

**International Shooting Sport Federation**  
**Internationaler Schiess-Sportverband e.V.**  
**Fédération Internationale de Tir Sportif**  
**Federación Internacional de Tiro Deportivo**  
ISSF • Bavariaring 21 • D-80336 München • Germany  
Phone: +49-89-5443550 • e-mail: [munich@issf-shooting.org](mailto:munich@issf-shooting.org)  
Fax: +49-89-54435544 • internet: <http://www.issf-shooting.org>

**SHOTGUN RULES**

**FOR**

**TRAP**

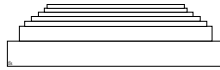
**DOUBLE TRAP**

**SKEET**

**AUTOMATIC TRAP**

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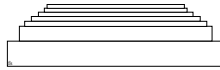
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# CHAPTERS

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



## LEGEND

### Numbering of Articles:

Articles in the Shotgun Rules which apply only to the trap event, the double trap event or only to the skeet event are specially designated.

Articles which have a letter "T" before the rule number apply only to trap.

Those with the letter "D" apply to the double trap.

Articles which have the letter "S" before the rule number apply only to skeet.

Articles which have a letter "A" before the rule number apply only to Automatic Trap.

Articles which have no letter prefix apply uniformly to trap, double trap, skeet and Automatic Trap.

### Example:

T.9.6.2.1          Trap Rule

D.9.6.3.7          Double Trap Rule

S.9.6.4.2          Skeet Rule

A.9.6.2.5.1        Automatic Trap Rule

9.7.1.              Applies to all - Trap, Double Trap, Skeet and Automatic Trap

A.T.D.9.4.2.4      Applies to Automatic Trap, Trap and Double Trap



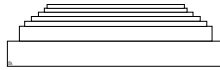
## **9.1.0 GENERAL**

- 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 women's event, it must apply uniformly to both men's and women's events.

## **9.2.0 SAFETY – see also Rules for Handling Shotguns 9.9.4**

### **SAFETY IS OF PARAMOUNT IMPORTANCE.**

- 9.2.1** ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF Championships. Necessary and special safety regulations for ranges differ from country to country. For this reason no details are stated within these Rules. The safety of a shooting range depends to a large extent on local conditions, and 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. Team officials and shooters must be advised of any special regulations.
- 9.2.2** The safety of shooters, range officials and spectators requires continued and careful attention to gun handling and caution in moving about the range. 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.
- 9.2.3** 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.
- 9.2.4** No one except a Referee, or Jury Member may handle a shooter's equipment including the shotgun without his permission, but then only in his presence and with his knowledge.
- 9.2.5** To ensure safety, all shotguns must be handled with maximum care at all times.
- 9.2.5.1** Shotguns may be loaded only on the shooting station and only after the command or signal **START** is given.



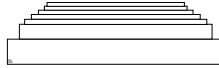
- 9.2.5.2** After the last shot, the shooter must ascertain before leaving the shooting station, that there are no cartridges in the chamber and/or magazine.
- 9.2.5.3** Aiming exercises are permitted, but only with the permission of the Referee and only on the shooting station or in a designated area. The handling of guns is not permitted when operating personnel are forward of the firing line.
- 9.2.5.4** All shotguns must be kept unloaded except on the shooting station after the command or signal **START** has been given.
- 9.2.5.5** During shooting a gun may be put down only after cartridge(s) are removed from the chamber and/or magazine.
- 9.2.6** When the command or signal to **STOP** is given, shooting must stop immediately. All shooters must unload their shotguns and make them safe. Shooting may only be resumed at the appropriate command or signal.
- 9.2.7** The Referee or other appropriate range officials are responsible for giving the commands **START**, **STOP** and other necessary commands. The Referee must also ascertain that the commands are obeyed and that shotguns are handled safely. Any shooter who handles a loaded gun after the **STOP** command has been given, without the permission of the Referee, may be disqualified.
- 9.2.8** **Ear Protection:**  
All shooters and other persons in the immediate vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar ear protection. Ear protectors incorporating any type of receiving devices are not permitted.
- 9.2.9** **Eye Protection:**  
All shooters are urged to wear shatterproof shooting glasses or similar eye protection.

### **9.3.0 RANGE AND TARGET STANDARDS**

Detailed specifications for shotgun ranges (trap, double trap, Automatic Trap and skeet) and clay targets can be found in 6.3.

### **9.4.0 EQUIPMENT AND AMMUNITION**

#### **9.4.1 General:**



All devices, ammunition or equipment which are not mentioned in these rules, or which are contrary to the spirit of the ISSF Regulations and Rules are not allowed. The Jury has the right to examine the shooter's ammunition, arms and clothing at any time. Team leaders are held equally responsible for their team members' appearance and use of equipment in accordance with these rules.

## **9.4.2**

### **Guns**

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

#### **9.4.2.1**

**Slings or straps** on guns are prohibited.

#### **9.4.2.2**

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

#### **9.4.2.3**

Changing guns or functioning parts including chokes of a gun is not permitted between stations of the same round unless the Referee declares a malfunction (see **9.8.4**).

#### **A.T.D.9.4.2.4**

The addition of compensators and similar such devices to gun barrels is prohibited in ISSF Trap, Double Trap and Automatic Trap shooting. Ports in the barrel itself are acceptable providing they are installed by the original manufacturers.

## **9.4.3**

### **Ammunition – General**

#### **9.4.3.1**

The length of the cartridge case after shooting must not exceed standard specifications of 70 mm. The shot charge must not exceed 24 g (loading tolerance of + 0.5 g). Pellets must be only spherical in shape, made of lead, lead alloy or alternative material, and not larger than 2.5 mm in diameter (+ 0.1 mm tolerance). Shot may be plated. Black powder, tracer, incendiary, or other specialty type cartridges are prohibited.

#### **9.4.3.2**

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**

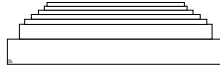
The Referee or Jury Member may remove an unfired cartridge from the shooter's gun for inspection.

## **9.4.4**

### **Clothing**

#### **9.4.4.1**

It is the responsibility of the competitor to appear at the shooting station dressed in a dignified manner appropriate to a public event.



- 9.4.4.2** Sports trousers, training (warm-up) trousers and jackets, for men and women and similar sports blouses, skirts/dresses for women are permitted. Bermuda type shorts which have the bottom of the leg not more than 15cm above the center of the knee cap are allowed. Shirts, T-shirts and similar garments without sleeves are not allowed.
- 9.4.4.3** **Start (Bib) Numbers** must be worn by all shooters, on their backs and above the waist, at all times while participating in official training or competitions. If the Start (Bib) Number is not worn, the shooter may not commence/continue.
- 9.4.5** **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 competitions and such matters as: Emblems, Sponsorship, Advertising and Commercial Marking of Clothing together with Controls and Sanctions.

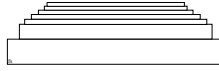
## **9.5.0 COMPETITION OFFICIALS**

- 9.5.1** **Duties and Functions of the Jury:**
- 9.5.1.1** To ascertain before the competition starts that the ranges and organization of the competition conform to ISSF regulations.
- 9.5.1.2** During the competition:
- 9.5.1.2.1** to supervise the competition.
- 9.5.1.2.2** to ensure the correct application of the shooting regulations and to take decisions in all cases which are not provided for in these rules.
- 9.5.1.2.3** to examine the shooter's ammunition, guns and equipment at any time in the shooting area.
- 9.5.1.2.4** to make individual decisions in accordance with the spirit and intent of the ISSF regulations and rules.
- 9.5.1.2.5** to make decisions regarding penalties and sanctions against competitors who do not adhere to the rules and who conduct themselves in an unsportsmanlike manner.
- 9.5.1.2.6** to deal with all protests which are submitted in accordance with ISSF regulations and rules, and to enforce the ISSF Eligibility Rules regarding commercial markings on clothing and equipment.
- 9.5.2** **Chief Range Officer**
- 9.5.2.1** The Chief Range Officer is nominated by the Organizing Committee. He is responsible for all technical and logistic issues with regard to preparation and proper conduct of a competition.

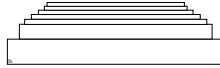


- 9.5.2.2** The duties of the Chief Range Officer are the following:
- 9.5.2.2.1** to give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun championships events.
- 9.5.2.2.2** to give direction and supervise preparation of auxiliary facilities such as gun and ammunition storage, technical and medical service, means of communication between the shooting ranges, technical personnel etc.
- 9.5.2.2.3** to give direction and supervise the preparation of clay targets for training and competition. Also to provide special targets filled with colored powder for the Final rounds.
- 9.5.2.2.4** to provide a metric scale which will weigh in decimals the shot charges and clay targets.
- 9.5.2.2.5** to provide instruments to check the dimensions of targets and shot.
- 9.5.2.2.6** to prepare practice shooting schedules as well as shooting programs for the competition including squadding lists.
- 9.5.2.2.7** to prepare technical meetings for competition officials and team leaders as well as drawing of lots before the championship starts in cooperation and coordination with the Jury.
- 9.5.2.2.8** 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.
- 9.5.2.2.9** to appoint, with the Organizing Committee's agreement, a Chief of Referees being recruited from a group of Referees nominated.
- 9.5.2.2.10** The Chief Range Officer performs all of the above mentioned duties in close cooperation with the Jury, Chief of Referees, the Classification Office and other staff members.
- 9.5.3** **The Referees – Chief of Referees**
- All persons who are designated to serve as referees in ISSF competitions must possess a valid ISSF Judges' license appropriate to the level of the competition.
- 9.5.3.1** **Chief of Referees**
- 9.5.3.1.1** Supervises the Referees.
- 9.5.3.1.2** Gives instruction and information to Referees and Assistant Referees on agreements concerning the organization and the procedures of the competition.

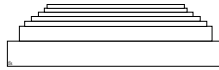




- 9.5.3.1.3** Prepares the schedule and assignments for the Referees.
- 9.5.3.1.4** Prepares the ranges for the current shooting events;
- ensures that the traps are adjusted according to the settings selected for the day.
  - ensures that all systems are functioning properly.
  - ensures that all range equipment is on each range and properly placed, i.e., large score board, seats for assistant referees, facilities for the shooters and official score board keepers, etc.
- 9.5.3.1.5** Instructs operating staff regarding the traps, release systems, with particular attention to safety.
- 9.5.3.1.6** Makes 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 (see **9.6.1.2**) may be permitted to complete his round.
- 9.5.3.1.7** To keep the Chief Range Officer informed of any difficulties arising, mechanical or other , on any of the shooting ranges.
- 9.5.3.2** **Referees**
- 9.5.3.2.1** The shooting must be conducted by a Referee with wide experience in Shotgun shooting and a thorough knowledge of shotguns. His main function is to make immediate decisions regarding **HIT** or **LOST** targets, repeats, etc. and must give a distinct signal for all **LOST** targets. The Referee must also make decisions on disabled guns or malfunctions. The Referee may give warnings of rule violations (yellow card) to shooters and must note such warnings on the official range score card. The Referee may not assess penalties or disqualifications which fall under the responsibility of the Jury.
- 9.5.3.2.2** The Referee must be assisted by three (3) Assistant Referees who are usually appointed in rotation by the Chief of Referees from among the shooters and preferably from those who have fired in the previous squad. The Organizing Committee may provide qualified Assistant Referees.
- 9.5.3.2.3** All shooters must serve in this function when designated.
- 9.5.3.2.4** 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 deduction of one (1) target from his final result for each such refusal. Subsequent refusals may result in disqualification from the competition.



- 9.5.3.2.5** The main function of an Assistant Referee is to watch each target thrown and to give, immediately after a shot, a signal if he considers a target **LOST**. He must observe carefully whether the target is broken before the shot is fired.
- 9.5.3.2.6** One of the Assistant Referees must be placed at each side of the range in such a position that he can observe the whole shooting area. The third Assistant Referee must be positioned near the large range score board to ensure that the score keeper is posting the results correctly for each shot.
- 9.5.4** The Referee must make an immediate decision whether targets are **HIT** or **LOST**, whether a repeat target is to be thrown, whether there are irregular targets, or whether there are other deviations from the Rules. If possible he 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** A target declared **NO BIRD** by the Referee must always be repeated whether or not it had been hit by the shooter.
- 9.5.6** 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 his arm or otherwise attracting his attention. The Referee must then arrive at a final decision.
- 9.5.7** In doubtful cases the Referee must consult the Assistant Referees before making a final decision.
- 9.5.8** The Referee's decision may be appealed in matters concerning interpretation and application of the Rules. The Referee's decisions are final and no appeals are permitted in matters concerning **HIT**, **LOST** or irregular targets.
- 9.5.9** The Referee and the Assistant Referees, under the Jury's control, are responsible for the application of the safety rules and for the correct conduct of the competition.



