



INTERNATIONAL SHOOTING SPORT FEDERATION
INTERNATIONALER SCHIESS-SPORTVERBAND E.V.
FÉDÉRATION INTERNATIONALE DE TIR SPORTIF
FEDERACION INTERNACIONAL DE TIRO DEPORTIVO

Training Manual
Shotgun
For ISSF Range Officials
& Judges

Note:

Article 3.13.3.9, Annex “J” to the ISSF General Regulations sets out the Guidelines for Judges. In Part 3, Judges’ Courses, J.4.5 refers to the ISSF Training Guidelines as the “basis for ISSF Judges’ Courses”. This document is available for Course Instructors and Member Federations from the ISSF HQ.

This Training Manual, referred to in the Training Guidelines, contains more detailed information intended for the training of Range Officials and Judges, and for their future reference. Separate Training Manuals are available for the Rifle, Pistol, Shotgun and Running Target disciplines.

Please send any comments to ISSF HQ.

Every effort has been made to avoid mistakes, but in case of doubt refer to the ISSF Official Statutes, Rules, and Regulations Edition 2025 | Second Print.1 12/2025 (and subsequent changes published in the ISSF News and on the ISSF Website – where the latest version is available for downloading.

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1 GENERAL

1.1 SAFETY

Safety is of paramount importance (ISSF Rule 9.2.1).

ISSF Rules state only specific safety requirements which are required by the ISSF for use in ISSF supervised competitions/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, so additional safety rules may be established by the Organizing Committee. The Organizing Committee must know the principles of range safety and take the necessary steps to apply them. The Organizing Committee (OC) bears the responsibility for safety.

Juries, Range Officials, Team Officials and athletes must be advised of any special regulations (ISSF Rule 9.2.1). For Shotgun see also ISSF Rules (9.2.1 – 9.2.2 – 9.2.3 – 9.2.4 – 9.2.5 – 9.2.6 – 9.2.7) for requirements and recommendations.

1.1.1 SAFETY IS OF PARAMOUNT IMPORTANCE (see ISSF Rule 9.2.1)

The safety of athletes, range personnel and spectators require continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility vests or jackets. Self-discipline is necessary on the part of all.

1.1.2 CARRYING SHOTGUNS (see ISSF Rule 9.2.2)

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

- a) Conventional double-barreled shotguns must be carried empty with the breech visibly open;
- b) Shotguns not in use must be open and placed in a gun rack, locked gun case, armory or other secure place.
- c) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "START" has been given or when it is the athletes turn to shoot.
- d) Cartridges or empty cartridge cases must not be loaded in the shotgun until the athlete is standing on the shooting station, facing the machines with the shotgun pointed towards the target flight area and after the Referee has given permission.
- e) When shooting is interrupted, the shotgun must be opened and any cartridges or empty cartridge cases must be removed.
- f) No athlete may turn from the shooting station before his shotgun is open and empty.
- g) After the last shot and before leaving the range or placing the shotgun on a rack, armoury etc., and the athlete must ascertain that there are no cartridges or empty cartridge

cases in the chamber. The handling of closed shotguns is Prohibited when operating personnel are forward of the firing line.

1.1.3 AIMING EXERCISES (see ISSF Rule 9.2.3)

- a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated dry firing areas.
- b) Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited and may lead to disqualification.
- c) Aiming in any area other than within the designated dry firing areas and direction is prohibited and may lead to disqualification

1.2 RANGES

Ranges will have been inspected by the visiting ISSF appointed Technical Delegate (TD) prior to the start of the event and a Preliminary Program agreed.

1.3 TARGETS

Sample clay targets, both for qualification and Finals rounds must be ecofriendly and must be inspected and approved by the ISSF headquarters and the visiting ISSF appointed TD prior to the start of the event, to ensure that they meet ISSF regulations (ISSF Rule 6.3.6 – 6.3.6.1).

1.4 FACILITIES

The TD should inspect the venue to ensure that all the required facilities are present and satisfactory (**Article 3.5.1 General Procedures for Organizing Committees**).

2 PROGRAM OF EVENTS

The qualification rounds will take place according to the published program and as agreed by the TD, Jury and OC. Any changes must be agreed with the TD.

