Jury Member or a range official may stop the shooting at any time. Shooters and team officials are obliged to notify them immediately of any situation that may be dangerous, or which may cause an accident.

9.2.1.4 No one except a Referee, Chief Range Officer, or Jury Member may handle a shooter's equipment, including the shotgun, without the shooter's permission, and then only in their presence and with their knowledge.

9.2.1.5 The Referee and the Assistant Referees, under the Jury's control, are responsible during a round for the application of the safety rules and the correct conduct of each of the rounds.



9.2.2 SHOTGUN SAFETY

9.2.2.1 Carrying Guns

9.2.2.1.1 To ensure safety, all shotguns even when empty must be handled with maximum care at all times:

9.2.2.1.2 conventional double barrel guns must be carried empty with the breech visibly open;

9.2.2.1.3 semi-automatic guns must be carried empty with the breech bolt visibly open and the muzzle pointed in a safe direction, up to the sky or down towards the ground only.

9.2.2.2 Guns not in Use

9.2.2.2.1 Shotguns not in use must be placed in a gun stand/rack, locked gun case, armory or other secure place.

9.2.2.3 Loading

9.2.2.3.1 All shotguns must be kept unloaded except on the shooting Station and only then after the command or signal “**START**” has been given.

9.2.2.3.2 Cartridges must not be placed in any part of the gun until the shooter is standing on the shooting Station, facing the traps with the gun pointed towards the target flight area, and after the Referee has given permission.

9.2.2.4 Gun Handling

9.2.2.4.1 The shooter must not turn from the shooting Station before his gun is empty and open. When shooting is interrupted, the gun must be opened and be made empty.

9.2.2.4.2 After the last shot and before placing the gun in a rack, armory etc. the shooter must ascertain and the Referee must verify before leaving the shooting Station, that there are no cartridges or cartridge cases in the chamber and/or magazine. If the verification does not take place, the shooter may be disqualified.

9.2.2.4.3 The handling of closed guns is prohibited when operating personnel are forward of the firing line.

9.2.3 AIMING

9.2.3.1 Aiming Exercises

9.2.3.1.1 Aiming exercises are permitted only on the nominated shooting Stations or in the designated areas, but then only with the permission of the Referee.

9.2.3.2 Aiming Prohibited

9.2.3.2.1 Aiming or shooting at another shooter's targets is prohibited.

9.2.3.2.2 Deliberately aiming or shooting at live birds or other animals is prohibited.



- 9.2.3.2.3** Aiming in any area other than that specified in Rule 9.2.3.1.1 is prohibited.
- 9.2.4** **“RELEASE” TRIGGERS**
- 9.2.4.1** The use of “Release” Triggers is prohibited.
- 9.2.5** **SHOOTING**
- 9.2.5.1** Shots may be fired only when it is the shooter's turn and the target has been thrown.
- 9.2.5.2** **Test Firing**
- 9.2.5.2.1** By permission of the Referee, test firing of guns (a maximum of two (2) shots) is permitted for each shooter on each day of competition immediately prior to the start of his first round of the day and before viewing of targets.
- 9.2.5.2.2** Test firing of guns is also permitted for each shooter prior to the start of the Finals or any shoot offs before or after the Finals, and before viewing of targets.
- 9.2.5.2.3** Test fired shots must not be fired into the ground within the shooting areas.
- 9.2.5.3** **Test Firing After Gun Repair**
- 9.2.5.3.1** Test firing of a shotgun after a gun repair must be arranged with the Referee or the Chief Range Officer.
- 9.2.6** **“STOP” COMMAND**
- 9.2.6.1** When the command or signal to **“STOP”** is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe.
- 9.2.6.2** No gun may then be closed until the order to continue has been given.
- 9.2.6.3** Shooting may only be resumed at the appropriate command or signal.
- 9.2.6.4** Any shooter who handles a closed gun after the **“STOP”** command has been given, without the permission of the Referee, may be disqualified.
- 9.2.7** **OTHER COMMANDS**
- 9.2.7.1** All commands at ISSF supervised competitions must be given in the English language.
- 9.2.7.2** The Referees or other appropriate range officials are responsible for giving the commands **“START”**, **“STOP”** and other necessary commands. The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.



9.2.8 EAR PROTECTION

9.2.8.1 All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection. Ear protectors incorporating any type of radio receiving device are not permitted.

9.2.9 EYE PROTECTION

9.2.9.1 All shooters are urged to wear shatterproof shooting glasses or similar eye protection.

9.3.0 RANGE AND TARGET STANDARDS

9.3.1 Detailed specifications for clay targets and shotgun ranges (Trap, Double Trap, Automatic Trap and Skeet) can be found in **Rules 6.3.2.8, 6.3.2.9 and 6.3.19.1 to 6.3.22.8**

9.4.0 GUNS, EQUIPMENT AND AMMUNITION

9.4.1 GENERAL

9.4.1.1 Any devices, ammunition or equipment not mentioned in these rules, or which are contrary to the spirit of the ISSF Regulations and Rules are not permitted.

9.4.1.2 Equipment Control

The Jury must implement a program of Equipment Control for inspecting guns and clothing.

9.4.1.3 The Jury has the right to examine any item of a shooter's equipment including clothing.

9.4.1.4 Team leaders are held equally responsible for their team members' proper use of equipment in accordance with these rules.

9.4.2 GUNS

9.4.2.1 All types of smooth-bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge. Guns of smaller gauges than 12 gauge may be used.

9.4.2.2 Slings

9.4.2.2.1 Slings or straps on guns are prohibited.

9.4.2.3 Magazine Guns

9.4.2.3.1 Guns with magazines must have the magazines blocked so that it is not possible to put more than one (1) cartridge in the magazine.

9.4.2.4 Changing Guns

9.4.2.4.1 Changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.



9.4.2.5 Compensators

9.4.2.5.1 The addition of compensators and similar such devices fitted to gun barrels is permitted for Skeet but prohibited in Trap, Double Trap and Automatic Trap shooting.

9.4.2.6 Ported Barrels

9.4.2.6.1 Ported barrels are acceptable provided the shooter has them inspected by the Jury prior to the start of the competition and they are found to meet ISSF requirements.

9.4.2.7 Optical Sights

9.4.2.7.1 All devices fitted to the gun, which have magnifying, light emitting forward lead displacement properties or give visual enhancement of the target, are prohibited.

9.4.3 AMMUNITION

9.4.3.1 Cartridge Specifications

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

9.4.3.1.1.1 case length after firing must not exceed 70 mm;

9.4.3.1.1.2 shot charge must not exceed 24.5 g;

9.4.3.1.1.3 pellets must be spherical in shape;

9.4.3.1.1.4 pellets must be made of lead, lead alloy or of any other ISSF approved material;

9.4.3.1.1.5 pellets must not exceed 2.6 mm in diameter;

9.4.3.1.1.6 pellets may be plated;

9.4.3.1.1.7 black powder, tracer, incendiary, or other specialty type cartridges are prohibited.

9.4.3.2 Dispersion Effect Changes

9.4.3.2.1 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.

9.4.3.3 Cartridge Inspection

9.4.3.3.1 The Referee or Jury Member may remove an unfired cartridge from the shooter's gun for inspection.

9.4.3.3.2 The Jury must implement a cartridge inspection program which must be designed to cause minimal interference to the shooting or shooters during the competition. However, a Jury member or the Referee may take for inspection a shooter's cartridges at anytime when the shooter is in the shooting area.



9.4.3.3.3 If a shooter uses guns or ammunition which are not in accordance with **Rules 9.4.2 and 9.4.3** the Jury may decide that all targets fired at with such guns or such ammunition may be scored as **“LOST”**.

9.4.3.3.4 If the Jury finds that the shooter has committed such a violation deliberately, it may disqualify him from the competition. If, however, the Jury finds that the shooter could not reasonably be aware of the fault and that he, through the fault, has attained no essential advantage, the Jury may decide not to impose a penalty.

9.5.0 COMPETITION OFFICIALS

9.5.1 GENERAL

9.5.1.1 All persons who are designated to serve as an official in ISSF competitions must possess a valid qualification appropriate to the level of the competition.

9.5.2 JURY

9.5.2.1 Before the competition starts

9.5.2.1.1 The Jury must ensure that the following conform to the ISSF regulations:

9.5.2.1.1.1 the ranges;

9.5.2.1.1.2 the targets are correctly set;

9.5.2.1.1.3 the organization of the competition.

9.5.2.2 During the competition

9.5.2.2.1 The function of the Jury is to:

9.5.2.2.1.1 supervise the competition;

9.5.2.2.1.2 advise and assist the Organizing Committee;

9.5.2.2.1.3 ensure the correct application of the shooting regulations;

9.5.2.2.1.4 check competitors' gun, ammunition and equipment;

9.5.2.2.1.5 check after a trap machine breakdown that the targets are set correctly;

9.5.2.2.1.6 deal with protests that are properly submitted;

9.5.2.2.1.7 enforce the “Sponsorship and Advertising”, “Commercial Markings on Shooter’s Clothing and Equipment” and “Special rules for Commercial Markings used on Shooter’s Clothing and Equipment” rules (see Sections 4.2.0, 4.3.0 and 4.4.0);

9.5.2.2.1.8 make decisions regarding penalties;

9.5.2.2.1.9 implement sanctions where appropriate;

9.5.2.2.1.10 make decisions in any and all cases which 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 The Chief Range Officer is appointed by the Organizing Committee. He should normally hold a valid ISSF Shotgun Referees or Judges License. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment. He is responsible for all technical and logistic issues with regard to preparation and proper conduct of a competition.

9.5.3.1.1 The Chief Range Officer performs all of the duties listed in **Rule 9.5.3.2** in close co-operation with the Technical Delegate, Jury, and Organizing Committee, Chief of Referees, the Classification Office and other staff members.

9.5.3.2 The duties of the Chief Range Officer, in general, are as follows:

9.5.3.2.1 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 championships events;

9.5.3.2.2 to give direction and supervise the preparation of auxiliary facilities such as gun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;

9.5.3.2.3 to give direction and supervise the preparation of clay targets for training and competition;

9.5.3.2.4 to provide special ("Flash") targets filled with colored powder for the Finals rounds and shoot-offs after the Finals;

9.5.3.2.5 to ensure that the traps are adjusted according to the settings of the day;

9.5.3.2.6 to ensure that all necessary range systems are functioning properly;

9.5.3.2.7 to ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the shooters, scorekeepers etc.);

9.5.3.2.8 to provide a metric scale which will weigh in decimals the shot charges and clay targets;

9.5.3.2.9 to provide instruments to check the dimensions of targets and shot;

9.5.3.2.10 to assist the Organizing Committee to prepare practice shooting schedules as well as shooting programs for the competition;

9.5.3.2.11 to assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;



9.5.3.2.12 to take decisions, with the Jury's agreement, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons;

9.5.3.2.13 instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4 CHIEF OF REFEREES

9.5.4.1 The Chief of Referees must be appointed by the Organizing Committee. He must possess a valid ISSF Shotgun Referees License or a valid ISSF Judges License and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.

9.5.4.2 The duties of the Chief of Referees, in general, are as follows:

9.5.4.2.1 to assist the Organizing Committee in the selection and appointment of the Referees;

9.5.4.2.2 to supervise the Referees and Assistant Referees;

9.5.4.2.3 to give instruction and information to the Referees and Assistant Referees;

9.5.4.2.4 to prepare the schedules and assignments for the Referees;

9.5.4.2.5 make decisions in conjunction with the Jury, such as when and on which ranges a competitor who had to leave his squad to repair a gun malfunction or was declared "**ABSENT**" may be permitted to complete his round (see **Rules 9.8.6.3.1-9.8.6.3.5**);

9.5.4.2.6 keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges.

9.5.5 REFEREES

9.5.5.1 The Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees.

9.5.5.2 All Referees must possess a valid ISSF Shotgun Referees License and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition. All Referees must have their required eye test certificate (see **S.6.0** of Guidelines for Shotgun Referees Licenses).

9.5.5.2.1 Their main function is to make immediate decisions regarding:

9.5.5.2.1.1 "**HIT**" targets;

9.5.5.2.1.2 "**LOST**" targets (and to give a distinct audible and visual signal for all "**LOST**" targets);

9.5.5.2.1.3 "**NO BIRDS**";

9.5.5.2.1.4 repeats;

9.5.5.2.1.5 irregular targets;



- 9.5.5.2.1.6 disabled guns or malfunctions;
- 9.5.5.2.1.7 other deviations from the rules.
- 9.5.5.3 If possible the Referee must call “**NO BIRD**” or give some other signal before the shooter fires. Irregular targets require an immediate and very accurate decision by the Referee.
- 9.5.5.3.1 The Referees are responsible also for the application of the safety rules and for the correct conduct of the competition on the ranges.
- 9.5.5.4 In all doubtful cases the Referee must consult the Assistant Referees before making a final decision.
- 9.5.5.5 **Warnings**
- 9.5.5.5.1 The Referee must give warnings of rule violations (Yellow Card) and must note such warnings on the official range score card. (see **Rules 9.13.3.4.1.1 - 9.13.3.4.1.5**)
- 9.5.5.6 **Penalties**
- 9.5.5.6.1 The Referee may not assess penalties or disqualifications which fall under the responsibility of the Jury.
- 9.5.6 **APPEALS AGAINST a REFEREE’S DECISION**
- 9.5.6.1 The Referee's decision may be appealed in matters concerning the interpretation and application of the Rules.
- 9.5.6.2 The Referee's decisions are final and no appeals are permitted in matters concerning “**HIT**”, “**LOST**” or **IRREGULAR** targets.
- 9.5.7 **ASSISTANT REFEREES**
- 9.5.7.1 The Referee must be assisted by two (2) or three (3) Assistant Referees (see **Rules 9.11.3.1.1.1; 9.11.3.3.1 and 9.11.3.4**) who are usually appointed in rotation from among the shooters and preferably from those who have fired in the previous squad.
- 9.5.7.2 All shooters must serve in this function when designated (see **Rule 9.5.7.7.1**).
- 9.5.7.3 The Organizing Committee may provide substitute qualified Assistant Referees when requested by the Chief of Referees.
- 9.5.7.4 The Referee may accept experienced substitutes.
- 9.5.7.5 **Duties**
- 9.5.7.5.1 The main duties of an Assistant Referee are:
- 9.5.7.5.1.1 to watch each target thrown;
- 9.5.7.5.1.2 to observe carefully whether a target is broken before the shot is fired;
- 9.5.7.5.1.3 to give, immediately after a shot, a signal if he considers a target is “**LOST**”;



- 9.5.7.5.1.4** if required, to mark the result of the Referee's decision of each shot on the official scorecard;
- 9.5.7.5.1.5** if asked, to advise the Referee on any other matters relating to the targets ;
- 9.5.7.6** Assistant Referees must be placed in such positions that they can observe the whole shooting area.
- 9.5.7.7** **Absent**
- 9.5.7.7.1** If a shooter has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by the Jury by the deduction of one (1) target from his final result for each such refusal (see **Rule 9.13.4.2.2**).
- 9.5.7.7.2** Continued refusals may result in disqualification from the competition. (see **Rule 9.13.5.2.7**)
- 9.5.7.8** **Advising the Referee**
- 9.5.7.8.1** The Referee must always make the final decision himself. 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.
- 9.6.0** **SHOOTING EVENTS and PROCEDURES**
- 9.6.1** **SCHEDULE**
- 9.6.1.1** **Events**
- 9.6.1.1.1** Shotgun events for major competitions are:
- 9.6.1.1.2** Trap, Double Trap and Skeet (Automatic Trap may be shot as a separate competition or in conjunction with the other Shotgun disciplines).
- 9.6.2** **TRAINING**
- 9.6.2.1** **Pre Event Training**
- 9.6.2.1.1** Pre Event Training must be provided for each event the day before the commencement of the official competition on the same ranges and the same make and color of targets as are to be used in the official competition. All such training must be scheduled fairly between those Nations present in order that no advantage is given.
- 9.6.2.2** **Unofficial Training**
- 9.6.2.2.1** All range availability prior to each day of Pre Event training is the responsibility of the Organizing Committee which must ensure that any such training must not be permitted to interfere with any of the scheduled competition events. All such training must be whenever possible scheduled fairly between those Nations present in order that no advantage is given.