## **9.6.0 SHOOTING EVENT PROCEDURES AND COMPETITIVE RULES**

### **9.6.0.1 Events and Competition program**

Event	Number of Targets	
	Men	Women
Trap	125	75
Automatic Trap	125	75
Double Trap	150	120
Skeet	125	75

#### **T.S.A.9.6.0.1.1 Trap, Skeet and Automatic Trap**

##### **T.S.A.9.6.0.1.1.1 Individual Men:**

The event consists of 125 targets for ISSF Championships shot in 5 (five) rounds of 25 targets each. They may be shot in two days only with 75 + 50 targets.

##### **T.S.A.9.6.0.1.1.2 Individual Women:**

The event consists of 75 targets for ISSF Championships shot in 3 (three) rounds of 25 targets each. They may be shot in one day only.

#### **D.9.6.0.1.2 Double Trap**

##### **D.9.6.0.1.2.1 Individual Men**

The event consists of 150 targets for ISSF Championships shot in three (3) rounds of 25 doubles, 150 targets, each, shot in one (1) day. If the number of participants exceeds the capacity of the ranges for a one day event it may be scheduled for two (2) days, i.e. first day 100 targets, second day 50 targets.

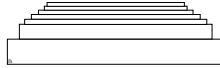
##### **D.9.6.0.1.2.2 Individual Women**

The event consists of 120 targets for ISSF Championships shot in three (3) rounds of 20 doubles shot in one (1) day only.

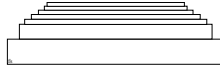
### **9.6.0.2 Schedule**

Scheduling of Shotgun events for major competitions should be shot in the following order:

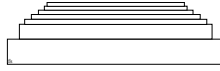
- Trap - Double Trap – Skeet
- Automatic Trap may be shot as a separate competition or in conjunction with the other Shotgun disciplines.
- One day of official training must be provided for trap, double trap, skeet and Automatic Trap.



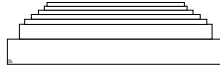
- 9.6.0.3** The shooter must stand with both feet within the limits of the shooting station.
- 9.6.0.4** A regular target is any unbroken target called by the shooter and released according to these Rules.
- 9.6.0.5** A broken target is any target which is not whole in accordance with **6.3.2.8**. The shooter receiving a broken target must repeat the shot at a regular target regardless of whether it was hit or missed.
- 9.6.0.6** A regular double is two whole targets thrown simultaneously according to these rules.
- 9.6.0.7** An irregular double is when one or both targets of a double are irregular or, when only one target is thrown.
- 9.6.1** **Disciplinary Regulations - Penalties for Rule violations see 9.9.3**
- 9.6.1.1** It is the responsibility of the shooter to be present on the proper station at the proper time, with all necessary equipment and ammunition, and **READY** to shoot.
- 9.6.1.2** If a shooter is not present at the station when his name is called, the Referee must have the shooter's name called loudly three (3) times within one (1) minute. If the shooter does not appear within the three calls, the Referee must declare him "**ABSENT**" loudly. From that moment the shooter declared **ABSENT** must not be allowed to join the squad and shooting must begin without him. He may be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees but the shooter must be penalized with a deduction of three (3) targets. The penalty must be deducted from the results of the make-up round.
- 9.6.1.3** If a shooter arrives late for a competition and it can be proved his 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 Range Officer will determine when and where he will shoot and no penalty will be deducted.
- 9.6.1.4** 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 must result in his disqualification from the competition.



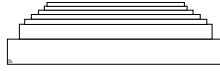
- 9.6.1.4.1** If a shooter uses guns or ammunition which are not in accordance with Rules **9.4.2** and **9.4.3** all targets fired at with such guns or such ammunition are to be scored as misses. If the Jury finds that the shooter has committed such a violation deliberately, it may disqualify him from 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 to ignore the fault.
- 9.6.1.5** If the shooter leaves his squad for one of the reasons cited in Rule **9.8.4** or for other reasons specified in these Rules, he must be permitted to shoot the remaining targets at a later time.
- 9.6.1.6** If the shooter leaves his squad without one of the reasons cited in these Rules, or without a reason accepted and approved by the Referee, all remaining targets of the round must be scored as misses (**LOST**).
- 9.6.1.7** All other violations which are not included in the preceding Rules **9.6.1.2**, **9.6.1.4**, **9.6.1.5**, **9.6.1.6** or in other specific Rules, must be cause for a warning to be given the shooter who has committed them for the first time. Subsequent occurrences during the same round must each be penalized by one (1) target.
- 9.6.1.8** Unsportsmanlike conduct or deliberate attempts to evade the spirit of these rules may incur a warning, a deduction of target(s), or disqualification from the competition based on the decision of the Jury or the Jury of Appeal.
- A.T.9.6.2** **Trap (and Automatic Trap)**
- A.T.9.6.2.1** Conduct of a Round of Trap
- A.T.9.6.2.1.1** Squads which are composed of less than six (6) official shooters in the drawing of lots should be filled with proficient shooters for the duration of the Championship. These auxiliary shooters should have scores posted in the normal manner on the large range score board and the official scorecard in order to provide continuity. However, their names or nationality must not be listed in any document.



- A.T.9.6.2.2** When the shooter is **READY** to fire, he must raise the gun to his shoulder and call crisply and loudly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the target must be thrown at once (see **T R 6.3.19.4**). The shooter must not leave his station before the shooter at his right side has fired at a regular target and a result is declared, except when the shooter has completed shooting on Station 5. In the latter case, he must proceed immediately to Station 1 (6) being careful that he does not disturb the shooters who are on the line as he passes by (see **A.T.9.6.2.6.2**).
- A.T.9.6.2.3** A shooter must position himself, load his gun and call for his target within 10 seconds after the shooter to his left has fired at a regular target or after the Referee has given the signal to **START**. In case of non-compliance with this time limit, the penalties provided in Rule **9.6.1.7** will be applied.
- T.9.6.2.4** Before the beginning of the competition and after each subsequent setting of the traps, a trial target must be thrown from each trap in sequence.
- A.9.6.2.4.1** Before the beginning of the competition one (1) trial target must be thrown for each squad before the first shooter begins his series.
- T.9.6.2.5** If a round of shooting is interrupted for more than 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.
- A.9.6.2.5.1** 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.
- A.T.9.6.2.6** Targets must be thrown for each shooter according to these Rules.
- A.T.9.6.2.6.1** Two (2) shots may be fired at each target.
- A.T.9.6.2.6.2** At the beginning of each round the first five (5) shooters must take positions on stations 1 to 5, the sixth (6<sup>th</sup>) shooter must remain behind station 1 **READY** to move in as soon as shooter No. 1 has shot. After shooter No. 1 has fired at a regular target he must prepare to move to station 2 as soon as the shooter on that station has fired, and so on. When the shooter on station 5 has fired, he must immediately move around the rear of the firing line and return to Station 1 (6) continuing the rotation until each shooter has fired at 25 targets. No shooter having shot on one station must proceed toward the next station in such a way as to interfere with another shooter or match officials.



- A.T.9.6.2.6.3** When the shooter has called for his target it must be released immediately, allowing only for human reaction time to press a button, whether the release is manual, electrical, acoustic-mechanical or mechanical (see **6.3.19.4**).
- A.T.9.6.2.6.4** If a target is not thrown immediately after the shooter's call, the shooter may refuse the target by removing his gun from his shoulder.
- A.T.9.6.2.7** **The Trap Event and the Automatic Trap Event**  
Target distances, angles and elevations:  
Traps must be set before the beginning of competition. The settings must be examined, approved and sealed by the Shotgun Jury (see Figure 9, Trap setting tables I-IX at the end of these rules). See Figure 3 for Automatic Trap.
- T.9.6.2.7.1** New settings must be made after each day's shooting. The traps must be set according to the specifications provided in the tables at the end of this rule book:
- A.T.9.6.2.7.1.2** The height of the target path above the level of the traphouse roof at 10 m forward of the throwing point must be between 1.5m and 3.5m (see Figure 3 and 4).  
A tolerance of 0.5m in elevation (a minimum of 1 m and a maximum of 4m) is permitted.
- A.9.6.2.7.1.3** With a throwing elevation of 2 m at 10 m forward of the pit, a properly released target will carry 75 m (+/- 1 m) if measured over level ground (see Figure 3).
- A.9.6.2.7.1.4** The targets must be thrown within an area bounded by angles minimum 30 degrees maximum 45 degrees right and left of the imaginary centerline drawn through the center of the traphouse and station 3. The horizontal angles will be measured from the front edge of the traphouse (see Figure 3).



#### **T.9.6.2.7.2**

#### **Adjusting the Traps**

The height and distance must be set separately on each machine with the machines fixed in the straight forward ("0" degrees) position. Angles must be set for each machine after height and distance are set, measured over the top of each (see Figure 5).

#### **T.9.6.2.8**

#### **Special settings must be made for the Trap event:**

##### **T.9.6.2.8.1**

When the competition is to be conducted on three ranges in two (2) days (75 - 50 targets), a different setting must be used for each for the first day (75 targets).

For the second day on three (3) ranges (50 targets), a new setting must be used, with all three (3) ranges adjusted to the same setting.

##### **T.9.6.2.8.2**

When the competition is to be conducted in two days (75 + 50 targets) on four (4) ranges only, and the squads of shooters comprise mixed groups (i.e. from different categories of shooters; men, women and juniors), for the first day (75 targets) all ranges must be adjusted to the same setting.

For the second day (50 targets) there must be a new setting, with all ranges adjusted to the same setting.

##### **T.9.6.2.8.3**

If the competition must be conducted in three (3) days (50+50+25 targets + Final round) because of the number of shooters participating in the competition (only in exceptional cases with the approval of the ISSF Executive Committee) on three (3) ranges, for the first day of competition (50 targets) the setting must be the same for all ranges.

For the second day (50 targets) there must be a new setting, with all ranges adjusted to the same setting.

For the third day (25 targets) there must be another new setting, again with all ranges adjusted to the same setting.

##### **T.9.6.2.8.4**

If the Organizing Committee and the Jury make the decision that the Trap competition for any group of shooters (category of shooters, e.g. juniors) will be conducted on only one separate range, the setting must be changed each time after all shooters in this group have completed 50 targets.

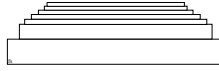
##### **T.9.6.2.8.5**

After the traps have been adjusted and approved by the Jury one trial target must be thrown from each machine in sequence. These trial targets may be observed by the shooters. All shooters, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

##### **A.9.6.2.8.5.1**

The traps setting must be adjusted and examined by the Jury each day before shooting begins. One (1) trial target must be thrown for each squad before the shooter begins his series.





### **A.T.9.6.2.9**

### **Irregular Target – Trap, Automatic Trap**

#### **A.T.9.6.2.9.1**

Any target flying along a path other than that specified in **6.3.19.1** and **6.3.20**, in angle, elevation or distances must be considered irregular.

#### **A.T.9.6.2.10**

A target is declared **HIT** when it is thrown and hit according to the Rules and at least one visible piece is broken from it.

#### **A.T.9.6.2.11**

**A target is declared LOST when:**

##### **A.T.9.6.2.11.1**

It is not hit during its flight.

##### **A.T.9.6.2.11.2**

It is only "dusted" and no visible piece is broken from it.

##### **A.T.9.6.2.11.3**

The shooter does not fire at a regular target for which he has called.

##### **A.T.9.6.2.11.4**

The shooter is not able to fire his gun because he has not released the safety, has forgotten to load or has failed to cock his gun.

##### **A.T.9.6.2.11.5**

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 semiautomatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot.

##### **A.T.9.6.2.11.6**

A malfunction of the gun or the ammunition occurs and the shooter opens the gun or touches the safety before the Referee has examined the gun (see Rule 9.8.1).

##### **A.T.9.6.2.11.7**

It is the third (3rd) or subsequent malfunction of the gun or the ammunition for the same shooter in a 25 target round (see Rules **9.8.0**).

##### **A.T.9.6.2.11.8**

The shooter does not fire for any other reason, which is the fault of the shooter.

#### **A.T.9.6.2.12**

A **NO BIRD** target is one which is not thrown according to these Rules. The **NO BIRD** decision is always the Referee's responsibility.

##### **T.9.6.2.12.1**

In case of a **NO BIRD** target (broken target only) a new target must be thrown from the same trap that has caused the **NO BIRD**. The shooter may not refuse it even if he considers that it was thrown from another machine in the same group.