2.1 WORLD CUPS AND OLYMPIC GAMES

EVENT	MEN	WOMEN
Trap	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
Skeet	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
Trap / Skeet Mixed Team	75/Athlete (150/Team) + Final (in rounds of 25 targets)	

2.2 WORLD CHAMPIONSHIPS

EVENT	MEN	MEN JUNIOR	WOMEN	WOMEN JUNIOR
Trap	125 + Finals (in rounds of 25 targets)	125 (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
Skeet	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)	125 + Finals (in rounds of 25 targets)
Trap / Skeet Mixed Team	75/Athlete (150/Team) + Final (in rounds of 25 targets)			

3 COMPETITION OFFICIALS

The rounds shall be conducted by the Referees and supervised by the Jury according to the rules for the particular event. The Referee shall be assisted by at least two (2) Assistant Referees.

3.1 JUDGE'S DUTIES (SEE ISSF RULE 9.5.2.1 - 9.5.2.2)

- a) Check that the program has no squad with 4 or less athletes ("Fillers" should be used if necessary) (see ISSF Rule 9.10.2.2).
- b) Check that if possible, no Nation has more than 1 athlete in the same squad (see ISSF Rule 9.10.2.3 a).
- c) Check that the distribution of the squads ensures that all athletes are treated equally (ISSF Rule 9.10.2.3).
- d) Check that during PET, each day of competition and after a machine breakdown, that the targets are set according to the Rules (ISSF Rule 9.6.2.1).
- e) Check that the shooting order within the squads and the shooting order of the squads is changed for each day of each event (see ISSF Rule 9.10.2.5)
- f) Conduct an Equipment Control program for all athletes (see ISSF Rule 9.4.1.1).
- g) Conduct cartridge control inspection at random and for all Finalists (see ISSF Rule 9.4.3.2).
- h) Deal with any properly submitted protests (see ISSF Rule 9.16.1.1).

3.2 REFEREE'S DUTIES (SEE RULE 9.5.5)

The Referee shall conduct the round according to the rules of the event.

TRAP	ISSF Rule 9.8
SKEET	ISSF Rule 9.9
MIXED TRAP	ISSF Rule 9.18
MIXED SKEET	ISSF Rule 9.18

3.2.1 Before the Round

- a) Check Squad number on the scorecard.
- b) Check BIB numbers on athlete's backs with scorecard.
- c) Call athletes to the shooting stations.
- d) Allow for sighting exercises as per Rules.
- e) "Test Fire" (2 shots) is permitted for each squad prior to their first round each day (not in the ground).
- f) "Viewing Targets" is permitted according to Table 3

Trap	1 st squads only on each range each day ISSF Rule 9.8.3.1 (all 15 targets)	Test Fire followed by View targets
Skeet	Each squad prior to their 1 st round each day (1x High and 1x Low target) ISSF Rule 9.9.2.5	Test Fire followed by View targets

- g) Check required officials are in position and area is safe.
- h) If applicable, check start time has arrived.
- i) Command No.1 athlete **“START”**.

3.2.2 During the Round

- a) Conduct the round according to the Rules.
- b) Signal **“LOST”** targets (confer with Assistant Referees if necessary).
- c) Call **“NO TARGET(S)”** as required (confer with Assistant Referees if necessary).
- d) Correct any scoreboard errors immediately.
- e) Rule on “Misfires” “Malfunctions” (maximum of two (2) per round without penalty), “Disabled” guns (**3 minutes** to change or shoot later) (see ISSF Rule 9.11.4.1).
- f) Issue WARNINGS (Yellow Card) for first time faults (foot position, time, gun position in Skeet etc.).
- g) After the last shot is fired command **“STOP”**.

3.2.3 After the Round

- a) Ensure that all guns are open and empty (see ISSF Rule 9.2.2.G).
- b) Check that the scores are correct by examining the scoreboard and scorecards.
- c) Correct any errors (if possible).
- d) Call out the score of each athlete in the round.
- e) Check that the time when the round ended is written on the scorecards.
- f) Countersign both scorecards.
- g) Ensure the scorecards are sent to the Results Office immediately.
- h) Move all personnel not required for the next round, off of the range.