9.6.3

SHOOTING PROGRAMS

9.6.3.1

The program for each event is:

Event	Number of Targets	
	Individual Men	Individual Women
Trap (in rounds of 25)	125 + Final	75 + Final
Automatic Trap (in rounds of 25)	125	75
Skeet (in rounds of 25)	125 + Final	75 + Final
Double Trap (in rounds of 50)	150 + Final	---
Double Trap (in rounds of 40)	---	120

9.6.4

COMPETITION PROGRAMS

9.6.4.1

Trap, Automatic Trap and Skeet

Individual Men and Junior Men:			
2 days	75+50 or	50+75 targets	
3 days	50+50+25 or	50+25+50 or	25+50+50 targets
Individual Women and Junior Women:			
1 day	75 targets		
2 days	50+25 or	25+50 targets	

9.6.4.2

Double Trap

Individual Men and Junior Men:			
1 day	150 targets		
2 days	100+50 or	50+100 targets	
Individual Women and Junior Women			
1 day	120 targets		
2 days	80+40 or	40+80 targets	

9.6.4.3

However, it is preferred to follow the programs 9.6.4.4 and 9.6.4.5.



9.6.4.4

Trap, Automatic Trap and Skeet

Individual Men and Junior Men:			
2 days	75+50 or	50+75 targets	
Individual Women and Junior Women:			
1 day	75 targets		

9.6.4.5

Double Trap

Individual Men and Junior Men:			
1 day	150 targets		
Individual Women and Junior Women			
1 day	120 targets		

9.6.5

EQUITY OF COMPETITION

9.6.5.1

In order to ensure fairness of competition, the Organizing Committee together with the Jury, must order the squads in such a way that each squad, during the competition, must if possible shoot:

9.6.5.1.1

each range in use the same number of times;

9.6.5.1.2

a particular setting the same number of times.

9.6.6

OTHER COMPETITION PROGRAMS

9.6.6.1

If none of these programs is considered suitable for a particular competition because of a very large entry, or for any other reason, then the Organizing Committee must apply to the ISSF for approval of their suggested alternative program well in advance of the date of the competition.

9.7.0

MATCH ADMINISTRATION

9.7.1

SHOOTING SCHEDULES

9.7.1.1

Shooters and Team Officials must be informed of the exact start time, the squad and range schedules, and allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition.

9.7.1.2

Shooters and team officials must be informed of the range schedules for training by 18:00 hours on the day before.

9.7.1.3

If it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately.



9.7.2 Replacement of a Shooter

9.7.2.1 If a shooter 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.

9.7.3 PROGRAM INTERRUPTIONS

9.7.3.1 Once shooting has been started it must continue without interruption according to the program, except for safety reasons, mechanical breakdown, poor lighting conditions, extreme weather conditions, or other enforced delays in the program that would seriously affect the equity of competition.

9.7.3.2 Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

9.7.4 SQUADDING

9.7.4.1 Squad Composition

9.7.4.1.1 A squad must be composed of six (6) members except when the drawing (see **Rule 9.7.4.2.1**) does not permit a totally even distribution.

9.7.4.1.2 Squads of less than five (5) are not permitted in ISSF supervised events except when a competitor is declared absent at the commencement of a round or a competitor has to leave a round for any reason.

9.7.4.2 Auxiliary Shooters

9.7.4.2.1 In ISSF supervised competitions, if the squad consists of less than five (5) members drawn by lot, it should be filled with non-competing shooters of a proficient standard.

9.7.4.2.2 These auxiliary shooters should have scores posted in the normal manner on the large range scoreboard and the official scorecard in order to provide continuity. However, their names and nationality must not be listed.

9.7.4.3 Squadding Draw

9.7.4.3.1 In ISSF supervised competitions, the drawing for the qualification rounds must be made so that the shooters of each country are distributed in such a way that no squad will contain more than one (1) shooter from each nation (except the World Cup Final and Olympic Games if necessary).

9.7.4.3.2 The allocation of shooters to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Technical Delegate(s). This may be done with a computer program suited for this purpose.



9.7.4.3.3 The random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s).

9.7.4.4 Squad Adjustments

9.7.4.4.1 The Jury in conjunction with the Organizing Committee and the approval of the Technical Delegate(s) may adjust the draw but only to ensure that the requirements of **Rules 9.7.4.3.1 and 9.7.4.5.1** are met.

9.7.4.5 Shooting Order

9.7.4.5.1 The shooting order of the squads and within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and members of each squad shoot in reverse order, or by splitting the squads.

9.8.0 MALFUNCTIONS

9.8.1 BARREL SELECTION

9.8.1.1 Where a shooter is using a double-barreled shotgun, it will be assumed that the shooter is firing the bottom barrel (or right hand barrel, in the case of a side-by-side) first, unless the shooter indicates to the Referee before each of his rounds that he intends otherwise.

9.8.2 PROCEDURE IN THE EVENT OF A MISFIRE OR MALFUNCTION

9.8.2.1 In the event of misfire due to any reason, the shooter must:

9.8.2.1.1 keep the gun pointed to the target flight area;

9.8.2.1.2 not open the gun;

9.8.2.1.3 not touch the safety catch;

9.8.2.1.4 hand the gun safely to the Referee for examination if asked;

9.8.2.1.5 answer any questions put by the Referee.

9.8.3 SPARE

9.8.4 DISABLED SHOTGUNS AND MALFUNCTIONS

9.8.4.1 Decisions on disabled shotguns or malfunctions must be made by the Referee.

9.8.4.2 A shotgun must be considered disabled if:

9.8.4.2.1 it cannot be fired safely;

9.8.4.2.2 it fails to eject due to a mechanical defect;

9.8.4.2.3 for any other reason that renders the gun unusable.

9.8.4.3 The following are **not** considered malfunctions:

9.8.4.3.1 faulty manipulation by the shooter;



- 9.8.4.3.2 failure to place a cartridge in the correct chamber of the gun.
- 9.8.5 **AMMUNITION MALFUNCTIONS**
- 9.8.5.1 Decisions on ammunition malfunctions must be made by the Referee.
- 9.8.5.2 The following are considered ammunition malfunctions when the firing pin indentation is clearly noticeable and:
- 9.8.5.2.1 the powder charge is not ignited;
- 9.8.5.2.2 only the primer fires ;
- 9.8.5.2.3 the powder charge is omitted;
- 9.8.5.2.4 some components of the load remain in the barrel.
- 9.8.5.3 Cartridges of the wrong size are not considered defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may subject the individual to penalties for careless gun handling).
- 9.8.6 **ACTIONS AFTER MALFUNCTIONS ARE DECLARED**
- 9.8.6.1 If the Referee decides that the disabled gun or malfunctioning of gun or ammunition is not the fault of the shooter, and that the gun is not repairable quickly enough, the shooter may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared disabled. **OR the shooter may,**
- 9.8.6.2 after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time determined by the Chief of Referees.
- 9.8.6.3 **Procedures for completing a Make up Round**
- 9.8.6.3.1 Trap
- 9.8.6.3.1.1 The shooter having been allocated a time and Range having the correct scheme, 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 shooter must then move onto the Station and shoot in the normal manner. After which he must shoot from the remaining Stations in order to complete the round.
- 9.8.6.3.2 Automatic Trap
- 9.8.6.3.2.1 The shooter having been allocated a time and Range having the correct scheme, must stand behind the Station to be shot and be shown a target, after which the Referee must give the command “**START**”. The shooter must then move onto the Station and shoot in the normal manner. After which he must shoot from the remaining Stations in order to complete the round.



9.8.6.3.3 Double Trap

9.8.6.3.3.1 The shooter having been allocated a time and Range having the correct scheme, must stand behind the Station to be shot and there be permitted to view a regular double, after which the Referee must give the command “**START**”. The shooter must then move onto 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.

9.8.6.3.4 Skeet

9.8.6.3.4.1 The shooter having been allocated a Range and time, must stand behind the Station to be shot and there be permitted to view a regular High and Low target, after which the Referee must give the command “**START**”. The shooter must then move onto 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.

9.8.6.3.5 Make up Round - Score Certification

9.8.6.3.5.1 The Referee must then ensure that the scores from the “make up” round and the original interrupted round are correctly totaled, signed by the shooter and the Referee, before the card is taken to the classification office.

9.8.7 **NUMBER OF MALFUNCTIONS PERMITTED**

9.8.7.1 The shooter is permitted a maximum of two (2) malfunctions per round whether or not he has changed his gun or ammunition.

9.8.7.2 All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared “**LOST**” whether or not the shooter attempted to fire.



9.9.0 RULES of CONDUCT – Team Officials, Coaches and Competitors

9.9.1 GENERAL

9.9.1.1 These Rules of conduct deal with the expected and required behavior by all team officials coaches and competitors, when present at an ISSF supervised competition.

9.9.2 TEAM LEADERS

9.9.2.1 Each team must have a Team Leader. If necessary a shooter may be appointed as a Team Leader.

9.9.2.2 The Team Leader must co-operate with range officials at all times in the interest of safety, efficient co-operation of the competition and good sportsmanship.

9.9.2.3 Team Leaders must be familiar with the Rules and the official training and competition programs.

9.9.2.4 A Team Leader is responsible for:

9.9.2.4.1 maintaining discipline within the team;

9.9.2.4.2 all official affairs concerning the team;

9.9.2.4.3 ensuring that his shooters present themselves at their shooting station at the proper time with proper equipment;

9.9.2.4.4 completing the necessary entries with accurate information and to submit them to the appropriate officials within the designated time limits;

9.9.2.4.5 checking the scores of his team members;

9.9.2.4.6 filing any written protests on behalf of the team;

9.9.2.4.7 checking preliminary and official bulletins, scores and receiving official information and requests and passing them on to team members.

9.9.3 COACHING

9.9.3.1 Coaching is not permitted in ISSF supervised competitions while the shooter is in the shooting area.

9.9.3.2 Coaches and other team officials are not permitted inside the shooting areas, except that the Jury may invite a team official to a seating area placed within the shooting area for a “Finals” or “shoot-off” after the Finals only.

9.9.3.3 If a team official wishes to speak with a team member in the shooting area, the team official must not contact the shooter directly or talk with the shooter. The team official must obtain permission from the Referee or Jury Member, who will call the shooter off the shooting area.



9.9.4 COMPETITORS

9.9.4.1 Clothing

9.9.4.1.1 It is the responsibility of the competitor to appear on the ranges dressed in a dignified manner appropriate to a public event.

9.9.4.1.2 Sports trousers, training (warm-up) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are allowed. Sneakers, sandals or any other similar footwear without strap or full support at the heel, without a medical certificate are not allowed.

9.9.4.1.3 Shorts which have the bottom of the leg not more than 15cm above the center of the knee cap are allowed.

9.9.4.1.4 Shirts, T-shirts and similar garments without sleeves are not permitted.

9.9.4.1.5 During the Award or other Ceremonies the athletes are required to present themselves in their official national uniform or national tracksuits (tops and bottoms). All team members must be dressed in the same way.

9.9.4.1.6 Eligibility

9.9.4.1.6.1 ALL SHOOTERS MUST ALSO COMPLY with the ISSF Eligibility and Sponsorship Rules (SECTION 4 of the "Official Statutes Rules and Regulations"). This Section covers the rules to compete in ISSF supervised competitions and such matters as: Emblems, Sponsorship, Advertising and Commercial Marking of Clothing together with Controls and Sanctions.

9.9.4.2 Bib (Start) Numbers

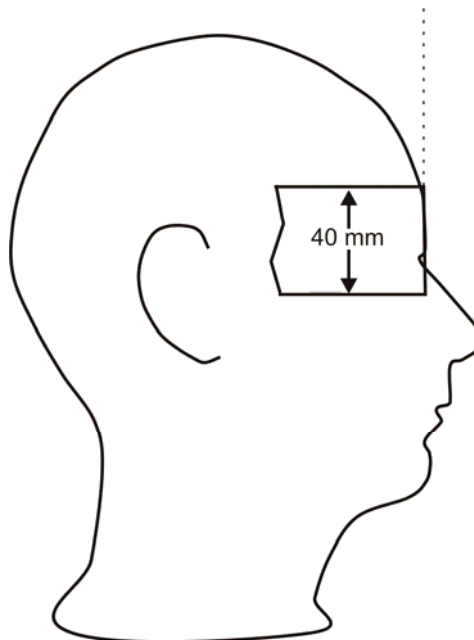
9.9.4.2.1 Bib (Start) Numbers must be worn by all shooters, on their backs and above the waist, at all times while participating in official training or competition. If the Bib (Start) Number is not worn, the shooter may not commence/continue. The Bib (Start) Number must display the allocated number as large as possible but should not be less than 20 mm high (see Rule 6.9.3).

9.9.4.2.2 The IOC abbreviation of the nation of the shooter and the name and first initial in Latin letters must be displayed (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib (Start) Number.



- 9.9.4.3** **Side Blinders** attached to the hat, cap, shooting glasses, or to a head band, not exceeding 40 mm deep are permitted. These blinders should not extend further forward than to a line from the center of the forehead.

9.9.4.3.1



- 9.9.4.4** **Ready to Shoot**

- 9.9.4.4.1** It is the responsibility of the shooter to be present on the proper Station at the proper time, with all necessary equipment and ammunition to complete the round, and ready to shoot.

- 9.9.4.5** **Mobile Telephones**

- 9.9.4.5.1** The use of mobile telephones, walkie-talkies or similar devices by competitors, coaches and team officials within the competition area or in hearing distance of the competition area, is prohibited. **All mobile telephones must be switched OFF.**

- 9.9.4.6** **Electronic Devices**

- 9.9.4.6.1** Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited within hearing of the competition area during competitions and official training.

- 9.9.4.7** **Smoking**

- 9.9.4.7.1** Smoking is prohibited on the ranges and in the official spectator area.

- 9.10.0** **TARGETS – Regular, Irregular, Broken, Hit, Lost and No Birds**

- 9.10.1** **REGULAR TARGET**

- 9.10.1.1** A regular target is one (1) whole target called by the shooter and released according to the Rules.



9.10.1.2 A regular double is two (2) whole targets called by the shooter and released simultaneously according to the Rules.

9.10.2 IRREGULAR TARGET

9.10.2.1 An irregular target is a target that is not thrown according to the Rules.

9.10.2.2 An irregular double occurs when:

9.10.2.2.1 one (1) or both of the targets are irregular;

9.10.2.2.2 the targets are not thrown simultaneously;

9.10.2.2.3 only one (1) target emerges;

9.10.2.2.4 either target emerges “broken”.

9.10.3 “BROKEN” TARGET

9.10.3.1 A “broken” target is any target which is not whole in accordance with **Rule 6.3.2.8 and 6.3.2.9**.

9.10.3.2 A “broken” target is a **“NO BIRD”** target and must always be repeated.

9.10.4 “HIT” TARGET

9.10.4.1 A target is declared as **“HIT”** when a regular target is thrown and hit according to the Rules within the shooting boundaries and at least one (1) visible piece is broken from it. A target that is only “dusted” but from which no visible piece is seen is not a **“HIT”**.

9.10.4.2 Where “flash” (powder filled) targets are being used, a target must also be declared as **“HIT”** when there is visible emergence of powder after a shot is fired.

9.10.4.3 All decisions regarding **“HIT”**, **“LOST”**, **IRREGULAR** or **“NO BIRD”** targets rest finally with the Referee.

Note: It is prohibited to pick up a clay target from the range to determine whether or not it was hit.