- T.9.6.2.12.2 Exception**  
If a shooter has shot at a correct target and has a misfire or malfunction on his second shot, the target must be repeated from the same trap (see Rule **T.9.6.2.15.1**).
- A.T.9.6.2.13** After a **NO BIRD** another target must be thrown (WHETHER OR NOT THE SHOOTER HAS FIRED) when:
- A.T.9.6.2.13.1** A “broken target” or an irregular target emerges.
- T.9.6.2.13.2** The target is thrown by a machine in another group.
- T.9.6.2.13.3** Two or more targets are thrown simultaneously from machines in the same group or from different groups on the same range.
- A.T.9.6.2.13.4** The target is of distinctly different color from that of the others used in the competition and practice.
- A.T.9.6.2.13.5** A shooter shoots out of turn.
- A.T.9.6.2.14** Another target must be thrown from the same trap (PROVIDED THE SHOOTER HAS NOT FIRED) when:
- A.T.9.6.2.14.1** The target is thrown before the shooter calls.
- A.T.9.6.2.14.2** The target is not thrown immediately after the call and the shooter refuses it by removing his gun from his shoulder.
- A.T.9.6.2.14.3** The shooter’s first shot misfires due to a malfunction of either gun or ammunition (Rules Section **9.8.0**) and he does not fire the second shot. If the second shot was fired the result must be scored.
- Note:** In the case of a third or subsequent malfunction, rather than **NO BIRD** the target is declared **LOST**.
- A.T.9.6.2.15** Another **target must be thrown** (EVEN IF THE SHOOTER HAS FIRED) when:
- A.T.9.6.2.15.1** The first shot is a miss and the shooter’s second shot misfires due to malfunction of either the gun or the ammunition except under Rules **AT.9.6.2.11.1** to **AT.9.6.2.11.7**. In this case the target must be a miss for the first shot and hit only with the second shot. If the target is hit with the first shot, it must be declared **LOST**.
- A.T.9.6.2.15.2** The shooter has been visibly disturbed.
- A.T.9.6.2.15.3** Another shooter has fired at his target.
- A.T.9.6.2.15.4** The Referee is unable, for any reason whatsoever, to rule whether the target is **HIT**, **LOST** or **NO BIRD**. In this case, before making a final decision, the Referee must consult the Assistant Referees.



**A.T.9.6.2.15.5** When the shooter's turn comes and he discharges a shot involuntarily before he has called for his target. Accidental discharges may be cause for penalty or disqualification from a competition for an unsafe gun or gun handling.

If after the first shot the target is thrown and the shooter fires at the target with the second shot, the result must be scored.

**A.T.9.6.2.16** **NO BIRD** must not be declared when two shots are discharged simultaneously or in rapid succession.

The result must be scored according to the outcome of the two shots.

### **D.9.6.3 Double Trap**

#### **D.9.6.3.1 Conduct of a Round of Double Trap:**

Squads which are composed of less than six (6) official shooters in the drawing of lots should be filled with proficient shooters for the duration of the Championship. These auxiliary shooters should have scores posted in the normal manner on the large range score board and the official score card in order to provide continuity. However, their names or nationality must not be listed in any other official document.

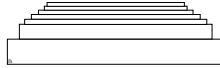
**D.9.6.3.2** The gun position is optional.

**D.9.6.3.3** When the shooter is **READY** to fire, he must call crisply and loudly "**PULL**", "**LOS**", "**GO**", or some other signal or command, after which the targets must be released **simultaneously within the period varying randomly from zero (0) to one (1) second**. The shooter must not leave his station before the shooter at his right side has fired at a regular double and the result is declared, 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 on the line (see Rule **D.9.6.3.7**).

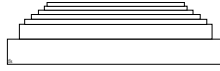
**D.9.6.3.4** A shooter must position himself, load his gun and call for his targets within 10 seconds after the shooter to his left has fired at a regular double or after the Referee has given the signal to **START**. In case of non-compliance with this time limit, the penalties provided in Rule **9.6.1.7** will be applied.

**D.9.6.3.5** Before the beginning of the competition and after each subsequent setting of the traps, a trial double must be thrown in sequence from each range, i.e. 7-8/8-9/7-9. A trial double must be thrown before the start of each round.

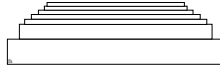
**D.9.6.3.6** If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of a shooter, before the competition resumes the squad must be allowed to view one (1) regular double from the machines on which the interruption occurred.



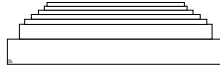
- D.9.6.3.7** At the beginning of each round the first five (5) shooters must take positions on stations 1 to 5, the sixth (6<sup>th</sup>) shooter must remain behind station 1 **READY** to move in as soon as shooter No. 1 has shot. After shooter No. 1 has fired at a regular double he must prepare to move to station 2 as soon as the shooter on that station has fired, and so on. When the shooter on station 5 has fired, he must immediately move around the rear of the firing line and return to station 1 (6) continuing the rotation until each shooter has fired at the number of doubles according to the program. No shooter having shot on one station must proceed toward the next station in such a way as to interfere with another shooter or match officials.
- D.9.6.3.7.1** If a double is not thrown **in the specified time** after the shooter's call, the shooter may refuse the double by removing his gun from his shoulder, or changing his **READY** position. Following or pointing at the targets with the gun is not permitted. Rule **9.6.1.7** will apply.
- D.9.6.3.8** **The Double Trap Event**
- D.9.6.3.8.1** Target distances, angles and elevations:  
Traps must be set before the beginning of competition. The settings must be examined, approved and sealed by the Shotgun Jury (see Double Trap setting tables in Figure 6).
- D.9.6.3.8.2** The height of the target path above the level of the traphouse roof at 10 m forward of the throwing point must be 3.0 m and 3.5 m. (see Figure 7).
- D.9.6.3.8.3** After the traps have been adjusted and approved by the Jury one trial double must be thrown from each pit (see Rule **D.9.6.3.5**). These trial doubles may be observed by the shooters. All shooters, trainers, and team officials are prohibited from entering the trap pits after the Jury has examined, approved and sealed the trap settings.



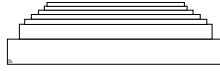
- D.9.6.3.9 Regular Double:**
- D.9.6.3.9.1** A regular double is any double in which two (2) regular targets (see Rule **9.6.0.4**), called by the shooter, are thrown simultaneously in accordance with the Double Trap setting tables in Figure 6.
- D.9.6.3.10 Irregular Double:**
- D.9.6.3.10.1** An irregular double is any double in which:
- D.9.6.3.10.1.1** one or both targets of a double are broken.
- D.9.6.3.10.1.2** only one target is thrown.
- D.9.6.3.10.1.3** one or both targets fly along a path other than that specified in Trap settings which were drawn from the Tables in Figure 6 for each range for the championship.
- D.9.6.3.10.2** The shooter receiving an irregular double must repeat the shots on a regular double regardless of whether the targets were hit or missed.
- D.9.6.3.11 Hit Target:**
- D.9.6.3.11.1** A target is declared **HIT** when it is thrown as a regular double and shot at according to the Rules and at least one visible piece is broken from it.
- D.9.6.3.12 Lost Targets (zero):**
- D.9.6.3.12.1** A target is declared **LOST** when:
- D.9.6.3.12.1.1** it is not hit during its flight.
- D.9.6.3.12.1.2** it is only "dusted" and no visible piece is broken from it.
- D.9.6.3.12.1.3** the shooter fails to fire at a regular double without an evident reason, both targets will be scored **LOST**.
- D.9.6.3.12.1.4** the first shot is a miss and the shooter fails to fire his second shot because a second cartridge was not placed in the gun, failed to release the stop on the magazine of a semiautomatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot. The Double must be declared **LOST**.
- D.9.6.3.12.1.5** the shooter fails to fire at the second target without an evident reason, the first shot of the double must be scored and the second target must be considered **LOST**.
- D.9.6.3.12.1.6** the shooter is not able to fire his gun because he has not released the safety, has forgotten to load, or has failed to cock his gun; both targets will be scored **LOST**.
- D.9.6.3.12.1.7** after a malfunction of the gun or ammunition a shooter opens the gun or touches the safety catch before the Referee has inspected the gun (see Rule **9.8.1**).



- D.9.6.3.12.1.8** If, due to a malfunction the shooter is unable to fire his first shot and the gun is opened or touches the safety catch before the Referee inspects the gun, both targets will be declared **LOST**.
- D.9.6.3.12.1.9** If, due to a malfunction the shooter is unable to fire his second shot and the gun is opened or touches the safety catch before the Referee inspects the gun, the result of the second target will be **LOST** and the result of the first shot will count.
- D.9.6.3.12.1.10** The target is declared **LOST** when firing at a regular double a shooter is unable to fire his second shot because:
- he has failed to load a second cartridge;
  - he has failed to release the stop in the magazine of a semiautomatic gun;
  - the recoil from the first shot has applied the safety catch;
  - using a single trigger, he has not released it sufficiently;
  - any other reason whatsoever which is attributable to the shooter.
- D.9.6.3.12.1.11** When the third (3rd) or subsequent malfunction of the gun or the ammunition occurs for the same shooter in the same round and the shooter is unable to fire the first shot due to the malfunction the double must be declared **LOST** and **LOST**. If the shooter fires his first shot and the third or subsequent malfunction prevents the firing of the second shot the first shot result must be recorded as **HIT** or **LOST** and the second target declared **LOST**.
- D.9.6.3.13** **NO BIRD Doubles:**
- D.9.6.3.13.1** A **NO BIRD** double is one which is not thrown according to these Rules. The **NO BIRD** decision is always the Referee's responsibility.
- D.9.6.3.13.2** A double declared **NO BIRD** by the Referee must always be repeated **WHETHER THE SHOOTER HAS FIRED OR NOT AND REGARDLESS OF WHETHER OR NOT THE TARGET OR TARGETS WERE HIT** (see Rule **9.5.5**).
- D.9.6.3.13.3** The double must be declared **NO BIRD** and the shooter must shoot a repeat double to determine the result of both shots - **WHETHER OR NOT THE SHOOTER HAS FIRED WHEN:**
- D.9.6.3.13.3.1** a "broken target" emerges.
- D.9.6.3.13.3.2** one or both targets in a double are irregular.
- D.9.6.3.13.3.3** only one target is thrown instead of a double.



- D.9.6.3.13.3.4** one or both targets in a double are of distinctly different colors to the others used in the competition and training.
- D.9.6.3.13.3.5** a malfunctioning gun or a faulty cartridge prevents the shooter from firing his first shot.
- D.9.6.3.13.3.6** a shooter fires out of turn.
- D.9.6.3.13.3.7** the shooter hit one target from a regular double with a first shot and the fragments from this target broke the second target before he has fired at the second target.
- D.9.6.3.13.3.8** both shots are discharged simultaneously, after the shooter has called, the double is declared **NO BIRD** and must be repeated as a regular double to determine the results of both shots, whether one or both targets were hit or missed. If the above situation occurs twice in the same round, the double must be scored **HIT** and **LOST** or **LOST** and **LOST** if the shooter fails to hit the first target in the repeated double.
- D.9.6.3.13.3.9** the shooter breaks both targets of a regular double with the same shot, the double must be declared **NO BIRD**. On the second consecutive attempt, if the same situation occurs, the double must be scored **HIT** and **LOST**.
- D.9.6.3.13.3.10** either target of the double is irregular. If the shooter fires at both targets, the result of the double must be scored and no claim will be allowed if the alleged irregularity consisted simply of a deviation from the prescribed flight path, insufficient initial velocity or an alleged fast or slow pull.
- D.9.6.3.14** **Repeat Double:**
- D.9.6.3.14.1** A repeat double may be thrown **PROVIDED THE SHOOTER HAS NOT FIRED** when:
- D.9.6.3.14.1.1** the targets are thrown before the shooter has called.
- D.9.6.3.14.1.2** the targets are not thrown within the specified time limit after the shooter's call and the shooter has refused the targets according to Rule **D.9.6.3.7.1**.
- D.9.6.3.14.1.3** a target flutters, takes an irregular course or has insufficient velocity (see Rule **D.9.6.3.13.3.2**).
- D.9.6.3.14.1.4** the shooter's first shot misfires due to a malfunction of either gun or ammunition (see Rules in Chapter **9.8**) and he does not fire the second shot. If the second shot was fired the result must be scored.
- Note:** In the case of a third or subsequent malfunction both targets are declared **LOST**.



**D.9.6.3.14.1.5** in the case of a malfunction of gun or ammunition through no fault of the shooter, a repeat double may be thrown a maximum of two (2) times, regardless of whether or not the shooter has changed his gun or ammunition during the same round. Upon the third and subsequent malfunctions the targets which cannot be fired at because of the excessive malfunction must be scored **LOST** (see Rule **9.8.5**).

**Note:** No claims of irregularity will be allowed where targets were actually fired at, if:

- the alleged irregularity consists simply of a deviation from the prescribed line of flight.
- in the case of an alleged "QUICK" or "SLOW" pull unless:
- the Referee has called distinctly **NO BIRD** prior to the firing of the shots in the event of the "QUICK" pull, or
- prior to the emergence of the targets in the case of a "SLOW" pull.
- Otherwise, if the shooter fires, the result must be scored.