3.3 ASSISTANT REFEREE'S DUTIES (SEE ISSF RULE 9.5.6)

- a) To assist the Referee.
- b) To watch each thrown target.
- c) To signal the Referee if he thinks a target is **"LOST"**.
- d) If asked, to record the scores.
- e) In Skeet to indicate to the Referee if the target is hit beyond the boundaries.
- f) If asked, to advise the Referee on any other matter relating to the targets.

4

ATHLETE PREPARATION TIME

4.1

TIME LIMITS (QUALIFICATION ROUNDS, FINALS & SHOOT-OFFS)

Trap	Within 12 seconds after the previous athlete has fired and the result is known or the Referee commands “START” .	ISSF Rule 9.8.1.2
Skeet	Occupy the station within 10 seconds after the previous athlete has left the station or the Referee commands “START” . The maximum time allowed to call for and fire at the required sequence for that station is 30 seconds.	ISSF Rule 9.9.2.1

Note: Extend preparation time if squad comprises of 5 or less.

5 ABSENT ATHLETE (SEE ISSF RULE 9.10.2.6)

5.1 ATHLETE NOT PRESENT

If the athlete is not present when his name is checked with the scorecard the Referee shall:

- a) Call out athlete's **Name and BIB number three (3) times** over the space of **1 minute**.
- b) If the athlete does not appear **by the end** of that minute the Referee shall call out **"ABSENT"**.
- c) Mark the scorecards accordingly.
- d) Adjust the range control unit as required.
- e) Give the command **"START"**; Shooting shall then proceed without the absent athlete.

5.2 MAKE UP ROUND FOR ABSENT ATHLETE (SEE ISSF RULE 9.10.2.7)

5.2.1 The athlete must present him/herself to the Chief Referee before the squad has completed their round to qualify for a make-up round, otherwise possible Disqualification.

5.2.2 Penalty for missing the round, unless there are mitigating factors (deduction of three (3) points to be applied against the last three (3) targets hit in the make- up round).

6 INTERRUPTIONS

6.1 SAFETY

The Referee, in the interest of safety or for any situation that may be dangerous or that may cause an accident, must give the command “**STOP**” to interrupt the shooting. All athletes must then unload their shotguns (see ISSF Rule 9.10.1.2)

6.2 TECHNICAL BREAKDOWN (INTERRUPTION)

If a round of shooting is interrupted for more than **5 minutes** because of a technical malfunction that is not the fault of an athlete, before the competition resumes, the squad must be allowed to view one (1) regular target from each scheme.

Trap: each machine of the group in which the interruption occurred (see ISSF Rule 9.8.1.3.a).

Skeet: one (1) regular target from each-house (see ISSF Rule 9.9.2.5.C).

6.3 SEVERE WEATHER CONDITIONS

If the shooting must be interrupted in the case of heavy rain, a storm, fog, or lightning, Only the Technical Delegate or the Chairperson of Juries with the Technical Delegate approval may interrupt the shooting. In emergency situations, the Jury on duty may temporarily stop the shooting until the Chairperson of Juries or the Technical Delegate take the final decision (see ISSF Rule 9.10.1.2).

7 **“STOP” COMMAND (SEE ISSF RULE 9.2.5.a)**

The command **“STOP”** shall be given verbally by the Referee or Jury Member for the following cases:

- a) In the interest of safety or for any situation that may be dangerous or that may cause an accident.
- b) To examine the shotgun or cartridges after malfunction.
- c) For a mechanical breakdown of the machines on the range.
- d) For any other situation where shooting is not allowed.
- e) After the last shot in the respective round.
- f) Any athlete who handles a closed gun after the **“STOP”** command has been given, without the permission of the Referee, may be disqualified.

When the command or signal to “STOP” is given, shooting must stop immediately. All athletes must unload their shotguns and make them safe (see ISSF Rule 9.2.5.a).

TRAP AND SKEET MIXED TEAM EVENT (SEE ISSF RULE 9.18)

- a) Mixed Teams consist of two team members, one male and one female from the same nation. Both Mixed Team members must wear the same competition clothing with national colors and identification.
- b) In one Championship, nations may enter a maximum of two (2) Mixed Teams in one Mixed Team event, as per ISSF General Regulations.
- c) Mixed Team members may be changed for other athletes already registered in the Championship not later than 12:00 hours, two days before the day of the Mixed Team competition.
- d) The Mixed Team event consists of two parts: Qualification and Final.