9.10.5 “LOST” TARGET(S)

9.10.5.1 A target(s), must be declared **“LOST”** when:

9.10.5.1.1 it is not hit during its flight within the shooting boundaries;

9.10.5.1.2 it is only “dusted” and no visible piece is broken from it;

9.10.5.1.3 the shooter 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 shooter from firing;

9.10.5.1.4 the shooter is not able to fire the gun for any reason attributable to the fault of the shooter;



- 9.10.5.1.5** the shooter is not able to fire because he has not released the "safety", the "safety" has slipped to "safe" or has forgotten to load;
- 9.10.5.1.6** in the case of a semi-automatic, the shooter has failed to release the stop on the magazine;
- 9.10.5.1.7** after a malfunction the shooter has opened the gun or has touched the safety before the Referee has examined the gun;
- 9.10.5.1.8** it is the third or subsequent malfunction in the same round.
- 9.10.5.2** **Additional Rules Applying to "Lost" Targets**
- 9.10.5.2.1** **Trap:** see Rules 9.14.9 and 9.14.8.3
- 9.10.5.2.2** **Automatic Trap:** see Rules 9.15.8 and 9.15.7.3
- 9.10.5.2.3** **Double Trap:** see Rules 9.16.10 and 9.16.9.3
- 9.10.5.2.4** **Skeet:** see Rules 9.17.15 and 9.17.14.3
- 9.10.6** **"NO BIRDS"**
- 9.10.6.1** A **"NO BIRD"** is irrelevant to the competition and must always be repeated.
- 9.10.6.2** The Referee must if possible call **"NO BIRD"** before the shooter fires, but if he calls **"NO BIRD"** after the shooter fires a **"NO BIRD"** must be declared regardless of whether the targets were hit or not.
- 9.10.6.3** After a **"NO BIRD"** is declared the shooter may open the gun and reposition himself.
- 9.10.6.4** **Additional Rules Applying to "NO BIRDS"**
- 9.10.6.4.1** **Trap:** see Rules 9.14.7, 9.14.8.1 and 9.14.8.2
- 9.10.6.4.2** **Automatic Trap:** see Rules 9.15.6, 9.15.7.1 and 9.15.7.2
- 9.10.6.4.3** **Double Trap:** see Rules 9.16.8, 9.16.9.1 and 9.16.9.2
- 9.10.6.4.4** **Skeet:** see Rules 9.17.13, 9.17.14.1 and 9.17.14.3
- 9.11.0** **CLASSIFICATION and SCORING PROCEDURES**
- 9.11.1** **CLASSIFICATION OFFICE**
- 9.11.1.1** It is the duty of the Classification Office prior to the competition to:
- 9.11.1.1.1** prepare score cards for each squad;
- 9.11.1.1.2** ensure that the proper score card is with the correct squad on the correct range.
- 9.11.1.2** It is the duty of the Classification Office after each round to:
- 9.11.1.2.1** receive and check the totals of the targets hit and verify results;
- 9.11.1.2.2** tabulate scores;



- 9.11.1.2.3** post preliminary scores on the public bulletin board immediately;
- 9.11.1.2.4** if any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.
- 9.11.1.3** It is the duty of the Classification Office at the conclusion of the shooting each day to:
- 9.11.1.3.1** total the official scores within the shortest possible time;
- 9.11.1.3.2** prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s) ;
- 9.11.1.3.3** prepare and publish an accurate final results bulletin immediately;
- 9.11.1.3.4** at the close of any applicable protest period publish, as soon as possible, the correct final results lists (These should contain the full family name, full first name, without abbreviations, Bib (Start) numbers and the IOC abbreviations of the shooter's Nation. See 6.7.2.9.1).
- 9.11.1.4** It is the duty of the Organizing Committee and the Technical Delegate must ensure that on the last day of each event one (1) copy of the official results of the event immediately after it has been verified is sent to the ISSF Secretariat by Fax or e-mail (see 6.7.3).
- 9.11.1.5** It is the duty of the Organizing Committee and the Technical Delegate must ensure, that within three (3) days after the conclusion of the competition three (3) copies of the verified official results lists for each event are sent to the ISSF Secretariat (see 6.7.4).
- Note:** The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of 12 months after the conclusion of the competition.
- 9.11.2 SCORING PROCEDURES**
- 9.11.2.1** Scoring is done officially on each range for each round of 25 targets (Double Trap 25 doubles for Men or 20 doubles for Women).
- 9.11.2.2** In ISSF supervised competitions the individual scores must be kept on each range by two (2) separate persons, these are usually those Assistant Referees required to be side judges.
- 9.11.2.2.1** One person must maintain a permanent official scorecard.
- 9.11.2.2.2** The second person must maintain a manual visible scoreboard. Except that where an electronic visible scoreboard is used, it must be maintained by the Referee (see **Rules 9.11.3.1 and 9.11.3.2**).



9.11.3 VISIBLE SCOREBOARDS

9.11.3.1 Ranges with Electronic Visible Scoreboards

9.11.3.1.1 The Referee must control the operation of the electronic visible scoreboard:

9.11.3.1.1.1 two (2) or three (3) other persons must be appointed as Assistant Referees as follows:

9.11.3.1.1.2 the first person, usually the appointed Assistant Referee, must be in suitable position at the rear of the firing line to maintain a permanent official scorecard;

9.11.3.1.1.3 the second person, again usually an appointed Assistant Referee must be positioned near the electronic scoreboard to act as a side judge and ensure that the scores are being shown correctly and to advise the Referee immediately if a score is incorrectly registered.

9.11.3.2 Electronic Visible Scoreboard Errors

9.11.3.2.1 If at any stage the electronic visible scoreboard should display an incorrect score, the Referee must stop the shooting and with minimum delay take whatever action is required to correct it.

9.11.3.2.2 If for any reason, it is not possible to correct the display, the following action will be taken:

9.11.3.2.2.1 the official scorecard must be examined and verified up to the point where the electronic visible scoreboard failed;

9.11.3.2.2.2 then, if possible, to substitute quickly a manual visible scoreboard, enter the scores upon it up to the point of failure and continue the round (see **Rule 9.14.3.2, 9.15.3.2, 9.16.6.3 or 9.17.6.3**).

9.11.3.2.3 If it is not possible to substitute a manual visible scoreboard then a second 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 of Referees.

9.11.3.2.4 In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the side referee appointed by the Chief of Referees, must prevail.

9.11.3.3 Ranges with Manual Visible Scoreboards

9.11.3.3.1 Three (3) persons must be appointed as Assistant Referees, as follows:

9.11.3.3.1.1 the first person must be positioned at the rear of the firing line to maintain a permanent official scorecard;

9.11.3.3.1.2 the second person must act as a side judge and also maintain the visible manual scoreboard;



- 9.11.3.3.1.3** the third person must act as a side judge on the side opposite the visible manual scoreboard and also to check that the scores shown on it are being registered correctly.
- 9.11.3.4** Each scorer must mark the card or board independently based on the decisions given by the Referee.
- 9.11.3.4.1** 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 Classification Office.
- 9.11.3.5** The scores shown on the large score board must prevail if there are unresolved differences.
- 9.11.4** **SCORE CERTIFICATION**
- 9.11.4.1** When a round has been completed and the results have been compared and read aloud, the Referee and each shooter must sign or initial the score card so that it can be returned to the Classification Office quickly.
- 9.11.4.2** Failure by the shooter to sign the card before it leaves the range eliminates all rights to protest other than a score erroneously totaled or transferred from the score cards.
- 9.11.5** **RESULTS**
- 9.11.5.1** **Individual Events**
- 9.11.5.1.1** For each shooter the results of each round must be recorded legibly on official scorecards.
- 9.11.5.1.2** At the end of the event the total of targets hit by each individual shooter in the Qualification rounds, the Final and any shoot offs must be entered and the scores ranked in descending order (for **TIES** see **Rules 9.12.1 – 9.12.3**).
- 9.11.5.2** **Team Event**
- 9.11.5.2.1** Scores of each team member must be recorded and the number of targets hit by all the members of each team in each of the Qualification rounds must be totaled and the team's scores ranked in descending order (for **TIES** see **Rule 9.12.4**).
- 9.11.5.3** The official final results bulletin must contain the following:
- 9.11.5.3.1** the score of each of the Qualification rounds;
- 9.11.5.3.2** the total of all of the Qualification rounds;
- 9.11.5.3.3** the score achieved in the Finals;
- 9.11.5.3.4** the total of the Qualification rounds + the score of the Finals round where applicable;
- 9.11.5.3.5** the scores achieved in any shoot-offs. However, these must not be added to the totals.



9.12.0 TIES and SHOOT-OFFs

9.12.1 COMPETITIONS WITH FINALS

9.12.1.1 Ties in Olympic events for men and women (specified in **Article 3.2 General Regulations**) and other competitions with Finals will be decided according to the following Rules.

9.12.1.2 Ties before the Finals

9.12.1.2.1 If there are tied scores within the first six (6) shooters, after the qualification rounds, then to determine the order in which such shooters must shoot in the Finals; the “**Count Back**” rule must apply (see **Rule 9.12.2**).

9.12.1.3 If the ties cannot be broken according to the “**Count Back**” rule (see **Rule 9.12.2**) i.e. two or more shooters have perfect scores, the Jury will decide the shooting order for these shooters by drawing of lots.

9.12.1.4 When there are more than six (6) eligible for the Finals because of tied scores, i.e. more tied shooters than corresponding places, these ties must be broken by a shoot off in accordance with **Rules 9.12.5 and 9.12.6** (Trap), **9.12.7**(Automatic Trap), **9.12.8** (Double Trap) or **9.12.9** (Skeet).

9.12.1.5 Whenever possible, tie shooting before Finals should take place on a range other than that to be used for the Finals.

9.12.1.6 After a shoot off to determine the six (6) participants in the Finals, the shoot off result will decide the ranking of all shooters who participated in this shoot off. Any remaining shooters with the same shoot off result must have their rankings determined according to the “**Count Back**” rule (see **Rule 9.12.2**).

9.12.1.7 Individual scores ranking 7th place and below, not decided by a shoot off (see **Rule 9.12.1.6**) must be listed in ranking order according to the Qualification Result. If two (2) or more shooters have equal scores then their ranking must be decided according to the “**Count Back**” rule.

9.12.1.8 Ties after the Finals

9.12.1.8.1 Any ties remaining after the Finals for the first six (6) places will be decided by shoot off according to the following:

9.12.1.8.1.1 starting positions will be decided by lot, drawn by the Jury;

9.12.1.8.1.2 when several shooters are tied for more than one (1) ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) shooters tied for fifth place (places 5 and 6), they will all shoot off on the same range to determine the individual ranking;

9.12.1.8.1.3 the tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken.



- 9.12.1.8.1.3.1** However, if four (4) or more shooters are tied for more than one (1) ranking place (e.g. four (4) shooters tied for places 2, 3, 4, 5) and two (2) or more of these shooters miss their respective target(s), these shooters must leave their Stations and wait, together with their shotguns (safely empty and open), within an area indicated by the Referee.
- 9.12.1.8.1.4** The tied shooters remaining must continue their shoot-off for the highest ranking position until the ties are broken.
- 9.12.1.8.1.5** Only when this shoot-off is completed shall any other tied shooters shoot-off for the next lower ranking position. When the shoot-off for the next lower ranking position resumes, the tied shooters must retain their original starting places.
- 9.12.1.8.1.6** This procedure will then continue as necessary in order to determine all the required rankings.
- 9.12.1.8.1.7** In the case where one (1) shooter of the tied group breaks the tie, he shall be allocated the higher ranking and must retire, leaving the remaining tied shooters to continue to shoot-off until all their ties are broken and their rankings determined.
- 9.12.1.9** Any shooter who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot off and will automatically be given the lower place in the shoot off using his qualification score and his result in the final.
- 9.12.1.10** **Olympic Games Quota Places**
- 9.12.1.10.1** When quota places for the Olympic Games can be obtained, and two (2) or more shooters have equal scores, ties will be broken according to Rules 9.12.1.6 and 9.12.1.7.
- 9.12.2** **“COUNT BACK” RULE**
- 9.12.2.1** Any ties to be broken by this method must be operated as follows:
- 9.12.2.1.1** the scores of the last round of 25 targets (Double Trap 25 doubles for men or 20 doubles for women) must be compared. The winner is the shooter with the highest score in that round;
- 9.12.2.1.2** in the 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;
- 9.12.2.1.3** if the results of all the rounds are still equal, ties must be decided by counting forward from the first target of the last round (and if necessary, the next to the last round etc.) until a “zero” (0) is found .The shooter with the most hits in succession before the zero will be given the higher place.



9.12.3 COMPETITIONS WITHOUT FINALS

9.12.3.1 Individual Ties

9.12.3.1.1 Ties in non-Olympic events and categories and other competitions without Finals will be decided as follows.

9.12.3.2 Ties with perfect scores

9.12.3.2.1 These will not be broken but will share first place with the same rank. The next rank is appropriately numbered. The names must be listed in order according to the Latin alphabet (family names).

9.12.3.3 Ties for the first six (6) places

9.12.3.3.1 These must be decided by a shoot off.

9.12.3.3.1.1 starting positions will be decided by lot, drawn by the Jury;

9.12.3.3.1.2 when several shooters are tied for more than one ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) shooters tied for fifth place (places 5 and 6), they will all shoot off on the same range to determine the individual ranking;

9.12.3.3.1.3 the tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken (but see **Rules 9.12.1.8.1.3.1 to 9.12.1.8.1.7**). All tied shooters will be ranked according to the score from the shoot off series.

9.12.3.4 Ties for 7th place and below

9.12.3.4.1 Individual tied scores ranking 7th place and below, not decided by a shoot-off must be ranked according to the **"Count Back"** rule (see Rule 9.12.2).

9.12.4 TEAM TIES

9.12.4.1 If two (2) or more teams have the same scores, ranking must be decided by the combined score of the team members in the last round of targets, then by the next to the last round, etc. until the tie is broken.

9.12.5 SHOOT-OFFS

9.12.5.1 Before "Finals"

9.12.5.1.1 Shoot-offs before Finals must be conducted on standard targets.

9.12.5.2 After "Finals"

9.12.5.2.1 Shoot-offs after Finals must be conducted on "flash" targets.



9.12.5.3 Start Times

9.12.5.3.1 Shoot offs before Finals should be started within a maximum of thirty (30) minutes after regular shooting is completed (see **Rule 9.12.5.4 and 9.12.5.5**).

9.12.5.3.2 If the shoot off time is not announced in advance, the shooters involved must remain in touch with the Jury, whether personally or through their Team Leader in order to be **READY** to shoot when the shoot off is called.

9.12.5.3.3 Shoot offs after Finals must commence immediately after the end of the Finals.

9.12.5.4 Any shooter who is not in his assigned position and ready to shoot at the official starting time 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.

9.12.5.5 Shoot Off Preparation Time

9.12.5.5.1 After the Referee has given the signal to **START**, or after the preceding shooter has fired at a regular target, a shooter must take position, load his gun and call for the target, or double, within twenty (20) seconds.

9.12.5.5.2 In case of non-compliance with this time limit the penalties of **Rule 9.13.3.4.1.2** will be applied.

9.12.6 SHOOT-OFF PROCEDURE for TRAP

9.12.6.1 All tied shooters will in turn, one behind the other, starting on Station 1, and shoot at a regular target in the order decided by the Jury by drawing of lots.

9.12.6.2 **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.

9.12.6.3 The first shooter must always be permitted to see the target to be shot on every Station, before he shoots (the target to be seen, must be released from the trap machine by the Referee, before the shooter moves on to the station). Each shooter in the shoot-off must receive a target from the same machine.

9.12.6.4 After the Referee declares "**START**" the first shooter must load only one (1) cartridge and shoot at the target. He must then leave the Station and go to stand a **minimum of 1 meter 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 shooter.