**D.9.6.3.14.2** A repeat double must be thrown (EVEN IF THE SHOOTER HAS FIRED) when:

**D.9.6.3.14.2.1** the target was missed with the first shot in a regular double and the shooter fails to fire a second shot because of a malfunction of the gun or cartridge; the double must be repeated to establish the result of only the second shot. The first shot is recorded as **LOST**. The shooter must fire at both targets in the repeated double.

**D.9.6.3.14.2.2** the shooter hits one target from a regular double with the first shot and a malfunctioning gun or cartridge prevents the shooter from firing the second shot; the double must be repeated to establish the results of both shots.

**D.9.6.3.14.2.3** the shooter has been visibly disturbed.

**D.9.6.3.14.2.4** another shooter has fired at his double.

**D.9.6.3.14.2.5** the Referee cannot for some reason, decide whether the target was **HIT**, **LOST** or **NO BIRD**.

In this case the Referee must always consult with the Assistant Referees before making his final decision.

**D.9.6.3.14.2.6** the shot is accidentally discharged before the shooter has called for his target.

**D.9.6.3.14.2.7** if the shooter accidentally discharges his gun and the targets are released, and he then shoots the second shot at a target, the result will count. Accidental discharges may be cause for penalty or disqualification.





**D.9.6.3.14.2.8** **NO BIRD** must be declared when two shots are discharged simultaneously or in rapid succession. The result must be scored according to the outcome of the two shots in the repeated double (see Rule **D.9.6.3.13.3.8**).

**S.9.6.4** **The Skeet Event:**

The skeet squad is normally composed of six (6) members, drawn by lot, according to Rule **9.7**. However, if the squad consists of less than 6 shooters it must not be filled with non-competing shooters.

**S.9.6.4.1** **Target distances, angles and elevations:**

Skeet traps must be set before the start of competitions according to the specifications set forth in **6.3.22**. The settings must be examined, approved and sealed by the Shotgun Jury. All shooters, trainers and team officials are prohibited from entering the skeet houses after the Jury has examined the trap settings (see **6.3.22.3** and **6.3.22.4**).

**S.9.6.4.2** **Timer:**

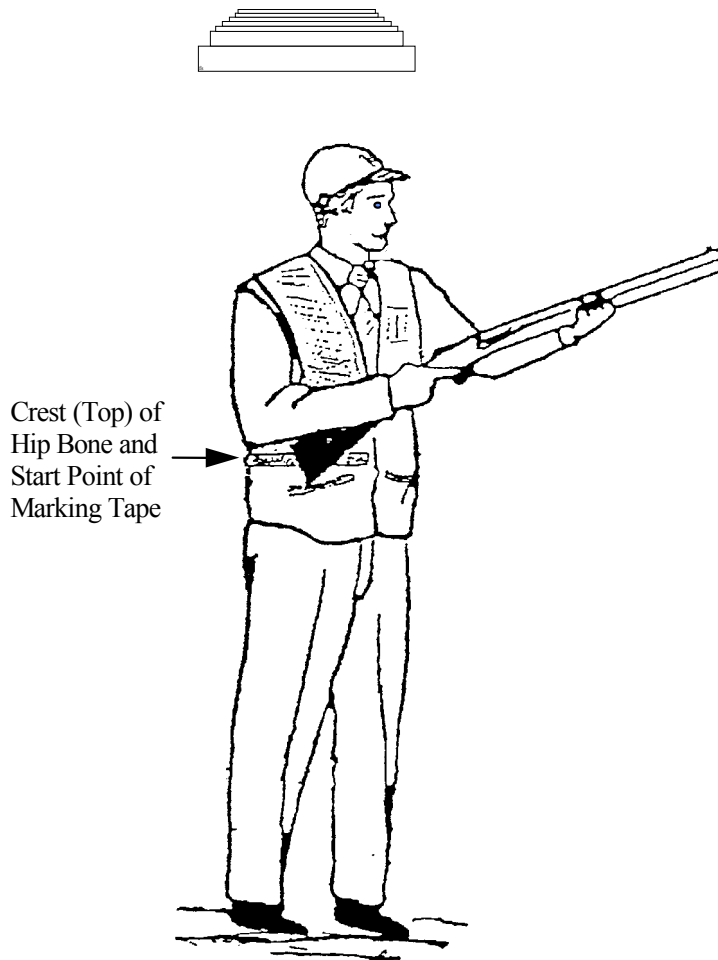
The traps must be operated by an electrical-mechanical or an acoustic-mechanical device which is so installed as to allow the operator (puller) to see and hear the shooters. For all ISSF Championships an automatic timer must be used (see **6.3.22.6**).

This device must allow for the release of the targets within an indefinite period of time, varying from instant release up to a maximum of three (3) seconds after the shooter has called for his target. The release device must be so constructed that only one (1) button (or switch) must be used to release the double targets.

**S.9.6.4.3** Until the target appears the competitor must stand in the **READY POSITION** with both feet in the shooting station boundaries, holding the gun with both hands (see Figure 1).

The gun stock must be in contact with the body of the shooter with the toe of the stock on or below the marking tape (see Figure 1) and must remain in that position until the target appears.

**S.9.6.4.3.1** No prolongation of the gun butt is permitted. To aid the referee in controlling the position of the gun, a mark 25 cm – 30 cm long and 2 cm – 3 cm wide must be permanently affixed (see Figure 1) on the right side of the outer garment (left side for left handed shooters) measured from the height of the crest (top) of the individual's hip bone. The outer garment is any shooting coat, vest, sweater, shirt, etc. which is worn by the shooter and visible to the Referee and Jury during shooting.



**Figure 1: Skeet READY POSITION**

**S.9.6.4.3.2**

When the shooter is **READY** to shoot he must call crisply and loudly, "**PULL**", "**LOS**", "**GO**", or some other signal or command after which the targets must be thrown within an indefinite period not to exceed three (3) seconds (**6.3.22.6**).

**S.9.6.4.3.3**

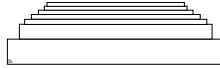
A shooter must stand on the station, position himself, load his gun and call for his target within 15 seconds after the shooter preceding him has left the station or after the Referee has given the signal to start firing. After shooting he must immediately leave the station.

Shooting at doubles to be fired from the same station as singles must be completed in the shortest time possible but not to exceed a 10 second interval between singles and doubles.

In cases of non-compliance with the above the penalties provided in Rule **9.6.1.7** will be applied.

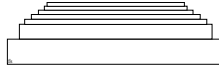
**S.9.6.4.3.4**

If the shooter's position or gun position is not according to Rule **S.9.6.4.3** or time limit, Rule **S.9.6.4.3.3**, is exceeded the Referee must call "**NO BIRD**" or "**STOP**" before the shooter fires. The Referee must then inform the shooter of the violation, give him a verbal warning and show him the yellow warning card if this is a first warning in the round. These must be noted on the official score card of the round.



Subsequent violations in the same round will be penalized by a deduction of one (1) target from the result of the respective round, by the Jury, according to Rule **9.6.1.7**.

- S.9.6.4.3.5** At the beginning of the competition shooters may assemble at Station 1, and they are entitled to observe one (1) regular target from each traphouse. A shooter may also ask to have one trial target thrown after each irregular target, or irregular double, or after an interruption caused by technical difficulties.
- S.9.6.4.3.6** Prior to the beginning of a round of Skeet during the competition sighting exercises may be conducted on stations 1, 2 and 3 only.
- S.9.6.4.4** **Courses of Fire**
- S.9.6.4.4.1** A "SINGLE" target is a target thrown from either house.
- S.9.6.4.4.2** A "DOUBLE" consists of two targets thrown simultaneously, one from each house.
- S.9.6.4.4.3** Only one shot may be fired at any one target.
- S.9.6.4.4.4** Each target must be released within a period of time varying from zero to three seconds after the shooter's call.
- S.9.6.4.4.5** If a target is not released within the proper time the shooter may refuse it by changing his **READY** position. Following or pointing with the gun at a "slow" or "fast" pull target without shooting is not permitted. Rule **9.6.1.7** will apply.
- S.9.6.4.4.6** Each squad must start shooting in the shooting order indicated by the drawing of lots. Each shooter in the squad, starting at station 1, will shoot the targets in sequence through station 8 according to the following rule:



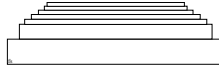
**S.9.6.4.4.7**

**Stations**

<b>Station 1:</b>	1 single from the high house. 1 double, shooting the high house target first and the low house target second.
<b>Station 2:</b>	1 single from the high house. 1 double, shooting the high house target first and the low house target second.
<b>Station 3:</b>	2 singles, shooting the high house target first and the low house target second. 1 double, shooting the high house target first and the low house target second.
<b>Station 4:</b>	2 singles, shooting the high house target first and the low house target second. 1 double, shooting the high house target first and the low house target second.
<b>Station 5:</b>	2 singles, shooting the high house target first and the low house target second. 1 double, shooting the low house target first and the high house target second.
<b>Station 6:</b>	1 single from the low house. 1 double, shooting the low house target first and the high house target second.
<b>Station 7:</b>	1 double, shooting the low house target first and the high house target second.
<b>Station 8:</b>	1 single from the high house. 1 single from the low house

Station	Single		Double	
	High	Low	High	Low
1	1	–	1 first	second
2	1	–	1 first	second
3	1 first	1 second	1 first	second
4	1 first	1 second	1 first	second
5	1 first	1 second	1 second	first
6	–	1	1 second	first
7	–	–	1 second	first
8	1 first	1 second	–	–

Figure 2: Skeet Courses of Fire



#### **S.9.6.4.4.7.1**

#### **Notes on Station 8**

When the squad advances to Station 8, they must stand in their shooting order behind the Referee on an imaginary line drawn between the center of Station 8 and Station 4.

The first shooter must position himself in a normal manner on Station 8 and, after loading the gun with one cartridge only, shoot the high house target. Then he must turn clockwise, to the right, in the direction of the target crossing point. He will position himself for the low house, loading his gun with one cartridge only and shoot the low house target. He 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.

#### **S.9.6.4.4.8**

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. No shooter may move to the next station until all shooters have shot on the preceding station.

#### **S.9.6.4.5**

#### **Number of Cartridges:**

##### **S.9.6.4.5.1**

On station 1, 2, 6 and 8 only one cartridge may be loaded to shoot the high or low house single target. In case of violation of this rule, Rule **9.6.1.7** will be applied.

##### **S.9.6.4.5.2**

On stations 3,4 and 5 two cartridges must be loaded to shoot single targets and two cartridges to shoot the doubles fired on stations 1,2,3,4,5,6 and 7.

##### **S.9.6.4.5.3**

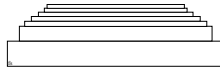
On Station 8 only one cartridge may be loaded to shoot at the target emerging from the high house. After firing on that target another cartridge may be loaded for the low house target.

##### **S.9.6.4.5.4**

During single target shooting with the gun loaded with two cartridges, the shooter must not open his gun after shooting the first of the two singles before calling for his second target. If, inadvertently or deliberately, the shooter opens his gun, he must be warned the first time he does so in each round of 25 targets, the second and subsequent times the target must be considered **LOST** (see Rule **9.6.1.7**). In case of a no bird occurring during the shooting of single targets the shooter may open his gun and reposition himself.

##### **S.9.6.4.5.5**

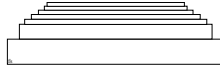
Only on Stations 1 and 8 may the shooter raise his gun to his shoulder and sight for a few seconds, both for single and double targets and on Station 8 both for the high house target and low house target. After that, the shooter must return to the **READY** position described in Rule **S.9.6.4.3** and **S.9.6.4.3.1** before calling for a target.



#### **S.9.6.4.6 Irregular Targets – Skeet:**

Irregular targets are:

- S.9.6.4.6.1** A target which, even if unbroken at the start, does not conform to the definition of a regular target (see Rule **9.6.0.4**).
- S.9.6.4.6.2** Two (2) targets thrown during single target shooting.
- S.9.6.4.7** Regular double:  
Regular targets thrown simultaneously from each house.
- S.9.6.4.8** Irregular double:
  - S.9.6.4.8.1** When one or both targets of a double are irregular.
  - S.9.6.4.8.2** When only one target is thrown.
- S.9.6.4.9** A target is declared **HIT** when it is thrown and shot at according to the Rules and at least one visible piece is broken from it within the shooting boundaries.
- S.9.6.4.10** A target is declared **LOST** when:
  - S.9.6.4.10.1** It is not hit during its flight or it is hit outside the shooting boundaries.
  - S.9.6.4.10.2** It is only “DUSTED” and no visible piece falls from it.
  - S.9.6.4.10.3** The shooter does not fire at a regular target for which he has called.
  - S.9.6.4.10.4** The shooter is not able to fire his gun because he has not released the safety, has forgotten to load, or has failed to cock his gun.
  - S.9.6.4.10.5** When firing at doubles (or a single requiring the gun to be loaded with two cartridges) a shooter is unable to fire his second shot because: he has failed to load a second cartridge; he has failed to release the stop in the magazine of a semi- automatic gun; recoil from the first shot has applied the safety catch; using a single trigger, he has not released it sufficiently; or any other reason whatsoever which is attributable to the shooter.
  - S.9.6.4.10.6** After a malfunction of the gun or ammunition a shooter opens the gun or touches the safety catch before the Referee has inspected the gun (see Rule **9.8.1**).
  - S.9.6.4.10.7** The third (3<sup>rd</sup>) or subsequent malfunction of the gun or ammunition occurs in a 25 target round, even if the shooter has changed guns and/or ammunition (see Rule **9.8.5**).
  - S.9.6.4.10.8** The shot is not fired due to any other reason whatsoever which is attributable to the shooter.
  - S.9.6.4.10.9** The targets are fired at in inverse order, in which case both targets are scored **LOST**.