8.1 QUALIFICATION (see ISSF Rule 9.18.2)

- a) The Qualification will be conducted according to the Competition Procedures and Rulings as specified in the current ISSF Shotgun rules for Skeet (section 9.9) unless otherwise specified in these rules.
- b) Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other in the same squad, with the male firing first and the female second. Teams from the same nation shall not be in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets each – (3 rounds X 25 targets = 75 targets X 2 athletes = Total 150 targets for each team).
- d) After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female) $75 \times 2 = 150$ (as per ISSF Shotgun Rules 9.13.5.1).
- e) The four (4) highest-ranking Mixed Teams after qualification will qualify for the Final
- f) Any ties for places 1 to 4 will be decided by count back rule.
 - Unless an unbreakable perfect tie, then by shoot off.
- g) After the Qualification stage, new Finals Start numbers (11-1₂, 21-2₂, 31-3₂, 41-4₂) will be distributed to the top 4 qualified Mixed Teams.
- h) The ranking of tied Mixed Teams in 5th place or below not decided by a shoot-off will be established on the basis of the ISSF Shotgun Rules 9.13.5.1 & 9.14.3.4

9 TIES AND TIE BREAKS (SEE ISSF RULE 9.14)

9.1 METHODS

A) COUNTBACK:

Used to:

- Any ties for places 1 to 8 will be decided by a tie break count back rule. (see ISSF Rule 9.14.1.1b)
- The 8 qualified athletes in the final will receive new finals starting numbers 1 to 8 as per qualification ranking or by a count back rule. (see ISSF Rule 9.14.1.1c)
- Individual tie scores rank 9th place and below must be ranked according to the count back rule. (see ISSF Rule 9.14.1.1d)

B) SHOOT OFFS

Used for:

- In case of absolute unbreakable tie (perfect tie) which cannot be broken by the count back rule (see ISSF Rule 9.14.2.1.c)
- In case of a tie between 1st and 2nd place in the finals.

Trap: (see ISSF Rule 9.17.4.1.f)

Skeet: (see ISSF Rule 9.17.4.2.g)

Mix Trap: (see ISSF Rule 9.18.4.1.c)

Mix Skeet: (see ISSF Rule 9.18.4.2.c)

C) BY BIB NUMBER ORDER (QUALIFICATION RANKING)

Used for:

To break ties in the Finals for places three (3) through eight (8).

TIES BEFORE FINALS (ISSF RULE 9.14.1.1)

- a) After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final.
- b) Any ties for places 1 to 8 will be decided by tie-break countback rule. In case of an absolute unbreakable tie, then a Shoot Off will take place.
- c) The eight qualified athletes in the Final will receive new Finals Start numbers 1to 8 as per qualification ranking or any count back rule and compete in the Final.
- d) Individual tied scores ranking 9th place and below must be ranked according to the Count back rule. In case of an absolute tie, when quota places are to be decided, in this special circumstance, then a Shoot Off will take place. Otherwise, the tied athletes will share the same ranking, with their names See listed in alphabetical order according to their family names. Rule ISSF 9.14.2.1.f)

11 QUALIFICATION ROUNDS SHOOT-OFFS (ONLY IN CASE OF A PERFECT TIE)

TRAP (SEE ISSF RULE 9.14.2.3)

11.1 TRAP SHOOT-OFF PROCEDURES BEFORE FINAL (see ISSF rule 9.14.2.3)

- a) Before the Shoot-Off starts a left and a right target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided for the shoot off. Starting on Station 1 they must shoot at regular targets (left or right) until the tie(s) are broken according to the following sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The first athlete must on command move onto the station, load and call for the target as shown in a) above;
- c) Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel must not be loaded with any empty, dummy or loaded cartridge. For a first violation the athlete will receive a Warning (Yellow Card). For any second or subsequent violation the target will be declared "LOST;"
- d) After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- e) Each athlete in the tie must in turn do likewise;
- f) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure;
- g) This system of shooting station by station must continue as long as a tie remains.
- h) If an athlete inadvertently shoots out of turn, the result of the shot must be recorded and the athlete given an official Warning (Yellow Card). Any repetition must result in the target shot at being declared "LOST."