9.12.6.4.1 All shooters remaining in the tie must in turn do likewise.

9.12.6.4.2 The first shooter must not move on to a Station until the Referee commands "**START**".



- 9.12.6.5** If a shooter loads two (2) cartridges and fires a second shot, the target must be declared "**LOST**" whether or not it was "**HIT**" by either of the shots.
- 9.12.6.6** The shooter(s) who miss their target on the respective Station are the losers and must retire.
- 9.12.6.7** All those who remain tied must move on to the next Station and will continue until all ties are broken.
- 9.12.7** **SHOOT-OFF PROCEDURE FOR AUTOMATIC TRAP**
- 9.12.7.1** All tied shooters will in turn, one behind the other, starting on Station 1, shoot at a regular target in the order decided by the Jury by drawing of lots.
- 9.12.7.2** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.
- 9.12.7.3** At Station one (1) only, the shooters must be permitted to view a trial target.
- 9.12.7.4** After the Referee declares "**START**" the first shooter must load only one (1) cartridge and shoot at the target. He must then leave the Station and go to stand **a minimum of 1 meter 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 shooter.
- 9.12.7.4.1** All shooters remaining in the tie must in turn do likewise.
- 9.12.7.4.2** The first shooter must not move on to a Station until the Referee commands "**START**".
- 9.12.7.5** If a shooter loads two (2) cartridges and fires a second shot, the target must be declared "**LOST**" whether or not it was "**HIT**" by either of the shots.
- 9.12.7.6** The shooter(s) who miss their target on the respective Station are the losers and must retire.
- 9.12.7.7** All those who remain tied must move on to the next Station and will continue until all ties are broken.
- 9.12.8** **SHOOT-OFF PROCEDURE for DOUBLE TRAP**
- 9.12.8.1** 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.
- 9.12.8.2** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.
- 9.12.8.3** At Station 1 only, the shooters must be permitted to see one (1) regular double, before the first shooter shoots.



- 9.12.8.4** 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 meter 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 shooter.
- 9.12.8.4.1** All shooters remaining in the tie must in turn do likewise.
- 9.12.8.4.2** The first shooter must not move on to a Station until the Referee commands “**START**”.
- 9.12.8.5** The shooter(s) who miss the most number of targets on the respective Station are the losers and must retire.
- 9.12.8.6** This process will continue until all the ties are broken.
- 9.12.9** **SHOOT-OFF PROCEDURE for SKEET**
- 9.12.9.1** Before the shoot off starts, the first shooter must stand **immediately behind** Station 4 and be permitted to see one (1) regular double.
- 9.12.9.2** All tied shooters will then shoot in turn on Station 4 in the order that will be decided by the Jury by drawing of lots.
- 9.12.9.2.1** **Safety Note:** No shooter must place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.
- 9.12.9.3** After the Referee declares “**START**” the first shooter 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 shooters who have yet to shoot.
- 9.12.9.3.1** All shooters in the tie must in turn do likewise.
- 9.12.9.4** The shooter(s) who miss the most number of targets after each double are the losers and must retire.
- 9.12.9.5** All those who are still tied must remain and the first shooter 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 shooters who have yet to shoot.
- 9.12.9.5.1** All shooters in the tie must in turn do likewise.
- 9.12.9.6** If any ties remain unbroken, this procedure of shooting at a regular double and a reverse double must continue until all results are determined.



9.13.0 RULE VIOLATIONS, PENALTIES, PROTESTS and APPEALS

9.13.1 Rule Violations

9.13.1.1 The Jury, the Chief of Referees and the Referees will generally determine upon three (3) main classes of infringements or violations of the Rules:

9.13.1.1.1 “Open” – unconcealed;

9.13.1.1.2 “Technical” - minor rule infringements;

9.13.1.1.3 “Concealed” - deliberate or very serious breaches of the rules or of safety.

9.13.1.2 The Jury must be responsible for examining and deciding the degree of penalty to be imposed for all reported violations, other than those not imposed automatically from within these Rules.

9.13.2 “WARNING”, “DEDUCTION” AND “DISQUALIFICATION” CARDS

9.13.2.1 Each card will measure approximately 70 x 100mm with the word “**Warning**”, “**Deduction**” or “**Disqualification**” printed upon it.

9.13.2.2 When any of these cards are shown they must be accompanied by the command “Warning”, “Deduction” or “Disqualification” as appropriate, in a manner that leaves no doubt in the offender’s mind of the meaning of the action taken.

9.13.2.3 **It is NOT necessary to show a WARNING card prior to the issue of any DEDUCTION or DISQUALIFICATION card.**

9.13.3 WARNING (YELLOW CARD)

9.13.3.1 "Open" violations

9.13.3.1.1 **In the case of initial “open” violations of the Rules, such as:**

9.13.3.1.1.1 dress code irregularity;

9.13.3.1.1.2 unnecessary interruption of the shooting;

9.13.3.1.1.3 coaching during the competition;

9.13.3.1.1.4 unauthorized intrusion into the competition area;

9.13.3.1.1.5 unsportsmanlike conduct;

9.13.3.1.1.6 deliberate attempt to evade the spirit of the rules;

9.13.3.1.1.7 any other incident which requires that a warning be issued.

9.13.3.1.2 An official WARNING (Yellow Card) indicated on the relevant scorecard, by a Jury Member, Chief of Referees or Referee, will first be given so that the shooter, coach or team official may have the opportunity to correct the fault.



- 9.13.3.2** If a shooter does not correct the indicated fault within the stipulated time, penalties will be imposed under **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**
- 9.13.3.3** 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 shooter may be penalized under **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**
- 9.13.3.4 "Technical" violations**
- 9.13.3.4.1** In the case of initial **"technical" violations**, during a competition round namely:
- 9.13.3.4.1.1** foot fault;
- 9.13.3.4.1.2** exceeding the time limit allowed to take the shot;
- 9.13.3.4.1.3** in Skeet, the shooter's **READY** position is not according to Rule 9.17.10;
- 9.13.3.4.1.4** in Skeet, except on Station 8, the shooter opens the gun between the two (2) single shots on the same Station;
- 9.13.3.4.1.5** following or pointing with the gun at a 'slow' or 'fast' pull target without shooting.
- 9.13.3.4.1.6** An official WARNING (YELLOW CARD) indicated on the relevant scorecard, will be shown to any offending shooter by a Referee.
- 9.13.3.4.1.7** Any deductions made by the Referee (GREEN CARD) for any second or subsequent occurrences in a round for any of the violations listed must be indicated on the scorecard before the card is sent to the Classification Office.
- 9.13.4 DEDUCTION (GREEN CARD)**
- 9.13.4.1** Deduction of targets for other offences imposed by at least two (2) of the Jury, must be taken from the round in which the offence occurred.
- 9.13.4.2** Deduction of one (1) target must be given in each instance for:
- 9.13.4.2.1** impeding another shooter in an unsportsmanlike manner;
- 9.13.4.2.2** failure to be present, or provide a suitable substitute, when required to act as an Assistant Referee;
- 9.13.4.2.3** if when asked to give an explanation for an incident, a shooter consciously and knowingly gives false information.



9.13.4.3 Uncompleted Round

9.13.4.3.1 Deduction of all remaining targets in the round must be given by a majority of the Jury in instances when a shooter leaves the range without completing the round and without the permission of the Referee.

9.13.4.4 Absent Shooter

9.13.4.4.1 If a shooter is not present on the range when his name is checked with the scorecard, the Referee must have the shooter's Bib (Start) number and name called out loudly three (3) times within one (1) minute. If the shooter does not appear by the end of that minute the Referee must declare him "**ABSENT**" loudly.

9.13.4.5 From the moment that the shooter is declared "**ABSENT**" he must not be allowed to join the squad and shooting must begin without him.

9.13.4.6 "Make up" Round

9.13.4.6.1 A competitor who is declared "**ABSENT**" must present himself to the Chief of Referees before the squad has finished that round, and request permission to shoot the missed round. Failure to do so may result in disqualification from the competition.

9.13.4.6.2 The shooter will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) targets from the make up round. (but see **Rule 9.13.4.7.1**)

9.13.4.7 Exceptional Circumstances

9.13.4.7.1 If a shooter arrives late for a competition 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 program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be deducted.

9.13.5 DISQUALIFICATION (RED CARD)

9.13.5.1 Disqualification may be imposed by a majority decision of the Jury.

9.13.5.2 Disqualification of a shooter, (or the banning of a team official or coach from the shooting ranges) may be given for:

9.13.5.2.1 serious breaches of safety and violations of the safety rules;

9.13.5.2.2 handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);

9.13.5.2.3 handling of a loaded gun after a "**STOP**" command has been given;



- 9.13.5.2.4** repetition of incidents that have already been the subject of a warning or deduction;
- 9.13.5.2.5** deliberate use of cartridges not in accordance with ISSF rules to obtain advantage;
- 9.13.5.2.6** deliberate abuse of any team or range official;
- 9.13.5.2.7** continued refusal by a shooter to act as an Assistant Referee;
- 9.13.5.2.8** deliberate failure to shoot a previously missed round;
- 9.13.5.2.9** consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases;
- 9.13.5.2.10** cases where violations are deliberately concealed.
- 9.13.6.3** **DISQUALIFICATION IN FINALS**
- 9.13.6.3.1** If a shooter is disqualified for any reason during a Final he will be ranked as last of the participating finalists but will retain his qualification score in the published results.
- 9.13.7** **PROTEST DOCUMENTATION**
- 9.13.7.1** The Organizing Committee must supply **printed forms** for use in submitting written protests (copies of Annex “P” to Article 3.12.3.7).
- 9.13.7.2** Copies of all decisions in response to written protests and appeals must be forwarded by the Organizing Committee or the Technical Delegate(s), to the ISSF Secretary-General together with the Final Report and results lists for review by the ISSF Technical Committee.
- 9.13.7.3** **PROTEST FEES**
- 9.13.7.3.1** Protests US\$ 25.00 or its local equivalent.
- 9.13.7.3.2** Appeals US\$ 50.00 or its local equivalent.
- 9.13.7.3.3** The fee for the matter in question must be returned if the protest/appeal is upheld or will be retained by the Organizing Committee if the appeal is denied.
- 9.13.8** **RIGHT OF PROTEST**
- 9.13.8.1** Any shooter or team official has the right to protest regarding an aspect of the competition, decision or action, immediately and verbally to a competition official, Range Officer, Referee or Jury Member. Such protests may be submitted on the following matters:
- 9.13.8.1.1** that the ISSF Regulations or Rules were infringed;
- 9.13.8.1.2** that the competition program was not followed;



- 9.13.8.1.3** disagreement with a decision or action by any competition official or Jury Member (except that only the shooter concerned may query a decision by the Referee on a **“HIT”** or **“LOST”** target at which the shooter has fired).
- 9.13.8.1.4** a shooter was impeded or disturbed by;
- 9.13.8.1.4.1** another shooter;
- 9.13.8.1.4.2** a competition official;
- 9.13.8.1.4.3** spectators;
- 9.13.8.1.4.4** the media;
- 9.13.8.1.4.5** other persons or causes.
- 9.13.9** **DISAGREEMENT WITH A REFEREE’S DECISION**
- 9.13.9.1** **Action by Shooter**
- 9.13.9.1.1** If a shooter disagrees with a Referee’s decision regarding a particular target, a protest must be initiated immediately before the next shooter fires, by raising an arm and saying **“PROTEST”**.
- 9.13.9.1.2** The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.
- 9.13.9.2** **Action by a Team Official**
- 9.13.9.2.1** If a Team Official is not satisfied with the final decision of the Referee, except for **“HIT”**, **“LOST”** 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 shooter is continuing under protest.
- 9.13.9.2.2** The protest must be resolved by the Jury.
- 9.13.10** **ACTION TO BE TAKEN BY COMPETITION OFFICIALS RECEIVING A PROTEST**
- 9.13.10.1** Competition officials, Referees, Range Officers and Jury Members must consider verbal protests immediately. They may take immediate action to correct the situation or refer the protest to the full Jury for decision. In such cases, a Range Officer, Referee or Jury Member may stop the shooting temporarily if necessary.
- 9.13.11** **PROTESTS TO THE JURY**
- 9.13.11.1** Protests to the Jury may be made verbally or in writing. Written protests must be accompanied by the Appropriate Protest Fee payable in accordance with **Rules 9.13.7.3.1 - 9.13.7.3.3**.
- 9.13.11.2** Any shooter or team official who does not agree with the action or decision taken on a verbal protest may protest in writing to the Jury.



9.13.11.3 Any shooter or team official also has the right to submit a written protest without making a verbal protest.

9.13.11.4 All protests must be submitted not later than thirty (30) minutes after the conclusion of the round in which the incident in question occurred.

9.13.11.5 Written protests must be decided by a **majority of the Jury**.

9.13.12 Appeals

In the event of a **disagreement with a Jury decision**, the matter may be appealed to the Jury of Appeal. Such appeals must be submitted in writing by the Team Leader or a representative not later than one (1) hour after the Jury decision has been announced. In special circumstances, the time for submitting appeals may be extended up to 24 hours by decision of the Jury of Appeal. Such decision can postpone the victory ceremony for the event under appeal.

9.13.12.1 **The decision of the Jury of Appeal is final.** The penalty may be reduced or increased

9.14.0 COMPETITION RULES for TRAP

9.14.1 CONDUCT OF A ROUND OF TRAP

9.14.1.1 The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station (see **Rule 6.3.19.5**).

9.14.1.2 The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular target and the result is known.

9.14.1.3 The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, viewing of targets etc.) give the command **"START"**.

9.14.2 METHOD

9.14.2.1 When the first shooter is **READY** to fire, he must raise the gun to the shoulder and call clearly **"PULL"**, **"LOS"**, **"GO"**, or some other signal or command, after which the target must be thrown at once (see **Rule 9.15.2.2**). When the result of the shot(s) is known the second shooter must do likewise, followed by the third shooter and so on.

9.14.2.2 When the shooter 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.

9.14.2.3 Two (2) shots may be fired at each target. Except in the "Finals" round and any shoot offs before and after a "Finals" when only one (1) cartridge must be loaded (see **Rule 9.12.6**).



- 9.14.2.4** After shooter No. 1 has fired at a regular target he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular target. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.
- 9.14.2.4.1** This whole sequence must continue until all shooters have each shot at 25 targets.
- 9.14.2.5** Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.
- 9.14.2.6** A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular target and a result is registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb the shooters who are on the line as he passes by (see **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION.**).
- 9.14.2.7** All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION.**).
- 9.14.2.8** No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or official.
- 9.14.2.9** At the conclusion of the round all shooters in the squad must remain on their shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.
- 9.14.3 TIME LIMIT**
- 9.14.3.1** A shooter must take position, close the gun and call for the target within ten (10) seconds after the previous shooter has fired at a regular target and the result is registered or after the Referee has given the signal to **START**.
- 9.14.3.1.1** In case of non-compliance with this time limit, the penalties provided in **Rule 9.13.3.4** will be applied.
- 9.14.3.2 Interruption**
- 9.14.3.2.1** If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of a shooter, before the competition resumes the squad must be allowed to view one (1) regular target from each machine in the group on which the interruption occurred.



9.14.4 TARGET DISTANCES, ANGLES and ELEVATIONS

9.14.4.1 Trap Setting Tables

9.14.4.1.1 Each trap machine must be set before the start of the competition each day to one (1) of Trap Setting Tables I – IX drawn by lot, under the supervision of the Technical Delegate and the Jury.