- S.9.6.4.10.10** The shooter's **READY** Position is not according to Rule **S.9.6.4.3** and he has been warned of this violation in the same round (see Rule **9.6.1**).
- S.9.6.4.11** A **NO BIRD** target is one which is not thrown according to these rules. The **NO BIRD** decision is always the Referee's responsibility.
- S.9.6.4.11.1** A target declared **NO BIRD** by the Referee must always be repeated, WHETHER THE SHOOTER HAS FIRED OR NOT AND REGARDLESS OF WHETHER OR NOT THE TARGET WAS HIT (see Rule **9.5.5**).
- S.9.6.4.11.2** If a target is declared **NO BIRD** another target must be thrown from the same house that has thrown the **NO BIRD**.
- S.9.6.4.12** A target is declared **NO BIRD** and another target must be thrown WHETHER OR NOT THE SHOOTER HAS FIRED – when:
- S.9.6.4.12.1** A broken target emerges (see Rule **9.6.0.5**).
- S.9.6.4.12.2** The target is thrown from the wrong house.
- S.9.6.4.12.3** Two targets are thrown simultaneously in singles.
- S.9.6.4.12.4** The target is of a distinctly different color from that of the others used in the competition and training.
- S.9.6.4.12.5** Either target in doubles is irregular.
- S.9.6.4.12.6** A single target is thrown for a double.
- S.9.6.4.12.7** The shooter fires out of turn.
- S.9.6.4.12.8** On a single target both shots are fired simultaneously. After two repetitions during the same round the third or subsequent repetition will be considered as **LOST** whether or not the target is hit (see Rule **9.8.4**).
- S.9.6.4.13** **A repeat target** may be thrown PROVIDED THE SHOOTER HAS NOT FIRED when:
- S.9.6.4.13.1** The target is thrown before the shooter has called.
- S.9.6.4.13.2** The target is not thrown within 3 seconds after the shooter's call, and the shooter refuses the target according to Rule **S.9.6.4.4**.
- S.9.6.4.13.3** The shooter's position or gun position is not according to Rule **S.9.6.4.3** and the shooter has not been warned of this in the same round (see Rule **9.6.1.7**).
- S.9.6.4.13.4** A target flutters, takes an irregular course or has insufficient velocity (see Rule **S.9.6.4.6**).



**S.9.6.4.13.5** There is a misfire caused by a malfunction of gun or ammunition through no fault of the shooter, a repeat target may be thrown a maximum of two (2) times, regardless of whether or not the shooter has changed his gun or ammunition during a round of 25 targets. Upon the third and subsequent malfunction the targets must be scored as **LOST** (see Rule **9.8.5**).

**Note:** No claims of irregularity will be allowed where targets were actually fired on, either singles or doubles if:

- The alleged irregularity consists simply of a deviation from the prescribed line of flight.
- In the case of an alleged “QUICK” or “SLOW” pull unless the Referee has called distinctly **NO BIRD** prior to the firing of the shot in the event of the “QUICK” pull, or prior to the emergence of the target in the event of the “SLOW” pull.
- Otherwise, if the shooter fires, the result must be scored.

**S.9.6.4.14** **A repeat target** must be thrown IF THE SHOOTER HAS FIRED when:

**S.9.6.4.14.1** The shooter was visibly disturbed.

**S.9.6.4.14.2** The Referee cannot, for some reason, 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.

**S.9.6.4.14.3** The shot is discharged involuntarily before the shooter, during his turn, has called for his target.

Accidental discharges may be cause for penalty or disqualification from a competition for an unsafe gun or gun handling.

**S.9.6.4.15** **Special Rules Applying to Doubles – Skeet:**

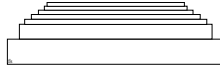
Articles from **S.9.6.4.4.2** to **S.9.6.4.14.3** also apply to doubles and must be interpreted as follows:

**S.9.6.4.15.1** The double must be declared **NO BIRD** and the shooter must shoot a repeat double to determine the results of both shots:

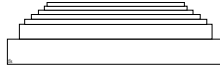
**S.9.6.4.15.1.1** When the first target is regular and the second is irregular, whether they were hit or not.

**S.9.6.4.15.1.2** When a malfunctioning gun or a faulty cartridge prevents the shooter from firing at the first target.





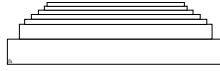
- S.9.6.4.15.1.3** When either target of a double is irregular. If the shooter fires at both targets, the result of the double must be scored and no claim will be allowed if the alleged irregularity consists simply of a deviation from the prescribed flight line, insufficient initial velocity or an alleged fast or slow pull.
- S.9.6.4.15.1.4** When the shooter misses his first target and it collides with the second target before the shooter fires his second shot, or when the shooter hits the first target and the fragments from the first target break the second target before he has fired the second shot.
- S.9.6.4.15.2** A target(s) in a double is considered **LOST** (zero):
- S.9.6.4.15.2.1** In case of the third or subsequent malfunction of the gun or faulty cartridges in the same round, the shooter fails to fire the first shot at the regular double, the double will be declared **LOST**. If the shooter fires his first shot and because of malfunctioning gun or faulty cartridges fails to fire his second shot, the result of the first shot must be scored and the second target must be declared **LOST**.
- S.9.6.4.15.2.2** If the shooter fails to fire at a regular double without an allowable reason, both targets will be scored **LOST**.
- S.9.6.4.15.2.3** When in a regular double the shooter hits his first target and a malfunction of the gun or a faulty cartridge prevents the shooter firing at the second target the double must be declared **NO BIRD** and the shooter must shoot a repeated double to determine the result of both shots.
- S.9.6.4.15.2.4** When the shooter fails to fire at the second target without an allowable reason, the first shot of the double must be scored according to the result and the second target must be considered **LOST**.
- S.9.6.4.15.2.5** If the first target of a regular double was missed and the shooter fails to fire at the second because of a malfunctioning gun or faulty cartridge, the first target must be scored as **LOST**, the double must be repeated and only the result of the shot at the second target must be scored.
- S.9.6.4.15.2.6** If both shots are discharged simultaneously, the double is declared **NO BIRD** and must be repeated as a regular double to determine the results of both shots, if the first target was hit or both were hit. After two (2) occurrences of this kind in the same round the first target must be scored as **HIT** or **LOST** and the second target must be scored as **LOST**.
- S.9.6.4.15.2.7** If the shooter breaks both targets of a double with the same shot, the double must be declared **NO BIRD** and repeated. The shooter is allowed two (2) attempts on one station. On the third (3<sup>rd</sup>) attempt, if the same situation occurs, the double must be scored as **HIT** and **LOST**.



- S.9.6.4.15.2.8** If the shooter misses the first target and accidentally hits the second target with the same shot, the first target must be scored **LOST** and he must shoot a regular double again to determine the result of the second target. The shooter is allowed two (2) attempts on one station. On the third (3<sup>rd</sup>) such attempt, if the same situation occurs, the double must be scored **LOST** and **LOST**.

## **9.7.0 PRE-MATCH ADMINISTRATION (SQUADDING)**

- 9.7.1** Shooters and Team Officials must be informed of the exact shooting time schedules no later than 12:00 hours on the day preceding the competition. This rule also applies for official practice.
- 9.7.2** Team officials must submit final entries with the names of the shooters for individual and/or team events to the Organizing Committee at least two (2) days before the start of the event (see **ISSF General Regulations Article 3.7.6.3**).
- 9.7.3** If it should become necessary to change the shooting schedule, the shooters must be informed no later than 17:00 hours on the day preceding the competition or the official practice.
- 9.7.4** If a shooter has fired his first shot in the competition and must withdraw, he may not be replaced. This rule must also apply for competitions composed of several parts or carried out over several days.
- 9.7.5** It is the shooter's responsibility to be on the proper station at the right time with sufficient ammunition and the necessary equipment.
- 9.7.6** Once shooting has been started it must continue without interruption according to the program, except for mechanical breakdown. Only the Chief of Referees may interrupt the shooting, with the Jury's approval, in the event of heavy rain or a storm.
- 9.7.7 Shooting Order – Squadding:**
- 9.7.7.1** A squad normally consists of 6 shooters except when the drawing does not permit an even distribution of nations.
- 9.7.7.2** Whenever possible in ISSF Championships, the drawing must be made so that the shooters of each country are distributed in such a way that no squad will contain more than one shooter from a nation.
- 9.7.7.3** The allocation of shooters to firing points and shooting schedule must be done by the drawing of lots.



**9.7.7.4** The random selection of ranges and the division of the rounds may be done under the supervision of the Technical Delegate(s) with a computer program suited for this purpose.

**9.7.7.5** The shooting order within the squads may also be changed from day to day at the discretion of the Organizing Committee under the supervision of the Jury. This can be made by either having the members of each squad shoot in reverse order, or by splitting the squads.

## **9.8.0 MALFUNCTIONS**

**9.8.1** In the event of misfire due to any reason, the shooter must remain standing with the gun pointing to the target flight area without opening the gun or touching the safety until the Referee has inspected the gun.

### **9.8.2 Disabled Shotguns and Malfunctions:**

**9.8.2.1** A shotgun must be considered disabled if:

**9.8.2.1.1** it cannot be fired safely

**9.8.2.1.2** it fails to fire

**9.8.2.1.3** it fails to eject due to a mechanical defect.

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

**9.8.2.2.1** faulty manipulation by the shooter

**9.8.2.2.2** failure to place the cartridge in the proper chamber of the gun

**9.8.2.2.3** empty shells in the chamber or chambers.

**9.8.2.3** Decisions on disabled shotguns or malfunctions must be made by the Referee (see Rule **9.5.3.2.1**).

### **9.8.3 Ammunition:**

The following are considered ammunition malfunctions when the firing pin indentation is clearly noticeable and:

**9.8.3.1** only the primer fires or shows indications of indentation.

**9.8.3.2** the powder charge is omitted

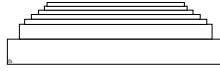
**9.8.3.3** the powder charge is not ignited

**9.8.3.4** some components of the load remain in the barrel.

Decisions on ammunition malfunctions must be made by the Referee (see Rule **9.5.3.2.1**).

**9.8.3.5** 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.

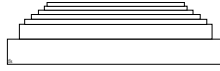
### **9.8.4 Actions After Malfunctions Are Declared:**



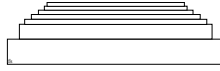
- 9.8.4.1** If the Referee decides that the disabled gun or malfunctioning of gun or ammunition is not the fault of the shooter, and that the gun is not repairable quickly enough, the shooter may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared disabled.
- 9.8.4.2** Or, the shooter may after obtaining the permission of the Referee leave the squad and finish the remaining targets of the round at a time determined by the Referee.
- 9.8.5** **Number of Malfunctions Allowed:**
- 9.8.5.1** The shooter is allowed a maximum of two (2) malfunctions per round whether or not he has changed his gun or ammunition.
- 9.8.5.2** Any regular target on which any additional malfunction of gun or ammunition occurs will be declared “**LOST**” whether or not the shooter attempted to fire.

## **9.9.0** **RULES OF CONDUCT FOR SHOOTERS AND TEAM OFFICIALS**

- Rules of conduct deal with discipline on the shooting station, infringement of Rules or safety regulations. In case of rule violations warnings (yellow card) may be given by a Jury Member, Referee or Range Officer. Penalties, deduction of points or targets etc., and disqualifications may be imposed only by the Jury or Jury of Appeal.
- 9.9.1** Each team must have a **Team Leader** who is responsible for maintaining discipline within that team. A shooter may be appointed as a Team Leader. The Team Leader must cooperate with range officials at all times in the interest of safety, efficient operation of the competition and good sportsmanship. A Team Leader is responsible for all official affairs concerning a team.
- 9.9.1.1** It is the responsibility of Team Leaders to be thoroughly familiar with the Rules and the program. Team leaders are further responsible for seeing that their shooters present themselves at their shooting stations at the proper time with proper equipment. If a team is small and does not have a non-competing leader, one of the shooters should be designated as Team Leader before the competition begins.
- 9.9.1.2** **The Team Leader has the responsibility of**
- 9.9.1.2.1** completing the **necessary entries** with accurate information and to submit them to the appropriate officials within the designated time limit.
- 9.9.1.2.2** **checking scores** and filing protests, if necessary.