11.2 SKEET SHOOT-OFF PROCEDURES BEFORE FINAL (see ISSF rule 9.14.2.4)

- a) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;
- b) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (lowest ranking athlete to shoot first);
- c) After the Referee declares "START," the first athlete must move on to the station, load and shoot at a regular double (high/low). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- d) All athletes in the tie must in turn do likewise;

- e) The athlete(s) who miss the highest number of targets after each double will be eliminated;
- f) All those who are still tied must remain and the first athlete must then move on to the station, load and shoot at a reverse double (low/high). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- g) All athletes still in the tie must in turn do likewise;
- h) If any ties remain unbroken, this procedure of shooting at a regular double and a reverse double must continue until all results are determined.
- i) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official Warning (Yellow Card). Any repetition must result in the targets shot at being declared "LOST."

11.3 TRAP MIXED TEAM SHOOT-OFF PROCEDURES BEFORE FINAL (see ISSF rule 9.14.2.5)

- a) Before the Shoot-Off starts a left and a right target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided by their interim Qualification ranking (lowest ranking team to shoot first).
- b) Starting on Station 1, they must each shoot at regular target (The man always shoot before the Woman) until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on.
- c) The first athlete must on command move onto the station, load and call for the target as shown in a) above;
- d) Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel must not be loaded with any empty, dummy or loaded cartridge. For a first violation the athlete will receive a Warning (Yellow Card). For any second or subsequent violation the target will be declared "LOST;"
- e) After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- f) Each athlete in the tie must in turn do likewise;
- g) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure;
- h) This system of shooting station by station must continue as long as a tie remains.
- i) If an athlete inadvertently shoots out of turn, the result of the shot must be recorded and the athlete given an official Warning (Yellow Card). Any repetition must result in the target shot at being declared "LOST."

11.4 SKEET MIXED TEAM SHOOT-OFF PROCEDURES BEFORE FINAL (see ISSF rule 9.14.2.6)

- a) The mixed team with the lowest number of hits out of 4 shots will be eliminated and will be ranked the lower place,
- b) If the tie is not broken, the same procedure will continue on the same station in the same order but with reverse doubles, If the tie is still not broken, the same procedure will continue on the same station in the same order but with regular doubles, and so on until the tie is broken.
- c) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;
- d) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (lowest ranking team to shoot first);
- e) After the Referee declares "START," the first athlete must move on to the station, load and shoot at a regular double (high/low). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- f) They must shoot at a regular double (man shoot first) followed by the second member of the team (woman) who will also shoot at a regular double.
- g) The athletes of the other mixed team must then do likewise and each member of the team shoot at a normal double.
- h) The athlete(s)/ Team(s) who miss the highest number of targets after each double will be eliminated;
- i) All those who are still tied must remain and the first athlete must then move on to the station, load and shoot at a reverse double (low/high). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- j) All athletes still in the tie must in turn do likewise;
- k) If any ties remain unbroken, this procedure of shooting at a regular double and a reverse double must continue until all results are determined.
- l) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official Warning (Yellow Card). Any repetition must result in the targets shot at being declared "LOST."

11.5 TIE BREAKING (Shoot-off) PROCEDURES AFTER FINALS (see ISSF rule 9.17.4.3)

Ties for places three through eight will be broken according to the Start number order (Qualification ranking). If there is a tie for Gold and Silver medal places, the shoot-off will begin immediately and there will be no showing of targets or test firing. The shoot-off will be conducted according to these procedures:

- a) **Trap.** The athletes must line up behind Station 1 in Start number order. Starting on Station 1, they must each shoot at regular targets until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot.
- b) **Skeet.** The tied athletes must line up behind Station 3 in Start number order. The athletes must shoot one regular Double; if the tie is not broken with the first Double, they must shoot one reverse Double on that station; if the tie is not broken, they advance to Station 4 to shoot one regular Double, and if the tie is not broken one reverse Double; this sequence continues on Station 5 and then back to Station
- c) **Trap Mixed Teams.** The athletes must line up behind Station 1 in Start number order. Starting on Station 1, they must each shoot at regular target (The man always shoots before the Woman) until the tie is broken according to the following sequence: Station 1 left target, Station 2 right target, station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on. Only one (1) shot is permitted at each target. After shooting, the athlete must move to the rear of the athlete who has yet to shoot. The score of the team is combined.
- d) **Skeet Mixed Teams.** The athletes must line up behind station 4 in Start number order. They must shoot at a regular double (man shoots first) followed by the second member of the team (woman) who will also shoot at a regular double. The athletes of the other mixed team must than do likewise and each member of the team shoot at a normal double. The mixed team with the lowest number of hits out of 4 shots will be eliminated and will be ranked the lower place, If the tie is not broken, the same procedure will continue on the same station in the same order but with reverse doubles, If the tie is still not broken, the same procedure will continue on the same station in the same order but with regular doubles, and so on until the tie is broken.

The score of the team is combined.

12 FINALS IN OLYMPIC SHOTGUN EVENTS (SEE ISSF RULE 9.17)

Finals may be conducted either on a separate range designated as a Finals Range that is not used for Qualification competitions or on one of the ranges used for Qualification competitions.

12.1 TARGETS

Before the Finals the machines shall be loaded with “flash” (powder filled) targets and their trajectories checked by the Jury.

A “flash” target shall be declared “**HIT**” when there is visible emergence of powder after a shot is fired (see ISSF Rule 9.7.4.C) or a visible piece is broken from it.

12.2 FINALS FORMAT (See ISSF Rule 9.17.2.1)

The full program must be fired in each Olympic event as a Qualification for the Final. The eight (8) highest-ranking athletes in the Qualification advance to the Final; Finalists start at zero; scores from the Qualification are not carried forward; results from all stages of a Final are cumulative.

12.3 Finals Facilities and special equipment (see ISSF Rule 9.17.3.5)

One range with a large spectator stand must be designated as the Shotgun Finals Range. The Shotgun Finals Range must have a designated reporting area where cartridge controls can be done, where finalists can report.

12.4 Reporting Time (see ISSF Rule 9.17.3.1)

- a) Athletes in the Final must report to the Finals Range not later than 30 minutes before the Final Start Time;
- b) A two (2) point penalty will be deducted from the score of the first hits in the Final if the athlete does not report on time;
- c) Athletes must report with their equipment, competition clothing and a national team uniform that may be worn in the Medal Ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete cartridge and equipment controls as soon as possible after the athletes report; and
- d) Any finalist who does not report for the start of the Finals Procedures, 15 minutes before the start time will not start and will be ranked last in the Final.

12.5 Start Positions and BIB Numbers (see ISSF Rule 9.17.3.3).

Must be issued for the Finals. Starting positions in Finals are assigned according to the Qualification ranking, with the highest-ranking athlete having Start number 1. In case of

tied scores, countback rule will be used to decide the position, except when unbreakable tie, it will be decided by Shoot-off. In shoot-offs to decide medals, athletes must shoot in Start number order (lowest number shoots first).

12.6 TEST FIRING FOLLOWED BY SHOWING TARGETS (see ISSF Rule 9.17.3.4)

Will be done and finished before the start of the presentation

Test Firing and Showing Targets. Before the start of the Final, the finalists must be permitted to test fire and targets must be shown.

Trap Show each target from all stations.

Skeet Show a Normal and a Reverse Double from station 3.

The following personnel shall conduct and supervise the Final:

a) Referee:

- An experienced official with an ISSF Shotgun Referee's licence, appointed by the Chief Referee, in consultation with the Jury, must conduct the Final.
- Whenever possible the appointed Referee must originate from a nation which does not have any athlete(s) in the Final;

b) Assistant Referees & Timing System Referee:

- Two Referees must be appointed as Assistant Referees to assist and advise the Referee in charge. An additional Referee must be appointed to manage the electronic timing device. A further additional Referee must be appointed to
- keep a manual scoreboard. All Referees shall be selected by the Chief Referee from the appointed Competition Referees. It is the responsibility of the Chief Referee to ensure that the appointed Referee, Assistant Referees and Timing System Referee are present at the Finals Range on time to conduct the Final.