9.14.5 PREFERRED SPECIAL SETTINGS FOR THE TRAP EVENT

9.14.5.1 TWO (2) DAY COMPETITION (75 + 50)

	1 st DAY	2 nd DAY
	75 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)	Changed - but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed - but same setting for ranges 1 and 3 and new but different - same setting for ranges 2 and 4

9.14.5.1.1 OR TWO (2) DAY COMPETITION (50 + 75)

	1 st DAY	2 nd DAY
	50 Targets	75 Targets
3 Ranges	Same setting for all ranges	Changed but different setting for each range
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed but same setting for all ranges

9.14.5.2 THREE (3) DAY COMPETITION (50 + 50 + 25)

	1 st DAY	2 nd DAY	3 rd DAY
	50 targets	50 targets	25 targets
3 Ranges OR	Same setting for all ranges	3 settings (different setting for each range)	
3 Ranges OR	Same setting for all ranges	Changed – but same setting for all ranges	Changed – but same setting for all ranges
4 Ranges OR	Same setting for ranges 1 and 3 and different - but same setting for ranges 2 and 4	Changed – but same setting for all ranges	Changed – but same setting for all ranges
4 Ranges	Different setting for each range		Changed – but same setting for all ranges



9.14.5.2.1

OR THREE (3) DAY COMPETITION (50 + 25 + 50)

	1 st DAY	2 nd DAY	3 rd DAY
	50 targets	25 targets	50 targets
3 Ranges	3 settings (different setting for each range)		Changed – but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed – but same setting for all ranges	Changed – but same setting for ranges 1 and 3 and different - but same setting for ranges 2 and 4

9.14.5.2.2

OR THREE (3) DAY COMPETITION (25 + 50 + 50)

	1 st DAY	2 nd DAY	3 rd DAY
	25 targets	50 targets	50 targets
3 Ranges	3 settings (different setting for each range)		Changed – but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed – but same setting for ranges 1 and 3 and different - but same setting for ranges 2 and 4	Changed – but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4

9.14.5.3

TWO (2) or THREE (3) DAY COMPETITION

5 Ranges	5 settings (different setting for each range)
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9.14.5.3.1

Note: If the above special settings are used, then the squads must be ordered in such a way that each squad, must shoot:

9.14.5.3.1.1

each range in use the same number of times;

9.14.5.3.1.2

a particular setting the same number of times (see **Rule 9.6.5**)

9.14.5.4

If the Organizing Committee together with the Jury, decide that the Trap competition for any group of shooters (e.g.: Men, Women or Juniors) is to be conducted on only one (1) separate range, the settings must be changed after all shooters in this group have completed fifty (50) targets (except in the World Cup Final competition).

9.14.5.5

Jury Check

9.14.5.5.1

Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.



9.14.5.6 Target Limits

9.14.5.6.1 Each target must be thrown according to the chosen schemes in Tables I – IX and within the following limits:

9.14.5.6.1.1 height at 10 m; 1.5 m to 3.5 m with a tolerance of 0.5 m (viz; 1 m minimum to 4 m maximum);

9.14.5.6.1.2 angle; maximum 45 degrees left or right;

9.14.5.6.1.3 distance 76 m +/- 1 m (as measured from the front edge of the pit roof).

9.14.5.7 Trap Setting Procedure

9.14.5.7.1 Each machine must be set to throw the target as follows:

9.14.5.7.1.1 adjust angle to the zero (0) degrees, straight forward, position;

9.14.5.7.1.2 measure height at 10m forward of the front edge of trap pit roof;

9.14.5.7.1.3 adjust spring tension and height to obtain the required elevation and distance;

9.14.5.7.1.4 adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap pit roof.

9.14.5.8 Trial Targets

9.14.5.8.1 After the traps have been adjusted and approved by the Jury each day, before the start of the competition one (1) trial target must be thrown from each machine in sequence.

9.14.5.8.2 Trial targets may be observed by the shooters.

9.14.5.9 All shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

9.14.5.10 Irregular Trajectory

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

9.14.6 REFUSED TARGET

9.14.6.1 A shooter may refuse a target if:

9.14.6.1.1 a target is not released immediately after the shooter's call (see Note);

9.14.6.1.2 the shooter is visibly disturbed;

9.14.6.1.3 the Referee agrees that the target was irregular.

9.14.6.1.4 **Note:** Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. **Rule 9.13.3.4.1.5** will apply.



9.14.6.2 Procedure by Shooter

9.14.6.2.1 The shooter refusing a target must indicate this by changing his position, opening the gun and raising an arm. The Referee must then give his decision.

9.14.7 “NO BIRD”

9.14.7.1 A “**NO BIRD**” target is one which is not thrown according to these Rules.

9.14.7.2 The “**NO BIRD**” decision is always the Referee's responsibility.

9.14.7.3 A target declared “**NO BIRD**” by the Referee must always be repeated from the same trap (whether hit or not). However the shooter may not refuse it even if he considers that it was thrown from another machine in the same group.

9.14.7.4 A Referee should attempt to call “**NO BIRD**” before the shooter fires. However, if the Referee calls “**NO BIRD**” as, or after the shooter has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was “**HIT**” or not.

9.14.7.5 A “NO BIRD” target must be declared EVEN IF THE SHOOTER HAS FIRED when:

9.14.7.5.1 a “broken” or irregular target emerges;

9.14.7.5.2 a target of a distinctly different color from that of the others being used in the competition or official training is thrown;

9.14.7.5.3 two (2) targets are thrown;

9.14.7.5.4 the target is thrown from a machine in another group;

9.14.7.5.5 a shooter shoots out of turn;

9.14.7.5.6 another shooter fires at the same target;

9.14.7.5.7 the Referee is satisfied that the shooter, after calling for the target, was visibly disturbed by some external cause;

9.14.7.5.8 the Referee detects an initial violation of the shooter's foot position in a round (YELLOW CARD) (see **Rule 9.13.3.4.1.1**);

9.14.7.5.9 the Referee detects an initial violation of the time limit (YELLOW CARD) (see **Rule 9.13.3.4.1.2**);

9.14.7.5.10 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);

9.14.7.5.11 the shot is discharged involuntarily before the shooter has called for the target (however, if the shooter then fires at the target with the second shot, the result must be scored);



- 9.14.7.5.12** the first shot is a miss and the shooter's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and 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"**.
- 9.14.7.6** A **"NO BIRD"** target must be declared **PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.14.7.6.1** a target is thrown before the shooters call;
- 9.14.7.6.2** a target is not released immediately after the shooter's call (see Note);
- 9.14.7.6.3** a target's trajectory is irregular (see Note);
- 9.14.7.6.4** there is an allowable malfunction of gun or cartridge;
- 9.14.7.6.5** the shooter's first shot misfires due to a malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored.
- 9.14.7.6.6** **Note:** Unless the Referee calls **"NO BIRD"** before, as, or immediately after the shooter 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 shooter fires the result must be recorded.
- 9.14.8** **SIMULTANEOUS DISCHARGE**
- 9.14.8.1** A **"NO BIRD"** must not be declared when two (2) shots are discharged simultaneously.
- 9.14.8.2** The target upon which the simultaneous discharge occurred must be scored **"LOST"** or **"HIT"** according to the result.
- 9.14.8.3** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1. or 9.8.6.2.**
- 9.14.9** **"LOST" TARGET**
- 9.14.9.1** A target must be declared **"LOST"** when:
- 9.14.9.1.1** it is not **"HIT"** (see **Rule 9.10.4**) during its flight;
- 9.14.9.1.2** it is only "dusted" and no visible piece is broken from it;
- 9.14.9.1.3** a shooter, for no permitted reason, does not shoot at a regular target for which he has called;
- 9.14.9.1.4** after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun;
- 9.14.9.1.5** a shooter suffers a third or subsequent malfunction of gun or cartridge in the same round;



- 9.14.9.1.6** the first shot is a miss and the shooter fails to fire his second shot because he forgot to place a second cartridge in the gun, 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;
- 9.14.9.1.7** the shooter is not able to fire his gun because he has not released the safety or has forgotten to load;
- 9.14.9.1.8** the time limit is violated and the shooter has been warned once already (YELLOW CARD) in the same round (see **Rule 9.13.3.4.1.2 and 9.13.3.4.1.7**);
- 9.14.9.1.9** the shooter's foot position is violated and the shooter has been warned once already (YELLOW CARD) in the same round (see **Rule 9.13.3.4.1.1 and 9.13.3.4.1.7**).
- 9.15.0** **COMPETITION RULES for AUTOMATIC TRAP**
- 9.15.1** **CONDUCT OF A ROUND OF AUTOMATIC TRAP**
- 9.15.1.1** The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station. (see **Rule 6.3.20.2**).
- 9.15.1.2** The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular target and the result is known.
- 9.15.1.3** The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, viewing of targets etc.) give the command "**START**".
- 9.15.2** **METHOD**
- 9.15.2.1** When the first shooter is **READY** to fire, he must raise the gun to the shoulder and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the target must be thrown at once. When the result of the shot(s) is known the second shooter must do likewise, followed by the third shooter and so on.
- 9.15.2.2** When the shooter 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.
- 9.15.2.3** Two (2) shots may be fired at each target. Except in any shoot offs when only one (1) cartridge must be loaded (see **Rule 9.12.7**).
- 9.15.2.4** After shooter No. 1 has fired at a regular target he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular target. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.



- 9.15.2.4.1** This whole sequence must continue until all shooters have each shot at 25 targets.
- 9.15.2.5** Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.
- 9.15.2.6** A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular target and a result is registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb shooters who are on the line as he passes by (**Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION**).
- 9.15.2.7** All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION**).
- 9.15.2.8** No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or match officials.
- 9.15.2.9** At the conclusion of the round all shooters in the squad must remain on their last shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.
- 9.15.3 TIME LIMIT**
- 9.15.3.1** A shooter must take position, load the gun and call for the target within ten (10) seconds after the shooter to the left has fired at a regular target and the result is registered or after the Referee has given the signal to **START**.
- 9.15.3.1.1** In case of non compliance with this time limit, the penalties provided in **Rule violations 9.13.3.4** will be applied.
- 9.15.3.2 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 a shooter, before the competition resumes the squad must be allowed to view one (1) regular target.
- 9.15.4 TARGET DISTANCES, ANGLES and ELEVATIONS**
- 9.15.4.1 Jury Check**
- 9.15.4.1.1** Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.
- 9.15.4.2** The settings must be re-checked prior to each day's shooting.
- 9.15.4.3 Trap Setting Procedure**
- 9.15.4.3.1** The trap machine must be set as follows:



- 9.15.4.3.1.1** adjust angle to the zero (0) degrees straight forward, position;
- 9.15.4.3.1.2** adjust elevation of trap to throw the target at a height of 2m at a distance of 10m from front edge of trap pit roof;
- 9.15.4.3.1.3** adjust trap to obtain the required distance of 76 m \pm 1 m (as measured from the front edge of the pit roof) keeping the target height at 2m;
- 9.15.4.3.1.4** set the correct angles equally right and left 30° minimum to 45° maximum and vertical limits 1.5 m to 3.5 m (+/- 0.1 m) (see **Rule 9.19.1**).
- 9.15.4.4** **Trial Targets**
- 9.15.4.4.1** After the trap has been adjusted and approved by the Jury one (1) trial target must be thrown.
- 9.15.4.4.2** Trial targets may be observed by the shooters.
- 9.15.4.5** All shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.
- 9.15.4.6** **Irregular Trajectory**
- 9.15.4.6.1** Any target flying along a path other than that specified in angle, elevation or distances must be considered irregular.
- 9.15.5** **REFUSED TARGET**
- 9.15.5.1** A shooter may refuse a target if:
- 9.15.5.1.1** a target is not released immediately after the shooter's call (see Note) ;
- 9.15.5.1.2** the shooter is visibly disturbed;
- 9.15.5.1.3** the Referee agrees that the target was irregular;
- 9.15.5.1.4** **Note:** Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. **Rule violations 9.13.3.4.1.5** will apply.
- 9.15.5.2** **Procedure by Shooter**
- 9.15.5.2.1** The shooter refusing a target must indicate this by changing his position, opening the gun and raising an arm. The Referee must then give his decision.
- 9.15.6** **"NO BIRD"**
- 9.15.6.1** A **NO BIRD** target is one which is not thrown according to these Rules.
- 9.15.6.2** The **"NO BIRD"** decision is always the Referee's responsibility.
- 9.15.6.3** A target declared **"NO BIRD"** by the Referee must always be repeated (whether hit or not)



- 9.15.6.4** A Referee should attempt to call **“NO BIRD”** before the shooter fires. However, if the Referee calls **“NO BIRD”** as, or after the shooter has fired, the Referee’s decision must stand and the target must be repeated regardless of whether the target was **“HIT”** or not.
- 9.15.6.5** **A “NO BIRD” must be declared EVEN IF THE SHOOTER HAS FIRED** when:
- 9.15.6.5.1** a “broken” or irregular target emerges;
 - 9.15.6.5.2** a target of a distinctly different color from that of the others being used in the competition or official training is thrown;
 - 9.15.6.5.3** two (2) targets are thrown;
 - 9.15.6.5.4** a shooter shoots out of turn;
 - 9.15.6.5.5** another shooter fires at the same target;
 - 9.15.6.5.6** the Referee is satisfied that the shooter, after calling for the target, was visibly disturbed by some external cause;
 - 9.15.6.5.7** the Referee detects an initial violation of the shooter’s foot position in a round (see **Rule 9.13.3.4.1.1**) ;
 - 9.15.6.5.8** the Referee detects an initial violation of the time limit (see **Rule 9.13.3.4.1.2**) ;
 - 9.15.6.5.9** 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) ;
 - 9.15.6.5.10** the shot is discharged involuntarily before the shooter has called for the target (however, if the shooter then fires at the target with the second shot, the result must be scored) ;
 - 9.15.6.5.11** the first shot is a miss and the shooter's second shot misfires due to malfunction of either the gun or the cartridge. In this case the target 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”**.
- 9.15.6.6** **A “NO BIRD” must be declared PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.15.6.6.1** a target is thrown before the shooters call;
 - 9.15.6.6.2** a target is not released immediately after the shooter’s call (see Note) ;
 - 9.15.6.6.3** a target’s trajectory is irregular (see Note) ;
 - 9.15.6.6.4** there is an allowable malfunction of gun or cartridge;
 - 9.15.6.6.5** the shooter's first shot misfires due to a malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored;



- 9.15.6.6.6** **Note:** Unless the Referee calls “**NO BIRD**” before, as, or immediately after the shooter 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**” an alleged “**SLOW PULL**” or a deviation from the prescribed lines of flight. Otherwise if the shooter fires the result must be recorded
- 9.15.7** **SIMULTANEOUS DISCHARGE**
- 9.15.7.1** A “**NO BIRD**” **must not** be declared when two (2) shots are discharged simultaneously.
- 9.15.7.2** The target upon which the simultaneous discharge occurred must be scored “**LOST**” or “**HIT**” according to the result.
- 9.15.7.3** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1 or 9.8.6.2.**
- 9.15.8** **“LOST” TARGET**
- 9.15.8.1** A target must be declared “**LOST**” when:
- 9.15.8.1.1** it is not “**HIT**” (see **Rule 9.10.4**) during its flight;
- 9.15.8.1.2** it is only “dusted” and no visible piece is broken from it;
- 9.15.8.1.3** a shooter, for no permitted reason, does not shoot at a regular target for which he has called;
- 9.15.8.1.4** after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun;
- 9.15.8.1.5** a shooter suffers a third or subsequent malfunction of gun or cartridge in that round;
- 9.15.8.1.6** the first shot is a miss and the shooter fails to fire his second shot because he forgot to place a second cartridge in the gun, 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;
- 9.15.8.1.7** the shooter is not able to fire his gun because he has not released the safety or has forgotten to load.
- 9.15.8.1.8** the time limit is violated and the shooter has been warned once already in the same round. (see **Rule violations 9.13.3.4.1.2**);
- 9.15.8.1.9** the shooter's foot position is violated and the shooters has been warned once already in the same round. (see **Rule Violations 9.13.3.4.1.1**)



9.16.0 RULES for DOUBLE TRAP

9.16.1 CONDUCT OF A ROUND OF DOUBLE TRAP

9.16.1.1 The squad members with sufficient ammunition and all equipment necessary to complete the round must, in the order shown on the scorecard, each occupy a shooting Station (see **Rule 6.3.21.2.6**).

9.16.1.2 The sixth shooter must stand in the marked area behind Station 1 ready to move to Station 1 as soon as the first shooter has shot at a regular double and the results are known.

9.16.1.3 The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, viewing of targets etc.) give the command "**START**".

9.16.2 METHOD

9.16.2.1 When the first shooter is **READY** to fire, he must raise the gun to his shoulder and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the double must be thrown.

9.16.2.2 When the shooter has called for the targets they must be released within an indefinite period varying randomly from zero (0) to a maximum of one (1) second (see **Rule 9.16.4.2**).

9.16.2.3 After shooter No. 1 has fired at a regular double he must prepare to move to Station 2 as soon as the shooter on Station 2 has fired at a regular double. The other shooters in the squad must, on their Stations, do likewise in rotation from left to right.