- 9.9.1.2.3**      **checking** preliminary and official bulletins, scores and announcements.
- 9.9.1.2.4**      receiving **official information** and requests and passing them on to team members.
- 9.9.2**            Coaching is not allowed in ISSF competitions while the shooter is in the shooting area. Trainers and coaches are not permitted inside the shooting areas.
- 9.9.2.1**            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.
- 9.9.2.2**            If a team official or shooter **violates the rules concerning coaching**, a warning must be issued the first time. In repeated cases one (1) target must be deducted from the shooter's score and the team official must leave the vicinity of the shooting range.
- 9.9.2.3**            **Sound Producing Equipment**  
Only sound reducing devices may be used. Radios, tape recorders, or any type of sound producing or communication systems are prohibited during competitions and official training.
- 9.9.2.4**            The use of **mobile telephones**, walkie-talkies or similar devices by competitors, coaches and team officials within the competition area is prohibited. All mobile telephones must be switched OFF.
- 9.9.2.5**            **Smoking is prohibited** on the range including the spectator area.



### **9.9.3 Penalties for Rule violations – Disciplinary Regulations see 9.6.1**

In cases of violation of the Rules or instructions of Referees or the Jury, the penalties may be imposed on the shooter as follows:

**9.9.3.1** A warning to the shooter must be **expressed in terms** that will leave no doubt that it is an official **WARNING** and the yellow card must be shown. However, it is not necessary to precede other penalties with a warning. This must be recorded on an Incident Report and noted on the Range Register by the Jury member.

**9.9.3.2** Deduction of points from the score, expressed by a Jury member showing a green card with the word **DEDUCTION**. This must be recorded on an Incident Report marked in the Range Register by the Jury member.

**9.9.3.3** Disqualification, expressed by a Jury Member showing a red card with the word **DISQUALIFICATION**. A Disqualification may only be given by decision of a majority of the Jury.

**9.9.3.3.1** In the case of a **disqualification in the Final** the shooter will be ranked on the last place of the participating finalists and may retain his qualification score.

**9.9.3.4** The size of cards should be approximately 70 mm x 100 mm.

#### **9.9.3.5 Infringements should normally be graded by the Jury**

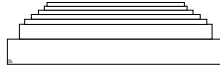
**9.9.3.5.1** In the case of **open violations** of the Rules (guns, clothing, position, coaching etc.) an official **WARNING** must first be given so that the shooter may have the opportunity to correct the fault. If the shooter does not correct the fault within the stipulated time, one (1) target must be deducted from his score. If the shooter still does not correct the fault, disqualification must be imposed.

**9.9.3.5.2** In the case of **concealed violations** of the Rules, when the fault is deliberately concealed, disqualification must be imposed.

**9.9.3.6** If a shooter **impedes another shooter** in an unsportsmanlike manner when the latter is shooting, one (1) target must be deducted. If the incident is repeated, disqualification must be imposed.

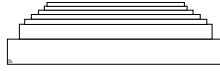
**9.9.3.7** If, when asked to give an explanation for an incident, a shooter consciously and knowingly gives **false information**, one (1) target must be deducted. In serious cases, disqualification may be imposed.

**9.9.3.8** If a shooter handles a gun in a **dangerous manner** or violates any **safety rules**, the shooter may be disqualified by the Jury.



- 9.9.4 Rules for Handling Shotguns - see also Safety Rules 9.2.0**
- 9.9.4.1** All guns, even when empty, must be handled with the greatest of care.
- 9.9.4.2** Conventional double barrel guns must be carried with the breech open, and semiautomatic guns with breech bolt open and the muzzle pointed in a safe direction, up or down toward the ground.
- 9.9.4.3** Guns not in use must be placed in a gun stand.
- 9.9.4.4** It is forbidden to touch or handle another shooter's gun without the owner's permission except under Rule **9.2.4**.
- 9.9.5 Shooting or Aiming**
- 9.9.5.1** Aiming is permitted only on the shooting station or in a designated area (see Rule **9.2.5.3**).
- 9.9.5.2** Shots may be fired only when it is the shooter's turn and the target has been thrown.
- 9.9.5.3** Aiming or shooting at another shooter's targets is forbidden.
- 9.9.5.4** Deliberately aiming or shooting at live birds or other animals is prohibited.
- 9.9.5.5** Test firing of guns is permitted for each shooter one (1) time only, before his/her first shooting round at the beginning of each day of the competition, but only with the permission of the Referee.
- 9.9.6** Cartridges must not be placed in any part of the gun until the shooter is standing on his shooting station, facing the traps with the gun pointed toward the target flight area, and after the Referee has given permission to load/start.
- 9.9.7** The shooter must not turn from the shooting station before his gun is opened. When shooting is interrupted, the gun must be opened. No gun may be closed until the order to continue has been given.
- 9.9.8** Shooters must not cause any interruption of the shooting other than those allowed in these Rules and must restrict their conversations to calling for their targets, reporting "**READY**", making a protest, or answering the questions of the Referee.
- A.T.D.9.9.9** The shooter must not close his gun before the shooter preceding him has fired at a regular target.
- A.T.D.9.9.10** 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 6 or 1.
- 9.10.0 SPARE**

## **9.11.0 SCORING PROCEDURES**



**9.11.1 For individual events:**

For each shooter the results of each round must be entered legibly on official score cards. At the end of the event the total of targets hit by each individual shooter must be entered and scores must be ranked in decreasing order of merit.

**9.11.2 For team events:**

Scores of each team member must be entered according to the method indicated in Rule **9.11.1**. Team scores must be ranked in decreasing order of merit according to the total of targets hit by all the members of each team.

**9.11.3 Scoring:**

Scoring is done officially on each range for each round of 25 targets (Double Trap 25 doubles for men or 20 doubles for women). In ISSF Championship events scores must be kept on each range by two (2) separate persons. One must maintain a permanent official scorecard, the second person must maintain a large scoreboard for the benefit of the shooters and spectators. The person entering scores on the official score card must be positioned at the rear of the firing line near the Referee. Each scorer must mark his card or board independently based on the decisions given by the Referee. At the conclusion of each round the results must be compared and any discrepancy must be resolved before the official card is delivered to the Classification Office. The scores shown on the large score board must prevail if there are discrepancies. It is the duty of the Assistant Referee nearest the large scoreboard to ensure that the scorer is posting the Referee's decisions correctly.

**9.11.4** 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. Failure to sign the card before it leaves the range eliminates all right to protest scores other than scores erroneously posted from the score cards.

**9.11.5 The Classification Office:**

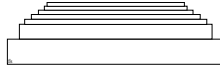
The classification work is the responsibility of the Classification Office. It is the duty of the Classification Office to:

**9.11.5.1** Prepare a list of shooters and assign start numbers to each.

**9.11.5.2** Assist the Chief Range Officer and the Jury in the drawing of lots to squad the shooters.

**9.11.5.3** Prepare score cards for each squad.



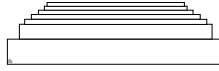


- 9.11.5.4** Ensure that the proper score card is with the correct squad on the correct range.
- 9.11.5.5** Receive and verify results and total the targets hit at the end of a round.
- 9.11.5.6** Tabulate scores and post preliminary scores on the public bulletin board immediately. Total the official scores daily within the shortest possible time.
- 9.11.5.7** Prepare an accurate preliminary results bulletin for distribution to the press and team officials each day.
- 9.11.5.8** Prepare and publish an accurate final results bulletin immediately after the completion of an event and at the close of any applicable protest period.
- 9.11.5.9** Must publish, as soon as possible, the correct final results lists. They must contain the full family name, full first name (without abbreviations), start numbers and the IOC abbreviations of the shooter's Nation.
- 9.11.5.10** One (1) copy of the official result lists of each event must be sent to the ISSF Secretariat via Fax immediately after it has been verified, but not later than the end of the competition day.
- 9.11.5.11** Three copies of the complete official result lists must be sent to the ISSF Secretariat immediately upon conclusion, at the latest within three (3) days after the completion of the events.

## **9.12.0 TIE-BREAKING**

### **9.12.1 Ties in competitions with Finals**

Ties in Olympic events for men and women (specified in Article **3.2 General Regulations**) and other competitions with finals will be decided as follows:



### **9.12.1.1 Ties before the Finals**

Ties among two or more shooters when there are less or equal number of shooters than corresponding places in the finals must be decided according to places 7 and 8, Rule **9.12.1.1.2**, i.e. two shooters tied for second position.

If the ties cannot be broken according to Rule **9.12.1.1.2** i.e. two or more shooters have perfect scores, the jury will decide the shooting order for these shooters by drawing of lots.

When there are more than six eligible for the Finals because of tied scores, i.e. more tied shooters than corresponding places, these ties must be broken by shoot off in accordance with Rules **9.12.1.2.1 to S.9.12.1.2.4**. For example four shooters tied for 5<sup>TH</sup> and 6<sup>TH</sup> position.

**9.12.1.1.1** After a shoot off to determine the six participants in the Finals the shoot off result will decide the ranking of all shooters participating in this shoot off. Remaining ties on 7<sup>th</sup> or lower place if not decided by the shoot off result will be decided by the count back rule **9.12.1.1.2**

**9.12.1.1.2** Individual 7<sup>TH</sup> and 8<sup>TH</sup> place ties must be broken by the scores of the last round of 25 targets (Double Trap 25 doubles for men or 20 doubles for women). In case the tie is not broken, the round before last must be counted, etc. If the result of all rounds are equal, ties must be decided by counting from the first target of the last round (next to the last round etc.) forward until a "zero" is found (count back rule). The shooter with the most hits in succession must be given the higher place.

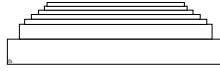
**9.12.1.1.3** Individual scores ranking 9<sup>TH</sup> place, or first lower place not decided by a shoot off according to **9.12.1.1**, and below must be listed in equal rank in alphabetical order by family name in the Latin alphabet with an appropriate number of spaces left unnumbered before the next placing is numbered.

### **9.12.1.2 Ties after the Finals series**

Ties for the first six places in Finals of Olympic events will be decided according to Rules **9.12.1.2.1-S.9.12.1.2.4**.



- 9.12.1.2.1** In case of tied scores after the Finals series the shooters who are tied will shoot off until the tie is broken. Starting positions will be decided by lot drawn by the Jury. When several shooters are tied for more than one ranking place, e.g. two tied for second place (place 2 and 3) and two shooters tied for fifth place (places 5 and 6), they will all shoot off consecutively on the same range to determine the individual ranking. The tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are broken. In the shoot off the shooter, who has to continue the shooting, must position himself, load his gun and call for target within a **MAXIMUM** of **20 SECONDS** after the preceding shooter finished his shot(s).
- T.9.12.1.2.2** Each of the tied shooters for a shoot off occupies a separate shooting station in the order that will be decided by the jury by drawing of lots. When the referee declares **START** each shooter must load one cartridge only for each station. Every shooter must shoot at the same number of targets and from the same number of stations.
- A shooter who misses a target is the loser and is given the lower ranking of the tied scores, provided the other shooters hit their target on their station. All those who remain tied move on to their next station, again load one cartridge only and shooting continues until all ties are broken.
- D.9.12.1.2.3** All tied shooters will start shooting one by one from station 1 at a regular double in the order that will be decided by the jury by drawing of lots. Every shooter must shoot at the same number of doubles and from the same number of stations. The shooter who hits the least number of targets on the respective station is the loser and is given the lower ranking. All those who remain tied move on to their next station and will continue until all ties are broken.
- S.9.12.1.2.4** All tied shooters for a shoot off must start shooting in the order that will be decided by the jury by drawing of lots. All tied shooters must shoot at regular doubles only on stations 3, 4 and 5 beginning on station 3. The shooter who hits the least number of targets on the respective station is the loser and is given the lower ranking. All those who remain tied move on to their next station and will continue until all ties are broken.
- 9.12.2** **Ties in competitions without Finals**
- Ties in non-Olympic events and categories and other competitions without Finals will be decided as follows:
- 9.12.2.1** **Ties with perfect scores** will not be broken. These will share first place and an appropriate number of spaces left unnumbered before the next placing is numbered.