9.16.2.3.1 This whole sequence must continue until all shooters have each shot at the required number of doubles.

9.16.2.4 Once the round has started a shooter may close the gun only after the previous shooter has completed his turn.

9.16.2.5 A shooter having shot, must not leave the Station before the shooter on the right has fired at a regular double and the results are registered, except when the shooter has completed shooting on Station 5. In this case, he must proceed immediately to Station 1 (6) being careful not to disturb the shooters who are on the line as he passes by (see **Rules 9.13.4 DEDUCTION or 9.13.5 DISQUALIFICATION**).

9.16.2.6 All guns must be carried open when moving between Stations 1 and 5, and must be carried open and unloaded when moving from Station 5 to Station 1 (6) (see **Rule 9.13.5.2.1 DISQUALIFICATION**).

9.16.2.7 No shooter having shot on one Station may proceed toward the next Station in such a way as to interfere with another shooter or match officials.



9.16.2.8 At the conclusion of the round all shooters in the squad must remain on their last shooting Station until the last shooter has completed his turn. They must each then sign the score sheet before leaving the shooting area.

9.16.3 TIME LIMIT

9.16.3.1 A shooter must take position, load the gun and call for the double within ten (10) seconds after the shooter to the left has fired at a regular double and the results are registered or after the Referee has given the signal to **START**.

9.16.3.1.1 In case of non compliance with this time limit, the penalties provided in **Rule violations 9.13.3.4** will be applied.

9.16.4 TIMER

9.16.4.1 The traps must be operated by an electrical-mechanical or an acoustic-mechanical device which is so installed as to allow the operator to see and hear the shooters.

9.16.4.2 For all ISSF supervised competitions an automatic timer must be used. This device must allow for the release of the targets within an indefinite period varying randomly from instant release up to a maximum of one (1) second after the shooter has called for the target (see **Rule 6.3.21.2.5**).

9.16.4.3 The release device must be so constructed that only one (1) button, switch or relay is be used to release the double.

9.16.5 TARGET DISTANCES, ANGLES and ELEVATIONS

9.16.5.1 Trap Setting Table

9.16.5.1.1 Each trap machine must be set before the start of the competition each day according to the following table. These settings must be examined, approved and sealed by the Shotgun Jury after each setting.

9.16.5.1.1.1

Setting	Trap No.	Angle (degrees)	Height at 10m (+/- 0.1m)	Distance
A	7 (1)	5 Left (max)	3.0 m	55 m +/-1m (as measured from the front edge of the pit roof)
	8 (2)	0 (+/- 1)	3.5 m	
B	8 (2)	0 (+/- 1)	3.5 m	
	9 (3)	5 Right (max)	3.0 m	
C	7 (1)	5 Left (max)	3.0 m	
	9 (3)	5 Right (max)	3.0 m	

9.16.5.1.1.2 the angles between trap machines 7- 8 or 8-9 must not exceed five (5) degrees and between trap machines 7-9 must not exceed ten (10) degrees.



9.16.5.2 All shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

9.16.5.3 Irregular Trajectory

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

9.16.5.4 Double Trap “Finals” Setting

9.16.5.4.1 Setting “C” must be used for all Double Trap “Finals” and all shoot-offs before and after the Finals. It is important that the height of both targets is exactly the same.

9.16.6 VIEWING of TARGETS

9.16.6.1 Jury Check

9.16.6.1.1 After the traps have been adjusted and approved by the Jury and before the beginning of each round or resetting of the traps, one (1) trial double must be thrown.

9.16.6.1.2 Trial targets may be observed by the shooters.

9.16.6.2 The settings must be re-checked prior to each day's shooting.

9.16.6.3 Interruption

9.16.6.3.1 If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of a shooter, before the competition resumes the squad must be allowed to view one (1) regular double.

9.16.7 REFUSED DOUBLE

9.16.7.1 A shooter may refuse a double if:

9.16.7.1.1 it is not released within the proper time, zero (0) to one (1) second after the shooter's call;

9.16.7.1.2 both targets are not released simultaneously;

9.16.7.1.3 the shooter is visibly disturbed;

9.16.7.1.4 the Referee agrees that either target was irregular.

9.16.7.1.5 **Note:** Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. **Rule violations 9.13.3.4.1.5 will apply.**

9.16.7.2 Procedure by Shooter

9.16.7.2.1 The shooter refusing a target must indicate this by changing his position, opening the gun and raising an arm. The Referee must then give his decision.

9.16.8 “NO BIRDS”

9.16.8.1 A “**NO BIRDS**” double occurs when either target or both targets are not thrown according to these Rules.



- 9.16.8.2** The “**NO BIRDS**” decision is always the Referee’s responsibility.
- 9.16.8.3** A double declared “**NO BIRDS**” by the Referee must always be repeated whether either target or both targets were “**HIT**” or not.
- 9.16.8.4** A Referee should attempt to call “**NO BIRDS**” before the shooter fires. However, if the Referee calls “**NO BIRDS**” as, or immediately after the shooter has fired, the Referee’s decision must stand and the double must be repeated regardless of whether either target or both targets were “**HIT**” or not.
- 9.16.8.5** “**NO BIRDS**” must be declared and a repeat double thrown to determine the result of both shots, **EVEN IF THE SHOOTER HAS FIRED**, when:
- 9.16.8.5.1** a “broken” or irregular target emerges;
 - 9.16.8.5.2** a target of a distinctly different color from that of the others being used in the competition or official training is thrown;
 - 9.16.8.5.3** a single target is thrown;
 - 9.16.8.5.4** a target is thrown from the wrong trap;
 - 9.16.8.5.5** both targets are not released simultaneously;
 - 9.16.8.5.6** fragments from the first target break the second target;
 - 9.16.8.5.7** the targets collide;
 - 9.16.8.5.8** a shooter shoots out of turn;
 - 9.16.8.5.9** another shooter fires at the same double;
 - 9.16.8.5.10** both shots are fired simultaneously;
 - 9.16.8.5.11** the Referee is satisfied that the shooter, after calling for the targets, was visibly disturbed by some external cause;
 - 9.16.8.5.12** the Referee detects an initial violation of the shooter’s foot position in a round (YELLOW CARD) (see **Rule violations 9.13.3.4.1.1**);
 - 9.16.8.5.13** the Referee detects an initial violation of the time limit (YELLOW CARD) (see **Rule violations 9.13.3.4.1.2**);
 - 9.16.8.5.14** the Referee, for any reason, cannot decide whether a target was “**HIT**”, “**LOST**” or “**NO BIRD(s)**” (In such cases the Referee must always consult the Assistant Referees before announcing the decision);
 - 9.16.8.5.15** a shot is discharged involuntarily before the shooter has called for the targets (however, if the shooter then fires a second shot the results of both shots must be scored);



- 9.16.8.5.16** the first shot breaks both targets. (a shooter is permitted only two (2) attempts on any one Station in a round, if the same situation occurs for a third time the first target must be declared a **“HIT”** and the second **“LOST”**);
- 9.16.8.5.17** a shooter suffers an allowable malfunction of gun or cartridge.
- 9.16.8.5.18** **Note:** Unless the Referee calls **“NO BIRD(s)”** before, as, or immediately after the shooter 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 shooter fires the result(s) must be recorded.
- 9.16.8.6** **“NO BIRDS” must be declared PROVIDED THE SHOOTER HAS NOT FIRED** when:
- 9.16.8.6.1** a double is thrown before the shooter’s call;
- 9.16.8.6.2** a double is thrown after a period exceeding one (1) second;
- 9.16.8.6.3** a target’s trajectory is irregular;
- 9.16.8.6.4** there is an allowable malfunction of gun or cartridge of the first shot.
- 9.16.9** **SIMULTANEOUS DISCHARGE**
- 9.16.9.1** The double must be declared **“NO BIRD(S)”** when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round.
- 9.16.9.2** If a shooter has a third or subsequent occurrence in the same round, the targets must be scored **“LOST”** and **“LOST”** whether the target(s) were hit or not.
- 9.16.9.3** If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rule 9.8.6.1 or 9.8.6.2**.
- 9.16.10** **“LOST” TARGET**
- 9.16.10.1** A target(s) must be declared **“LOST”** when:
- 9.16.10.1.1** it is not **“HIT”** (see **Rule 9.10.4**) ;
- 9.16.10.1.2** it is only **“dusted”** and no visible piece is broken from it;
- 9.16.10.1.3** a shooter, for no permitted reason, does not shoot at a regular double for which he has called, the targets must be declared **“LOST”** and **“LOST”**;
- 9.16.10.1.4** if due to a malfunction of gun or cartridge, the shooter is unable to fire his first shot and he opens the gun or touches the safety catch before the Referee has inspected the gun, the targets will be declared **“LOST”** and **“LOST”**;



- 9.16.10.1.5** if a malfunction occurs on the second shot and the shooter opens the gun or touches the safety catch before the Referee has inspected the gun, the result of the shot at the first target must be scored according to the result and the second target declared **“LOST”**;
- 9.16.10.1.6** if a shooter suffers a third or subsequent malfunction of gun or cartridge in that round on the first shot and cannot fire the second barrel, the double must be scored **“LOST”** and **“LOST”**;
- 9.16.10.1.7** the shooter fails to fire his second shot because the safety has slipped to the "safe" position by recoil of the first shot, or any reason attributable to the fault of the shooter, the result of the first shot must be scored and the second target declared **“LOST”**;
- 9.16.10.1.8** if a shot is discharged involuntarily after the shooter has called for the targets but before the targets appear and he shoots the second shot, the first target shall be recorded **“LOST”** and the second target must be scored according to the result of the second shot.;
- 9.16.10.1.8.1** if a shot is discharged involuntarily after the shooter has called for the targets but before the targets appear and the shooter does not shoot a second shot then the first target shall be scored **“LOST”** and the double must be repeated to determine the result of the second shot only.
- 9.16.10.1.8.2** for a second or subsequent involuntary discharge in the same round the targets must be declared **“LOST”** and **“LOST”**
- 9.16.10.1.8.3** a shooter fails to fire at the second target without an allowable reason, the result of the first shot must be recorded and the second target declared **“LOST”**;
- 9.16.10.1.8.4** If the shooter shoots at the first target but an allowable malfunction of gun or cartridge prevents the firing of the second shot, the result of the first shot must be recorded **“HIT”** or **“LOST”** and the double repeated to determine the result of the second shot only.
- 9.16.10.1.8.5** The time limit is violated and the shooter has been warned already in the same round (see Rule violations 9.13.3.4.1.2).
- 9.17.0** **RULES for SKEET**
- 9.17.1** **CONDUCT OF A ROUND OF SKEET**
- 9.17.1.1** The squad must assemble on the range 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, viewing of targets etc.) give the command **“START”**.



9.17.2 METHOD

9.17.2.1 The members of the squad must gather safely near Station 1 ready to shoot. The first shooter must move onto Station 1, load the gun with one (1) cartridge only, adopt the **READY POSITION** (see **Rule 9.17.10**) and call clearly "**PULL**", "**LOS**", "**GO**", or some other signal or command, 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 (see **Rule 6.3.22.6, 9.17.9.2.1 and 9.17.9.2.2**).

9.17.2.1.1 When the result of the shot is known, the first shooter must remain on the Station, adopt the **READY POSITION**, and load the gun with two (2) cartridges, call and fire at a regular double.

9.17.2.1.2 When the results of both shots are known the first shooter must leave the Station (see **Rule 9.17.3**).

9.17.2.2 The second shooter must then do likewise, followed by the third shooter and so on until all the members of the squad have each shot the required sequence on Station 1.

9.17.2.3 Shooter No.1 must then move onto Station 2 and shoot the required number of targets in the required sequence followed in turn by each member of the squad. This rotation will continue until all the required Stations have been shot by all members of the squad.

9.17.2.3.1 Target Shooting Sequence for Qualification and Finals Rounds

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
	Double	High – Low
	Double	Low - High
5	Single	Low
	Double	Low - High
6	Single	Low
	Double	Low - High
7	Double	Low - High
8	Single	High
	Single	Low

9.17.2.4 Only one (1) shot may be fired at each target.



9.17.3 MOVING ON TO STATIONS

9.17.3.1 No shooter in the squad may advance to the Station before his shooting turn, before the Referee's order to shoot or before the previous shooter has completed his shooting and has left the Station.

9.17.3.2 No shooter having shot on one Station may proceed toward the next Station:

9.17.3.2.1 until all members of the squad have completed their shooting on that Station;

9.17.3.2.2 in such a way as to interfere with another shooter;

9.17.3.2.3 in such a way as to impede the duties of the match officials.

9.17.3.3 Gun Safety

9.17.3.3.1 All guns must be kept open and empty when moving to or waiting to move to another Station.

9.17.3.4 Notes on 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 centers of Station 8 and Station 4.

9.17.3.4.1 After the Referee has declared "**START**" each shooter in turn must:

9.17.3.4.1.1 take position for the **HIGH** house target ;

9.17.3.4.1.2 load the gun with one (1) cartridge only;

9.17.3.4.1.3 adopt the **READY** position;

9.17.3.4.1.4 call for the target;

9.17.3.4.1.5 shoot at the high house target **then**;

9.17.3.4.1.6 turn clockwise (to the right, in the direction of the target crossing post) **and only then, after completing the turn:**

9.17.3.4.1.7 take position for the **LOW** house target;

9.17.3.4.1.8 load the gun with one (1) cartridge only;

9.17.3.4.1.9 adopt the **READY** position;

9.17.3.4.1.10 call for the target;

9.17.3.4.1.11 shoot at the low house target;

9.17.3.4.1.12 when the result of this last shot is known, the shooter must leave the Station and move to the rear of the line of shooters who have still to shoot. Each shooter will do the same in succession.



9.17.3.5 Leaving the Range

9.17.3.5.1 No shooter may leave the shooting range until all the members of the squad have completed their shooting and signed the score sheet, or the Referee has given permission.

9.17.4 CARTRIDGES LOADING SEQUENCE

9.17.4.1 On Station 8 for both the High and the Low targets and other Stations where only one (1) single is to be shot, the gun must be loaded with one (1) cartridge only.

9.17.4.2 On all other Stations where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target.

9.17.4.3 During singles target shooting on Stations which require the gun to be loaded with two (2) cartridges, the shooter must not open the gun after calling for, or shooting at the first of the singles before calling for the second target.

9.17.4.4 If after calling for the target(s), inadvertently or deliberately, the shooter opens the gun he must receive a warning for the first occurrence. For a second or subsequent occurrence in the same round the target(s) must be declared **“LOST”**.

9.17.4.5 In case a shooter forgets to load the second barrel in singles and after calling for or shooting at the first target remembers, and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared **“LOST”**.

9.17.5 TIME LIMITS

9.17.5.1 After the Referee has given the signal to **“START”**, or after the previous shooter has left the Station, within (15) seconds a shooter must:

9.17.5.1.1 stand with both feet entirely within the Station boundaries;

9.17.5.1.2 take position ;

9.17.5.1.3 load the gun;

9.17.5.1.4 adopt the **READY** position (see **Rule 9.17.10.**);

9.17.5.1.5 call for the first target in the required sequence for that Station.

9.17.5.2 When a further single target and/or a double is to be fired at from the same Station this should be completed in the shortest time possible but not to exceed ten (10) seconds between shooting at the first single target and calling for the second single target and a further ten (10) seconds between shooting at the second (or only single) target and calling for the double.



9.17.6 VIEWING of TARGETS

9.17.6.1 The first squad on each range and on each day of competition may on Station 1, see one (1) regular target from each trap prior to the start of the round.

9.17.6.2 If the Referee declares a “**NO BIRD**“, the shooter may also 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 targets of an irregular double were not fired upon.

9.17.6.3 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 a shooter, before the competition resumes the squad must be allowed to view one (1) regular target from each trap.

9.17.7 SIGHTING on the RANGES

9.17.7.1 Sighting

9.17.7.1.1 Aiming exercises with a closed but empty gun may be conducted immediately before a round on Stations 1, 2 and 3 only but only with the permission of the Referee. A shooter is not permitted to go beyond Station 3 prior to the start of the round.

9.17.7.2 After the Referee has ordered “**START**“, only on Station 1 and 8 before calling for the target(s), is the shooter permitted to raise the gun to the shoulder and sight for a few seconds. The shooter must then return to the **READY** position (described in **Rule 9.17.10.**) before calling for the target(s).

9.17.8 TARGET DISTANCES and ELEVATIONS

9.17.8.1 Jury Check

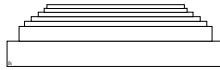
Skeet traps must be set before the start of competitions according to the specifications in **Rule 6.3.22.3.4** The settings must be examined, approved and sealed by the Jury prior to each day of competition.

9.17.8.2 Irregular Trajectory

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

9.17.9 TIMER

9.17.9.1 The traps must be operated by an electrical-mechanical or an acoustic-mechanical system which is so installed as to allow the operator to see and hear the shooters.



9.17.9.2 For all ISSF supervised competitions an automatic timer must be used (see **Rule 6.3.22.6**).

9.17.9.2.1 This device must allow for the release of the targets within an indefinite period varying randomly from instant release up to a maximum of three (3) seconds after the shooter has called for the target(s).

9.17.9.2.2 **Note:** If an acoustic (microphone) target release system is to be used, it must be so constructed as to randomly insert a delay of 0.2 seconds (to mimic a Referee's reaction time) to 3 seconds. (see **Rule 6.3.22.6**)

9.17.9.3 The release device must be so constructed that only one (1) button (or switch) must be used to release the double targets.

9.17.10 READY POSITION

9.17.10.1 At the moment the shooter calls and until the target(s) appears the competitor must stand in the **READY** position with:

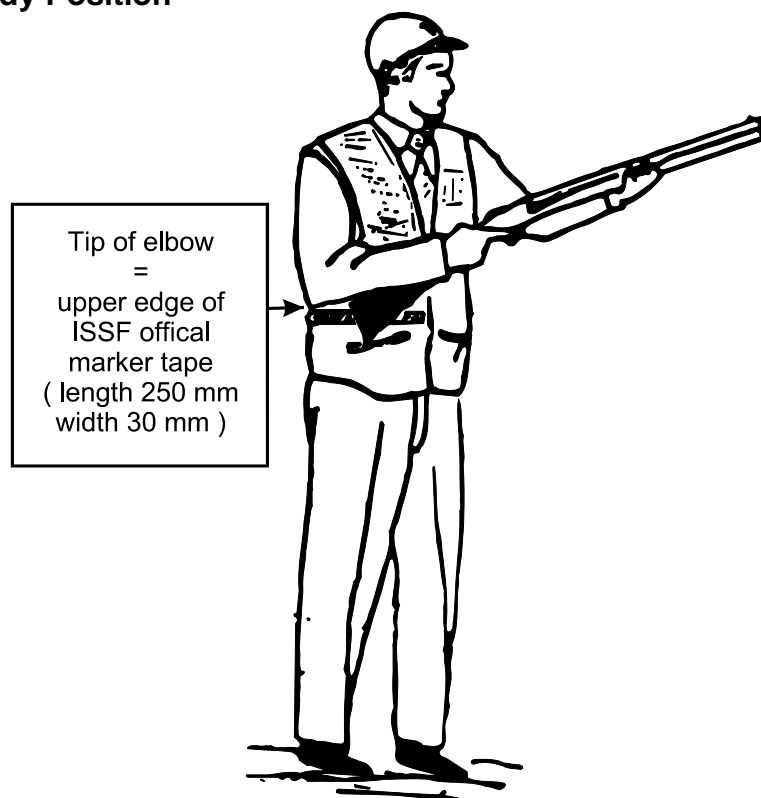
9.17.10.1.1 both feet entirely within the shooting Station boundaries;

9.17.10.1.2 holding the gun with both hands (see Figure 1) ;

9.17.10.1.3 the gun stock in contact with the body;

9.17.10.1.4 the toe of the stock on or below the ISSF Official Marker Tape and clearly visible to the Referee standing in the correct position.

9.17.10.1.5 **Ready Position**





9.17.11 MARKER TAPE

9.17.11.1 To aid the Referee in controlling the position of the gun the ISSF Official Marker Tape must be worn. The ISSF Official Marker Tape being:

9.17.11.1.1 250mm long, 30mm wide and of yellow color with a black border.

9.17.11.1.2 **this must be permanently affixed** on the appropriate side of the outer garment.

9.17.11.2 Marker Tape Check

9.17.11.2.1 The Jury must implement a program during the hours of official training to check the position of all competitor's official marker tapes.

9.17.11.2.2 **The correct position of the Marker Tape must be checked as follows:**

9.17.11.2.2.1 any pockets of the shooting vest must be empty;

9.17.11.2.2.2 the trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;

9.17.11.2.2.3 the Marker Tape must be affixed permanently, horizontally below the tip of the elbow (see drawing 9.17.10.1.5). An indelible mark must be made on the shooting vest below the Marker Tape.

9.17.11.2.3 All illegal markers will be required to be properly positioned and subjected to re-check.

9.17.12 REFUSED TARGET

9.17.12.1 A shooter may refuse a target if:

9.17.12.1.1 a target is not released within the proper time (see Note)

9.17.12.1.2 in a "double" the targets are not released simultaneously;

9.17.12.1.3 the shooter is visibly disturbed;

9.17.12.1.4 the Referee agrees that a target was irregular because of a faulty trajectory.

9.17.12.1.5 **Note:** Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. **Rule 9.13.3.4.1.5** will apply.

9.17.12.2 Procedure by Shooter

9.17.12.2.1 The shooter refusing a target must indicate this by changing his READY position, opening the gun and raising an arm. The Referee must then give his decision.



9.17.13 “NO BIRD”

9.17.13.1 A **“NO BIRD”** target is one which is not thrown according to these Rules.

9.17.13.2 The **“NO BIRD”** decision is always the Referee’s responsibility.

9.17.13.3 A target declared **“NO BIRD”** by the Referee must always be repeated whether hit or not.

9.17.13.4 A Referee should attempt to call **“NO BIRD”** before the shooter fires. However, if the Referee calls **“NO BIRD”** as, or as soon as possible after the shooter has fired, the Referee’s decision must stand and the target(s) must be repeated regardless of whether the target(s) were **“HIT”** or not.

9.17.13.5 A **“NO BIRD” (or “NO BIRDS”)** must be declared **EVEN IF THE SHOOTER HAS FIRED** when:

9.17.13.5.1 a “broken” target emerges;

9.17.13.5.2 a target of a distinctly different color from that of the others being used in the competition or official training is thrown;

9.17.13.5.3 two (2) targets are thrown in “singles”;

9.17.13.5.4 a target is thrown from the wrong trap house;

9.17.13.5.5 a shooter shoots out of turn;

9.17.13.5.6 a shooter suffers a simultaneous discharge no more than twice in a round;

9.17.13.5.7 the shooter’s **READY** position is incorrect and the shooter has not received a previous warning in that round (see **Rule 9.13.3.4.1.3**) ;

9.17.13.5.8 the Referee detects an initial violation of the time limit (see **Rule violations 9.13.3.4.1.2**);

9.17.13.5.9 the Referee is satisfied that the shooter was visibly disturbed by some external cause, after calling for the target(s) ;

9.17.13.5.10 the Referee, for some reason, cannot decide whether the target was **“HIT”** , **“LOST”** or **“NO BIRD”** In this case the Referee must always consult the Assistant Referees before making a final decision;

9.17.13.5.11 the Referee detects an initial violation of the shooter's foot position in a round (see **Rule violations 9.13.3.4.1.1**).

9.17.13.5.12 a shooter suffers an allowable malfunction of gun or cartridge.

9.17.13.6 A **“NO BIRD”** must be declared **PROVIDED THE SHOOTER HAS NOT FIRED** when:

9.17.13.6.1 a target is thrown before the shooter’s call;

9.17.13.6.2 a target is thrown after a period exceeding three (3) seconds;



- 9.17.13.6.3 a target's trajectory is irregular;
- 9.17.13.6.4 there is an allowable malfunction of gun or cartridge.
- 9.17.13.7 **Additional "NO BIRD" Rules applying to "Doubles"**
- 9.17.13.7.1 Both targets must be declared "**NO BIRDS**" and a repeat double thrown, to determine the result of both shots when:
- 9.17.13.7.1.1 either target is irregular (see Note) ;
- 9.17.13.7.1.2 a single target is thrown in "doubles";
- 9.17.13.7.1.3 the first shot breaks both targets (a shooter is permitted only two (2) attempts on any one Station, if the same situation occurs for a third time the first target must declared a "**HIT**" and the second "**LOST**";
- 9.17.13.7.1.4 fragments from the first target break the second target;
- 9.17.13.7.1.5 the targets collide;
- 9.17.13.7.1.6 the shooter suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot;
- 9.17.13.7.1.7 both shots are fired simultaneously (see **Rule 9.17.14**).
- 9.17.13.7.1.8 **Note:** Unless the Referee calls "**NO BIRD(s)**" before, as, or immediately after the shooter 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 shooter fires the result(s) must be recorded.
- 9.17.14 **SIMULTANEOUS DISCHARGE**
- 9.17.14.1 The single or double must be declared "**NO BIRD(S)**" when two (2) shots are discharged simultaneously by a shooter a maximum of two (2) times in a round.
- 9.17.14.2 If a shooter has a third or subsequent occurrence in the same round when shooting at a single target, it must be scored "**LOST**".
- 9.17.14.3 If a shooter has a third or subsequent occurrence in the same round when shooting at "doubles", the targets must be scored "**LOST**" and "**LOST**".
- 9.17.14.4 If after a simultaneous discharge the Referee agrees with the shooter that the gun is in need of repair, then action may be taken as in **Rules 9.8.6.1 or 9.8.6.2 (malfunction)**.
- 9.17.15 **"LOST" TARGET**
- 9.17.15.1 A target(s) must also be declared "**LOST**" when:
- 9.17.15.1.1 it is not "**HIT**" (see **Rule 9.10.4**);
- 9.17.15.1.2 it is "**HIT**" outside the boundaries;



- 9.17.15.1.3** It is only "dusted" and no visible piece is broken from it;
- 9.17.15.1.4** a shooter, for no permitted reason, does not shoot at a regular target for which he has called;
- 9.17.15.1.5** the shooter is unable to fire his gun because he has not released the safety or has forgotten to load;
- 9.17.15.1.6** after a malfunction of gun or cartridge, a shooter opens the gun or touches the safety catch before the Referee has inspected the gun;
- 9.17.15.1.7** a shooter suffers a third or subsequent malfunction of gun or cartridge in that round;
- 9.17.15.1.8** a shooter's **READY** position is not according to **Rule 9.17.10** and the shooter has been warned once already (YELLOW CARD) in the same round (see **Rule 9.13.3.4.1.3** and **9.13.3.4.1.7**);
- 9.17.15.1.9** the time limit is violated and the shooter has been warned once already (YELLOW CARD) in the same round (see **Rule 9.13.3.4.1.2** and **9.13.3.4.1.7**);
- 9.17.15.1.10** in singles, a shot is discharged involuntarily after the shooter has called for the target but before the target(s) appears.
- 9.17.15.1.11** the shooter's foot position is violated and the shooter has been warned once already (YELLOW CARD) in the same round (see **Rule 9.13.3.4.1.1** and **9.13.3.4.1.7**).
- 9.17.15.1.12** If a shooter opens his gun between singles (except on Station 8), and the shooter has been warned once already (YELLOW CARD) in the same round the target must be declared "**LOST**" (see **Rule 9.13.3.4.1.4** and **9.13.3.4.1.7**).
- 9.17.15.2** **Additional "LOST" Target Rules Applying to "Doubles"**
In addition to **Rule 9.17.15.1 (above)**, the following must also apply in the case of "doubles":
- 9.17.15.2.1** if a shooter misses the first target in a double and suffers 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. Likewise if the shooter breaks the first target with the first shot it must be declared "**HIT**" and the double repeated to establish the result of the second shot only. In both cases the shooter must shoot at both targets in the repeated double.
- 9.17.15.2.2** each target in a "double" must be declared "**LOST**" and "**LOST**" when:
- 9.17.15.2.2.1** a shooter, for no permitted reason, fails to fire at a the first target of a regular double for which he has called;
- 9.17.15.2.2.2** a shooter fires at both targets in inverse order;



9.17.15.2.2.3 a shooter misses the first target of the double with the first shot and suffers a third or subsequent malfunction of gun or cartridge in that round which prevents the firing of the second shot.

9.17.15.2.3 if a shooter misses the first target in a double and accidentally hits the second target with that same shot; the first target must be declared **“LOST”** and the double repeated to record the result of the second shot only. The shooter must always shoot at both targets in the repeated double(s). The shooter is permitted two (2) attempts on any one Station in a round. If the same situation occurs for a third time, the results must be recorded as **“LOST”** and **“LOST”**.

9.17.15.2.4 if a shot is discharged involuntarily after the shooter has called for the targets but before the targets appear, the first target shall be recorded **“LOST”** and the double must be repeated to determine the result of the second target only. If the shooter fires the second shot then the first target will be declared **“LOST”** and the result of the second target will be recorded.

9.17.15.2.4.1 the shooter must shoot at both targets in the repeated double.

9.17.15.2.4.2 for a second or subsequent involuntary discharge in the same round the targets must be declared **“LOST”** and **“LOST”**.

9.18.0 FINALS

9.18.1 Shotgun Events in the Olympic Games Program

EVENT	MEN (Qualification + Finals)	WOMEN (Qualification + Finals)
Trap	125 (5 x 25) + Final (25)	75 (3 x 25) + Final (25)
Double Trap	150 (3 x 50) + Final (50)	-
Skeet	125 (5 x 25) + Final (25)	75 (3 x 25) + Final (25)

9.18.1.1 The normal Technical Rules for each event must apply also to these same events in the Olympic Games except where here shown.

9.18.2 NUMBER OF FINALISTS IN EACH EVENT

9.18.2.1 Six (6) competitors will take part in each event Finals.

9.18.3 ORDER OF SHOOTING IN THE FINAL

9.18.3.1 Each finalist will shoot in the order as decided by their qualification score. The shooter with the highest qualification score will shoot at position No.6, the next highest at No.5 and so on (6-5-4-3-2-1).



9.18.3.2 Shooters entering the Finals with tied scores will have their shooting order determined according to the “**Count Back**” rule (see **Rule 9.12.2**).

9.18.3.3 The shooting order of shooters with perfect scores must be decided by the Jury drawing lots.

9.18.4 RANGE COMMANDS

9.18.4.1 All range commands will be given in the English language.

9.18.5 REPORTING TO THE RANGE FOR THE FINALS

9.18.5.1 Team Leaders are responsible for ensuring that their shooters are presented to the Jury in the designated preparation area at least ten (10) minutes before the scheduled starting time, properly dressed and equipped with all that is necessary to shoot in the Finals.

9.18.6 STARTING TIME

9.18.6.1 As printed in the official shooting program.

9.18.6.2 Any alterations to this published time must be given to the Team Leaders concerned as soon as possible.

9.18.6.3 A separate notice must be displayed on the Finals range and the official information board.

9.18.6.4 A public announcement must be made giving notice of the amended times.

9.18.7 LATE OR ABSENT SHOOTER

9.18.7.1 Any finalist who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the Final and will automatically be given the last place in the Finals results using his qualification score.

9.18.8 COMPETITION PROCEDURES

9.18.8.1 Except where otherwise shown in this section, the normal rules for Trap, Double Trap and Skeet will be applied for the appropriate Finals event (for the Skeet target shooting sequence, see Rule 9.17.2.3.1).

9.18.8.1.1 **Trap.** On Station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 to 12 seconds after the shooter on Station 5 has fired gives the command “**READY**”. The shooter's normal preparation time limit (see **Rule 9.14.3**) must then start.

9.18.8.1.2 Each shooter must load only one (1) cartridge and shoot at the target. If a shooter loads two (2) cartridges and fires a second shot, the target must be declared “**LOST**” whether or not it was “**HIT**” by either of the shots.