- 9.12.2.2** **Ties for the first six places** must be decided by a shoot off. All shooters tied for sixth place or higher will be ranked according to the score from the shoot off series. The shoot off will go on until all ties among all these shooters are broken.
- 9.12.2.3** 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.
- Shoot offs should be started within a maximum of 30 minutes after regular shooting is completed (see **AT.9.12.2.5 - S.9.12.2.7**)
- 9.12.2.4** In a shoot off for tied results, after the referee has given the signal to **START**, or after the preceding shooter has fired at a regular target, a shooter must position himself, load his gun and call for target within 20 (twenty) seconds. In case of non-compliance with this time limit the penalties of Rule **9.6.1.7** will be applied.
- A.T.9.12.2.5** **Trap** - If two or more shooters have equal scores for the first six places in the event, each tied shooter will take position on the station designated by the Jury by drawing lots, i.e. Station 1, 2, 3, etc. When it is his turn to shoot each shooter must load the shotgun with one (1) cartridge only on each station. Each shooter must shoot at the same number of targets from the same number of stations. The first shooter who misses his target drops out and is given the lower ranking of the tied scores. Those who remain tied move to their next station in normal rotation and continue to shoot until all ties are decided.
- D.9.12.2.6** **Double Trap** - If two or more shooters have equal scores for the first six places in the event, they will all shoot a regular double in sequence, in the order decided by the Jury by drawing lots, all starting on station 1 to station 5 until the tie is broken. All tied shooters must shoot on the same stations, beginning on Station 1, and at the same number of doubles. The shooter who hits the least number of targets on the respective station is the loser.
- S.9.12.2.7** **Skeet** - If two or more shooters have equal scores for the first six places in the event, they will all shoot at the regular doubles only in sequence on station 3 - 4 - 5, beginning on Station 3, in the starting order decided by the Jury by drawing lots. All tied shooters must shoot on the same stations and the same number of doubles. The shooter who hits the least number of targets on the respective station is the loser.



**9.12.2.8** **Individual 7<sup>TH</sup> and 8<sup>TH</sup> place ties** must be broken by scores of the last round of 25 targets (Double Trap 25 doubles for men or 20 doubles for women) if these are not decided by a shoot off for 6<sup>TH</sup> place or higher (see **9.12.2.2**). In case the tie is not broken, the round before the last must be counted, etc. If the result of all rounds are equal, ties must be decided by counting from the first target of the last round (next to the last round etc.) forward until a "zero" is found. The shooter with the most hits in succession must be given the higher place.

**9.12.2.9** Individual scores ranking 9<sup>th</sup> place, or the first lower place not decided by a shoot off according to **9.12.2.2**, and below must be listed in equal rank with the appropriate number of spaces left vacant below the tied position before the next ranking is numbered. The listing must be in Latin alphabetical order using the shooter's family names.

**9.12.3** **Tie-breaking for Olympic Quota Places**

When quota places for the Olympic Games can be obtained, and two or more shooters have equal scores and their ties are not broken by a shoot off (see rule **9.12.1.2**), **Article 3.12.3.1 Annex "Q"** to the ISSF General Regulations "Special Regulations for the Participation in the Shooting Sport Events of the Olympic Games" Rule **Q.5.1** must be used.

**9.12.4** **Team ties**

If two or more teams have the same scores in the first 3 places, ranking must be decided by the combined score of the team members in the last round of 25 targets or doubles, then by the next to the last round, etc. until the tie is broken.

**9.12.4.1** Ties for 4<sup>TH</sup> place and below must be listed in alphabetical order of the nations according to the ISSF (IOC) abbreviations. Ranking will be numbered as described in Rule **9.12.2.9**

**9.13.0** **PROTESTS AND APPEALS**

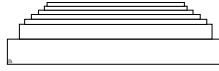
**9.13.1** **Protest fee**

Appeals	US\$ 50,-- or its local equivalent
Other Protests	US\$ 25,-- or its local equivalent

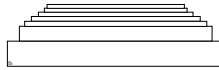
The fee for the matter in question, must be returned if the protest/appeal is upheld or will be retained by the Organizing Committee if the appeal is denied.

**9.13.1.1** **Verbal Protests:**

Any shooter or team official has the right to protest a condition of the competition, decision or action immediately and verbally to a competition official, Range Officer or Jury Member. Such protests may be submitted on the following matters:



- 9.13.1.2** A shooter or team official considers that the ISSF Regulations, ISSF Rules or **competition program were not followed** in conducting the competition.
- 9.13.1.3** A shooter or team official does **not agree** with a decision or action by a competition official, Range Officer or Jury Member.
- 9.13.1.4** A shooter was **impeded or disturbed** by other shooter(s), competition official(s), spectator(s), member(s) of the media or other person(s) or cause(s).
- 9.13.1.5** A shooter had a **long interruption** in shooting caused by range equipment failure, the clarification of irregularities or other cause(s).
- 9.13.1.6** 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 or Jury Member may stop the shooting temporarily if necessary.
- 9.13.2** If a shooter disagrees with a Referee's decision, a protest may be initiated by raising an arm and saying "**PROTEST**". The Referee must then interrupt the shooting temporarily and after hearing the opinions of the Assistant Referees, make his decision. There is no appeal against a decision on a **HIT** or **LOST** target. The Referee's decision is final. Retrieving clay targets from the range to determine whether or not they have been hit is not allowed.
- 9.13.2.1** If the shooter or Team Leader is not satisfied with the final decision of the Referee, except **HIT** or **LOST** targets, they must not delay the shooting. They may make a notation on the score card that the shooter is continuing under protest. This protest must be resolved by the Shotgun Jury.
- 9.13.2.2** Protests to the Shotgun Jury may be made verbally or in writing. Either must be accompanied by a fee in accordance with **9.13.1**. A written protest must be submitted before a Jury decision can be appealed to the Jury of Appeal. If the protest is upheld the fee will be returned; if the protest is denied the fee will be turned over to the Organizing Committee together with the written protest and the Jury's decision.



### 9.13.3 **Written Protests:**

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. Any shooter or team official also has the right to submit a written protest without making a verbal protest. All written protests must be submitted not later than 30 minutes after the matter in question.

9.13.3.1 The Organizing Committee must supply printed forms for use in submitting written protests.

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

### 9.13.4 **Appeals**

In the event of a disagreement with a Jury decision, the matter may be appealed to the Jury of Appeal in accordance with ISSF **General Regulations Article 3.8.2**. Such appeals must be submitted in writing by the Team Leader or a representative not later than one 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.

9.13.5 **The decision of the Jury of Appeal is final.**

9.13.6 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 Technical Committee.

## 9.14.0 **FINALS IN THE OLYMPIC EVENTS**

### 9.14.1 **Events**

Men	Women
25 targets	25 targets
50 targets (25 doubles)	40 targets (20 doubles)
25 targets	25 targets

### 9.14.2 **Qualification**

The full program must be shot in each Olympic event as a Qualification Round for the finals.

### 9.14.3 **Finalists in each event: six (6) Competitors**



### 9.14.3.1

#### **Starting Positions**

The shooters who qualified for the finals will have the following start positions according to their qualification ranking:

**6 – 5 – 4 – 3 – 2 – 1**

### 9.14.4

#### **Finals Events – Programme**

ALL RANGE COMMANDS MUST BE GIVEN IN THE ENGLISH LANGUAGE.

#### 9.14.4.1

##### **Reporting to the Range for Finals**

Team Leaders are responsible for presenting their shooters to the Preparation Area, and report to the Jury at least 20 minutes before the scheduled starting time, complete with all their shooting equipment needed for the final event. They must be dressed and have only the required shooting equipment.

##### 9.14.4.1.1

**Reporting time** must be printed in the official shooting programme. Any delay must be announced and posted on the Final range.

#### 9.14.5

**Starting Time** begins with the command LOAD for the first competition shot for each final event and must be printed in the official shooting programme. Any delay must be announced and posted on the Final range.

#### 9.14.5.1

Any Finalist who is not in his assigned position and **READY** to shoot at the starting time is automatically given the last place in the Finals results using his qualification score and he is not allowed to participate in the Final.

#### 9.14.6

##### **Competition procedures**

The same procedures as in the courses of fire in Trap, Double trap and Skeet will be applied.

##### 9.14.6.1

In Final events targets containing **colored powder** must be used.

##### 9.14.6.2

A target is declared **HIT** when it is shot at according to the rules and at least one visible piece is broken from it or the colored powder is visible.

#### 9.14.7

##### **Final Results**

In all events the results of the Finals competition will be added to the individual results of the Qualification round.

The results of the Qualification and the Final and the total must be printed in the official results bulletin.

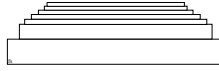
##### 9.14.7.1

Any protest will be decided immediately and the decision is final.

#### 9.14.8

##### **Decisions in the event of tied scores**





Ties after the Finals: see Rules **9.12.0** for TIE-BREAKING.

## **9.14.9 Malfunctions**

### **9.14.9.1 Malfunctions of shotgun or ammunition**

#### **9.14.9.1.1**

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 postponed and the shooter given three (3) minutes time in which to repair his shotgun or obtain another approved gun, or replace his ammunition. After this time the Final will continue.

#### **9.14.9.1.2**

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.

#### **9.14.9.1.3**

Any regular target for which any further malfunction of shotgun or ammunition occurs will be declared "LOST" whether or not the shooter attempted to fire or not.

#### **9.14.9.2**

When a malfunction of the **Final range equipment** occurs, the following procedure must be used:

#### **9.14.9.2.1**

The completed shots will be **scored as a sub-total**.

#### **9.14.9.2.2**

When the **malfunction is repaired** and it is possible to continue the Final within one (1) hour, the remaining shots will be completed.

#### **9.14.9.2.3**

If the **malfunction cannot be repaired** and it is possible to move the Final to an adjacent range with similar settings within one (1) hour, the Finals can be completed on this adjacent range.

In Trap no protest against uneven target distribution is allowed.

#### **9.14.9.2.4**

If the **interruption cannot be corrected** to permit continuation of the Final within one (1) hour, or the Final cannot be continued within the same time on another similarly adjusted range the recorded sub-total (**9.14.9.2.1**) must be examined to determine the scores at the point where all shooters have shot at an equal number of targets in the interrupted Final. These will be scored as the total for the Final, added to the scores of the qualification rounds and awards made on that basis.

#### **9.14.9.3**

For tied scores all tied shooters will be ranked according to the rules for ranking positions 7 and 8. For this purpose the Finals result is counted as the last series.

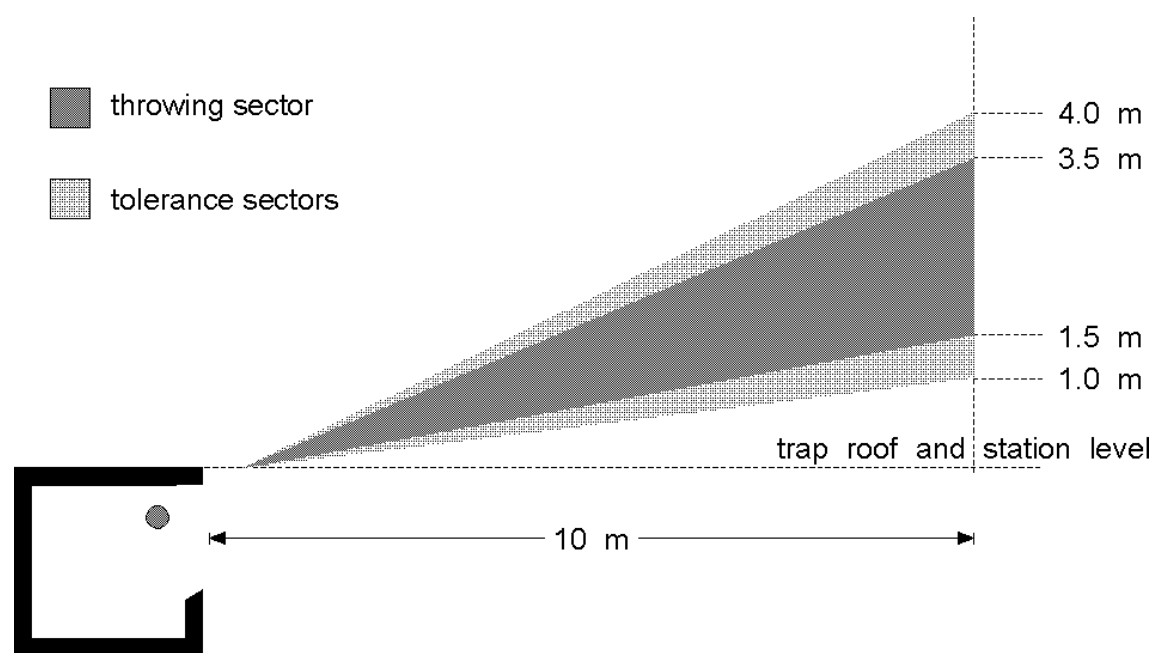
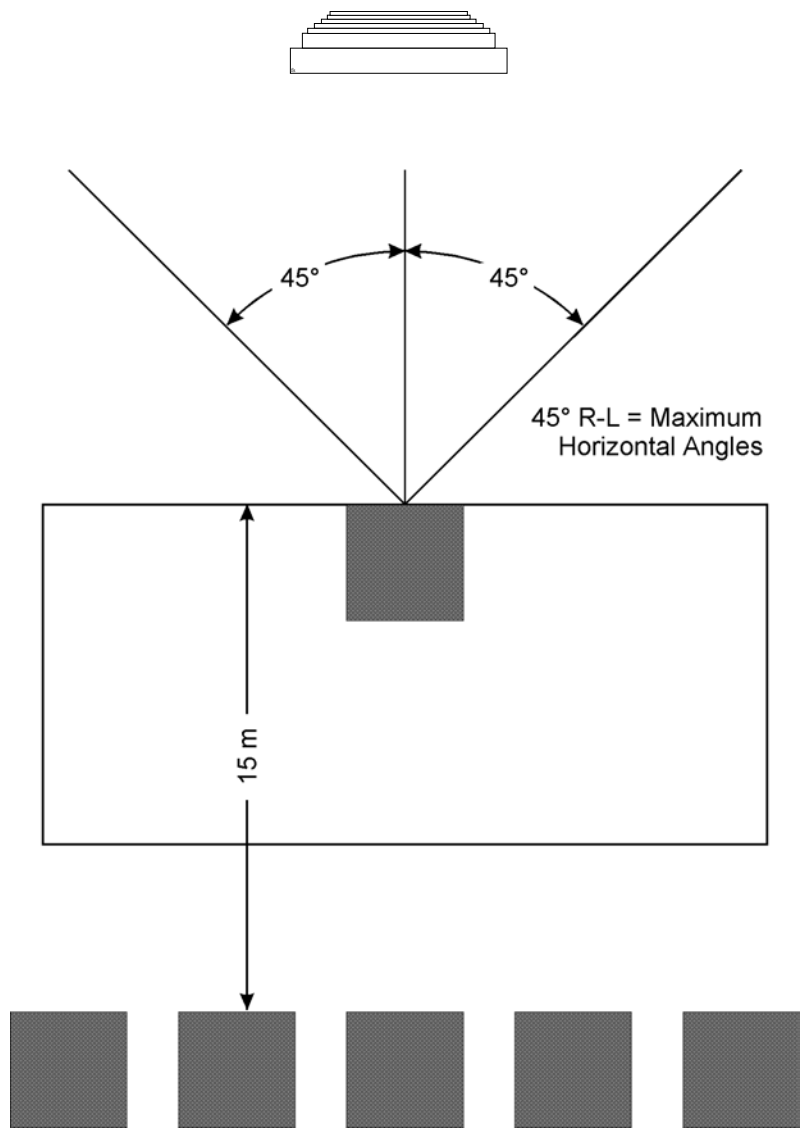


Figure 3: Automatic Trap Target Angles and Elevations

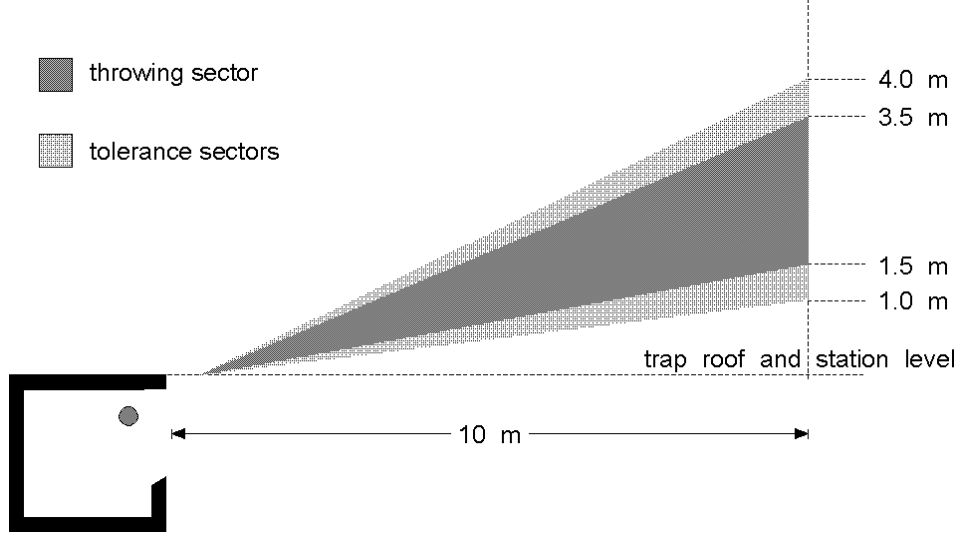
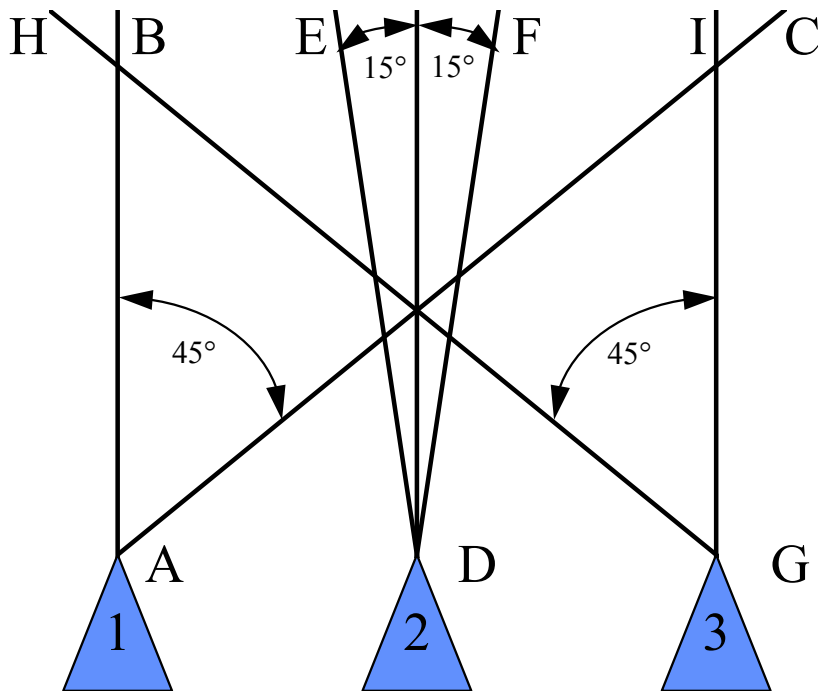


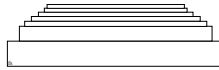
Figure 4: Trap Target Elevations



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.

Figure 5: Trap Horizontal Angles

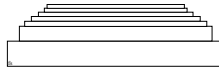


Double Trap Setting Tables (see Rule D.9.6.3.8)					
Table	Number of machines	Direction of trajectory from the Trap	Elevation trajectory at 10 m	Length of trajectory	NOTE
A	7	5 degrees to left	3.00 m	55 m	
	8	0 degrees	3.50 m	55 m	
B	8	0 degrees	3.50 m	55 m	
	9	5 degrees to right	3.00 m	55 m	
C	7	5 degrees to left	3.00 m	55 m	
	9	5 degrees to right	3.00 m	55 m	


The setting "C" must be used for the "FINAL" competitions and any shoot-offs before and after the "Final". It is very important to set the same elevation of 3m at both traps very exactly.

Figure 6: Double Trap Setting Tables

Angles and Elevations for the Traps for Double Trap Three Machines in Normal Position for the Trap event.	
Machines numbered 7, 8 and 9. Or, in separate double trap pit, machines number (1), (2) and (3).	
Targets thrown simultaneously from any two machines.	
Angles of trajectory between double targets thrown from two machines No. 7-8 or 8-9 must not exceed 5 degrees and between No. 7-9 not exceed 10 degrees (see Figure 8).	
Machine No 7 (1)	Maximum angle 5 degrees to left.
Machine No 8 (2)	0 degrees, maximum allowable tolerance 0.5 degrees to left or right.
Machine No 9 (3) (see Figure 8)	Maximum angle 5 degrees to right.
Distance	55 meters (see Figure 6).
Elevations	3.0 meters or 3.5 meters at 10 meters (see also Rule D.9.6.3.8.2 and Figure 7). Maximum Allowable Tolerance +/-0.1m



throwing elevation 3.0m / 3.5m

 tolerance sectors

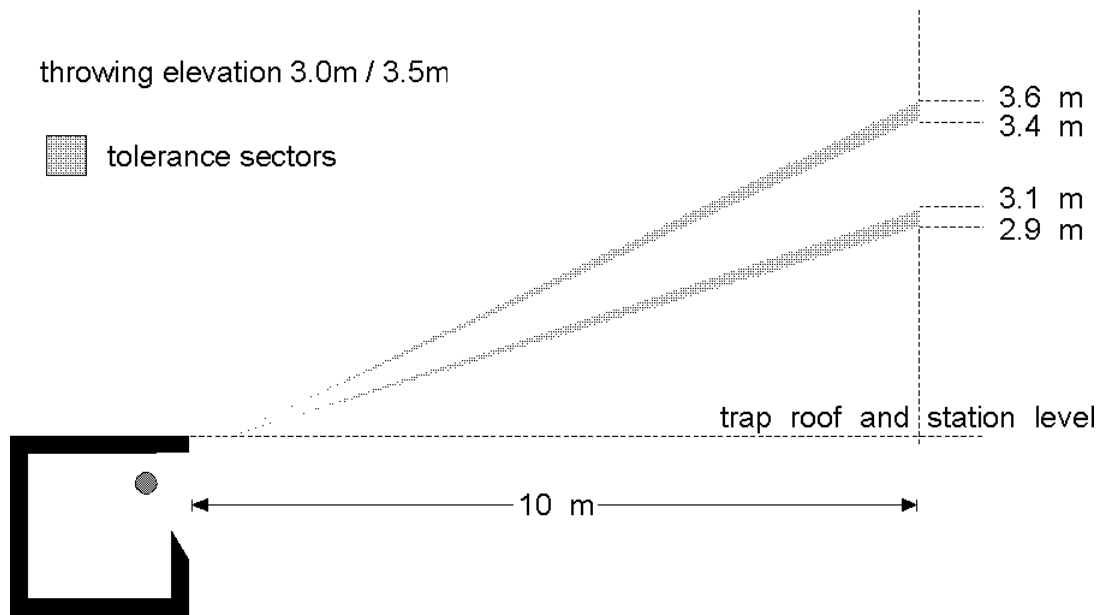


Figure 7: Double Trap Target Elevations

Maximum allowable tolerance 0.5 degrees left or right

maximum

5°



7  
(1)

0



8  
(2)

maximum

5°



9  
(3)

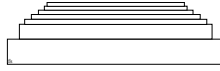
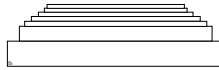


Figure 8: Double Trap Horizontal Angles



**Figure 9: Trap Setting Tables (I-IX)**

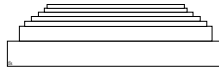
(see Rule T.9.6.2.7)

**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	N O 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	N O 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		



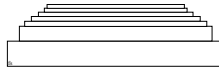
**Table III**

Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
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	NOTE
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	NOTE
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		
	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		

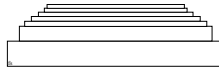
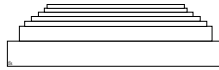


Table VII					
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	NOTE
1	1	35 degrees to right	2.20 m	76 m +/-1 m	
	2	5 degrees to left	3.00 m		
	3	20 degrees to left	3.10 m		
2	4	40 degrees to right	2.00 m		
	5	0 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	NOTE
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		

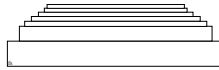


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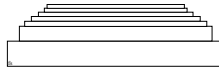
Group	Number of Traps	Direction of trajectory from the Traps	Elevation trajectory at 10 m level ground	Length of trajectory for all traps	N O T E
1	1	40 degrees to right	3.50 m	76 m +/- 1 m	
	2	0 degrees	1.80 m		
	3	20 degrees to left	3.00 m		
2	4	15 degrees to right	3.20 m		
	5	10 degrees to left	1.50 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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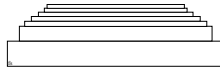
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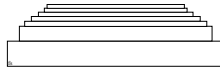
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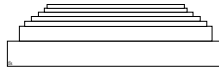
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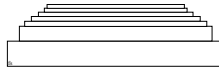


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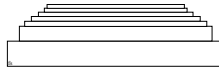


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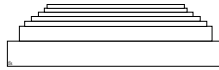




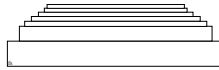
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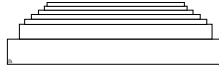
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