- 9.18.8.1.3 Double Trap.** On Station 1 only, a shooter must not close the gun or prepare to shoot until the Referee, after a period of 10 to 12 seconds after the shooter on Station 5 has fired, gives the command "**READY**". The shooter's normal preparation time limit (see **Rule 9.16.3**) must then start.
- 9.18.8.1.4 Skeet Finals:** The first shooter in the squad must not move onto the next Station until the Referee, after a period of 20 seconds after the last shooter on the previous Station has fired, gives the command "**READY**". The shooter's normal preparation time limit (see **Rule 9.17.5.1**) must then start.
- 9.18.9 "FLASH" TARGETS**
- 9.18.9.1** In Finals events and any shoot-offs required after the Finals, "flash" targets containing colored powder of non-toxic material must be used.
- 9.18.9.2 "Flash" Target "HIT"**
- 9.18.9.2.1** A target is declared "**HIT**" when it is shot at according to the rules when:
- 9.18.9.2.1.1** at least one (1) visible piece is broken from it or colored powder becomes visible after the shot is fired.
- 9.18.10 MALFUNCTIONS OF SHOTGUN OR AMMUNITION**
- 9.18.10.1** If the Referee decides that a disabled shotgun, or malfunctioning of the shotgun or ammunition, is not the fault of the shooter, the Final must be temporarily postponed and the shooter given five (5) minutes time in which to repair the shotgun or obtain another approved gun, or replace his ammunition. After the expiry of the five (5) minutes the Final must continue.
- 9.18.10.2 Number of Malfunctions**
- 9.18.10.2.1** The shooter is allowed a maximum of two (2) malfunctions during the Finals, including any shoot-off after the Finals, whether or not he has tried to correct the malfunction.
- 9.18.10.3** Any regular target(s) for which any further malfunction of shotgun or ammunition occurs will be declared "**LOST**" whether or not the shooter attempted to fire or not.
- 9.18.11 PROTESTS**
- 9.18.11.1** Any protest received will be decided immediately and the decision is final. (see **Rules 9.13.11 Protest and 9.13.12 Appeals**).



9.18.12 “FINALS” RANGE EQUIPMENT FAILURE

9.18.12.1 Procedure

9.18.12.1.1 If a malfunction of the Finals range equipment occurs, the completed shots at the stage of the breakdown will be scored as a sub-total and the following course of action applied:

9.18.12.1.1.1 if the equipment can be repaired within one (1) hour the remaining shots will be completed;

9.18.12.1.1.2 if it is decided that repairs cannot be completed within that time and it is possible to move to another range with the same setting within that hour, the Finals will be completed on this new range;

9.18.12.1.1.3 no protest against an uneven distribution of targets in Trap will be considered.

9.18.12.2 Termination of Uncompleted Finals

9.18.12.2.1 If the Finals cannot be continued on any suitable range by the end of one (1) hour after the breakdown the Jury must declare the Finals terminated.

9.18.12.3 Ranking Procedure after an Uncompleted Finals

9.18.12.3.1 The following ranking procedure will then apply:

9.18.12.3.1.1 the record of the shots in the Finals up to the point of breakdown must be examined;

9.18.12.3.1.2 at a point where all the shooters have shot at the same number of targets a “sub-score” will be recorded;

9.18.12.3.1.3 this “sub-score” plus the score of the qualification rounds will be the total for the event;

9.18.12.3.1.4 shooters with tied scores must have their ranking determined by the “**Count Back**” Rule (see **Rule 9.12.2**):

9.18.12.3.1.5 awards will then be made on this basis.

9.18.13 TIED SCORES

9.18.13.1 Remaining after a Completed Finals

9.18.13.1.1 Any shooters having shot the Finals and still having tied scores at the completion of the Finals will have their ties broken by a “shoot-off” (see **Rules 9.12.1.8 – 9.12.1.10**) according to rules for the event:

9.18.13.1.1.1 **Trap Rule 9.12.6**

9.18.13.1.1.2 **Double Trap Rule 9.12.8**

9.18.13.1.1.3 **Skeet Rule 9.12.9**



9.18.14

FINAL RESULTS BULLETIN

9.18.14.1

The final results bulletin must be published as required in **Rule 9.11.5.3**

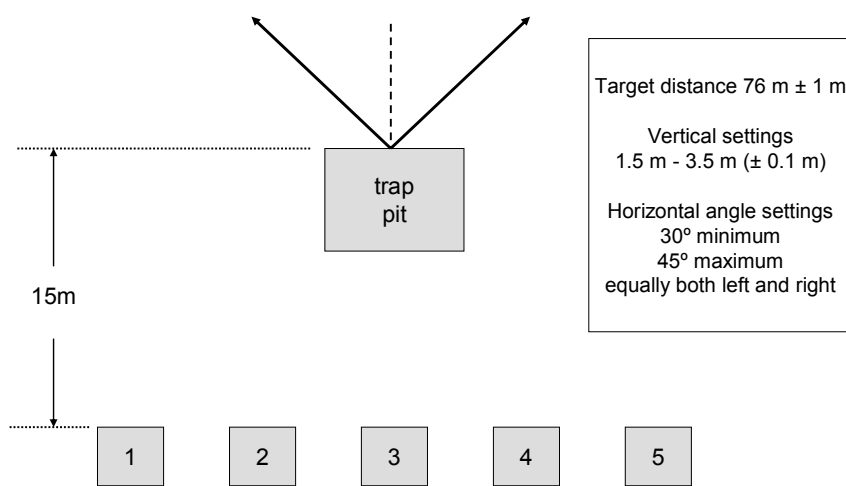
9.19.0

Figures and Tables

9.19.1

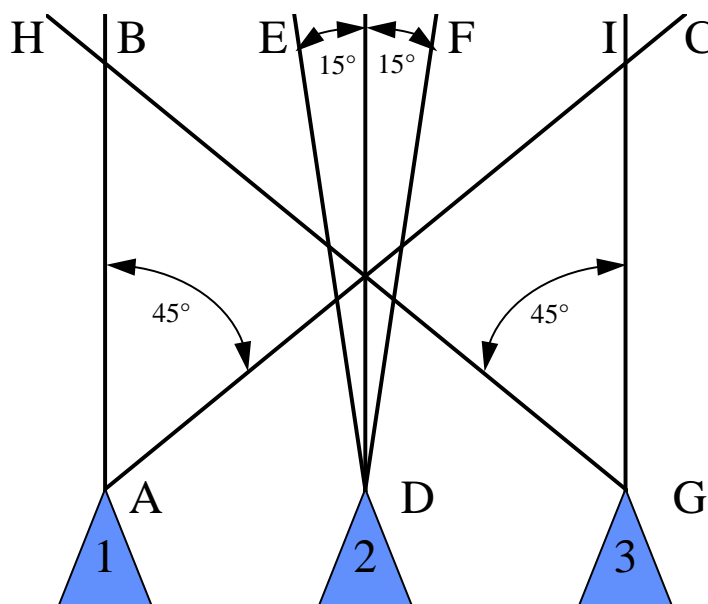
Automatic Trap Target Angles

AUTOMATIC TRAP



9.19.2

Trap Horizontal Angles

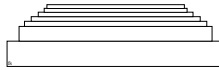


Maximum horizontal angles for first second and third trap in each group.

Targets from machine No. 1 must fall in area A B C.

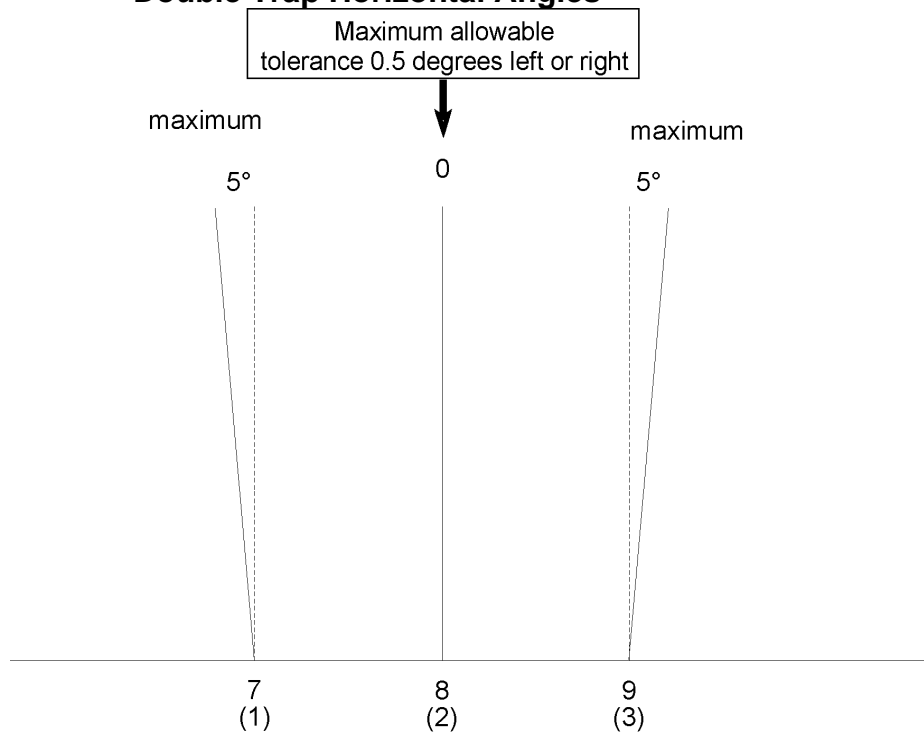
Targets from machine No. 2 must fall in area D E F.

Targets from machine No. 3 must fall in area G H I.



9.19.3

Double Trap Horizontal Angles





9.19.4

Trap Setting Tables (I-IX)

(see Rule 9.14.4; 9.14.5.5 to 9.14.5.8)

Table I					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory For all traps	NO T E
1	1	25 degrees to right	2.00 m	76 m +/-1 m	
	2	5 degrees to left	3.00 m		
	3	35 degrees to left	1.50 m		
2	4	20 degrees to right	2.50 m		
	5	10 degrees to right	1.80 m		
	6	35 degrees to left	3.00 m		
3	7	35 degrees to right	3.20 m		
	8	5 degrees to left	1.50 m		
	9	45 degrees to left	1.60 m		
4	10	40 degrees to right	1.50 m		
	11	0 degrees	3.30 m		
	12	25 degrees to left	2.60 m		
5	13	45 degrees to right	2.40 m		
	14	5 degrees to right	1.90 m		
	15	35 degrees to left	3.50 m		

Table II					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NO T E
1	1	25 degrees to right	3.20 m	76 m +/-1 m	
	2	5 degrees to left	1.80 m		
	3	40 degrees to left	2.00 m		
2	4	40 degrees to right	2.00 m		
	5	0 degrees	3.00m		
	6	45 degrees to left	1.60 m		
3	7	45 degrees to right	1.50 m		
	8	0 degrees	2.80 m		
	9	40 degrees to left	2.00 m		
4	10	15 degrees to right	1.50 m		
	11	5 degrees to right	2.00 m		
	12	35 degrees to left	1.80 m		
5	13	40 degrees to right	1.80 m		
	14	5 degrees to left	1.50 m		
	15	40 degrees to left	3.30 m		



Table III					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	30 degrees to right	2.50 m	76 m +/-1 m	
	2	0 degrees	2.80 m		
	3	35 degrees to left	3.50 m		
2	4	45 degrees to right	1.50 m		
	5	5 degrees to left	2.50 m		
	6	40 degrees to left	1.70 m		
3	7	30 degrees to right	2.80 m		
	8	5 degrees to right	3.50 m		
	9	45 degrees to left	1.50 m		
4	10	45 degrees to right	2.30 m		
	11	0 degrees	3.00 m		
	12	40 degrees to left	1.60 m		
5	13	45 degrees to right	2.00 m		
	14	0 degrees	1.50 m		
	15	35 degrees to left	2.20 m		

Table IV					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	40 degrees to right	3.00 m	76 m +/-1 m	
	2	10 degrees to right	1.50 m		
	3	30 degrees to left	2.20 m		
2	4	30 degrees to right	1.60 m		
	5	10 degrees to left	3.00 m		
	6	35 degrees to left	2.00 m		
3	7	45 degrees to right	2.00 m		
	8	0 degrees	3.30 m		
	9	20 degrees to left	1.50 m		
4	10	30 degrees to right	1.50 m		
	11	5 degrees to left	2.00 m		
	12	45 degrees to left	2.80 m		
5	13	35 degrees to right	2.50 m		
	14	0 degrees	1.60 m		
	15	30 degrees to left	3.00 m		



Table V					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NO T E
1	1	45 degrees to right	1.60 m	76 m +/- 1 m	
	2	0 degrees	3.00 m		
	3	45 degrees to left	2.00 m		
2	4	40 degrees to right	2.80 m		
	5	10 degrees to left	1.50 m		
	6	45 degrees to left	2.00 m		
3	7	35 degrees to right	3.00 m		
	8	5 degrees to left	1.80 m		
	9	40 degrees to left	1.50 m		
4	10	25 degrees to right	1.80 m		
	11	0 degrees	1.60 m		
	12	30 degrees to left	3.40 m		
5	13	30 degrees to right	2.00 m		
	14	10 degrees to right	2.40 m		
	15	15 degrees to left	1.80 m		

Table VI					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	40 degrees to right	2.00 m	76 m +/- 1 m	
	2	0 degrees	3.30 m		
	3	35 degrees to left	1.50 m		
2	4	35 degrees to right	2.50 m		
	5	10 degrees to right	1.50 m		
	6	35 degrees to left	2.00 m		
3	7	35 degrees to right	2.00 m		
	8	5 degrees to left	1.50 m		
	9	40 degrees to left	3.30 m		
4	10	45 degrees to right	1.50 m		
	11	10 degrees to left	3.00 m		
	12	25 degrees to left	2.60 m		
5	13	25 degrees to right	2.40 m		
	14	5 degrees to right	1.50 m		
	15	45 degrees to left	2.00 m		



Table VII					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	35 degrees to right	2.20 m	76 m +/-1 m	
	2	5 degrees to left	3.00 m		
	3	20 degrees to left	3.10 m		
2	4	40 degrees to right	2.00 m		
	5	0 degrees	3.50 m		
	6	45 degrees to left	2.80 m		
3	7	20 degrees to right	3.00 m		
	8	0 degrees	2.00 m		
	9	40 degrees to left	2.20 m		
4	10	45 degrees to right	1.50 m		
	11	5 degrees to right	2.00 m		
	12	35 degrees to left	1.80 m		
5	13	40 degrees to right	1.80 m		
	14	5 degrees to left	1.50 m		
	15	45 degrees to left	2.00 m		

Table VIII					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOT E
1	1	25 degrees to right	3.00 m	76 m +/-1 m	
	2	5 degrees to right	1.50 m		
	3	45 degrees to left	2.00 m		
2	4	40 degrees to right	1.50 m		
	5	0 degrees	3.00 m		
	6	45 degrees to left	2.80 m		
3	7	35 degrees to right	3.20 m		
	8	5 degrees to left	2.50 m		
	9	20 degrees to left	2.00 m		
4	10	45 degrees to right	1.80 m		
	11	0 degrees	1.50 m		
	12	30 degrees to left	3.40 m		
5	13	30 degrees to right	2.00 m		
	14	10 degrees to right	3.40 m		
	15	15 degrees to left	2.20 m		



Table IX					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	40 degrees to right	3.50 m	76 m +/- 1 m	
	2	0 degrees	1.80 m		
	3	20 degrees to left	3.00 m		
2	4	15 degrees to right	3.20 m		
	5	10 degrees to left	1.50 m		
	6	35 degrees to left	2.00 m		
3	7	45 degrees to right	1.60 m		
	8	0 degrees	2.80 m		
	9	30 degrees to left	3.00 m		
4	10	30 degrees to right	2.00 m		
	11	5 degrees to left	2.00 m		
	12	15 degrees to left	3.00 m		
5	13	35 degrees to right	2.90 m		
	14	0 degrees	1.60 m		
	15	45 degrees to left	2.20 m		



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