c) Jury-Member-in-Charge:

- One (1) Jury member must be designated, by the Jury Chairperson, as the Jury- Member-in-Charge of the Final.

d) Competition Jury:

- The Competition Jury must supervise the conduct of the Final. One (1) Jury member must be designated as the Jury-Member-in-Charge, of the Final;

e) Finals Protest Jury, Composed of three (3)

- The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairperson (can be also the Jury Chairperson), who must decide any protests that may be made during the Final. Their decision is final.

f) Technical Officer:

- The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury-Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly;

g) Announcer/Commentator:

- An Announcer/Commentator designated by the ISSF or the Organizing Committee must be responsible for introducing finalists, announcing scores

and providing information to spectators.

h) Sound Technician:

- A technical official responsible for operating the sound and music system during competitions.

i) RTS JURY:

- An RTS Jury must be present at the Final.

j) VAR Jury (In case VAR is used)

- The VAR System Operator, responsible for functioning and controlling the VAR system, will be designated to operate the monitor as needed during matches. This individual will oversee the system's operation and ensure its proper use in accordance with established protocols

12.7 Finals Production and Music (see ISSF Rule 9.17.3.7)

a) The conduct of a Final must use music, announcements, commentary, staging and commands in a total sports presentation that portrays the athletes and their competitive performances in the most appealing and exciting ways for spectator and television audiences.

b) The Technical Delegate in consultation with the Jury should approve the music program. Enthusiastic audience support is encouraged and is recommended during the Finals.

12.8 FINALS PROCEDURES (SEE ISSF RULE 9.17.4)

12.8.1 TRAP (SEE ISSF RULE 9.17.4.1)

- 8 Finalists.
- Finalists shoot one shot only at each target.
- Finalists occupy stations 1-2-3-4-5-6+7+8 (Station" 7" 1m behind station "6" and station" 8" 1m behind station "7") in Final Start Number order, lowest Final Start Number on Station 1
- After each athlete has shot on a station, he must move to the next station to fire in sequence on that station.
- A timing system to control the 12-second preparation time limit must be used. Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:

a) Test Fire than showing of Targets

b) Athletes' presentation

c) After the 8 finalists complete a round of 10 targets (4 Right, 4 Left, 2 Center), The 7th and the 8th place athletes are eliminated

The 6 remaining finalists will be repositioned to fulfill the 6 stations according to their Bib numbers.

d) After the 6 remaining finalists shoot at another 5 targets (2 Right, 2 Left,

1 Center) and complete **15 targets**, the 5th and the 6th place athletes are eliminated.

e) After the 4 remaining finalists shoot at another **5 targets** (2 Right, 2 Left, 1 Center) and complete **20 targets**, the 4th place athlete is eliminated.

f) After the 3 remaining finalists shoot at another **5 targets** (2 Right, 2 Left, 1 Center) and complete **25 targets**, the 3rd place is decided. (Bronze medalist)

- In case of a tie between 2nd and 3rd, the lowest Final Start Number wins.

g) And after the 2 remaining finalists shoot at another **5 targets** (2 Right, 2 Left, 1 Center) and Complete **30 targets**, the gold and silver medalists (1st and 2nd places) will be Decided, in case of a tie there is an immediate shoot-off.

Total targets: 30

Trap Targets Distribution (The Referee is to inform the first Athlete when shooting at their first Right or Left target in each of the five targets series, if the target to be thrown is to be a Right or a Left Target)

	8 athletes		6 athletes	4 athletes	3 athletes	2 athletes
Station 1	Right	Left	Right	Left	Right	Left
Station 2	Left	Right	Left	Right	Left	Right
Station 3	Center	Center	Center	Center	Center	Center
Station 4	Right	Left	Right	Left	Right	Left
Station 5	Left	Right	Left	Right	Left	Right

12.8.2 SKEET (SEE ISSF RULE 9.17.4.2)

- 8 Finalists.
- Finalists will shoot on each station in Final Start Number order. A timing system to control the 30-second preparation time limit must be used.
- Each Final consists of series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:
 - a) Test Fire than showing of Targets
 - b) Athletes' presentation
 - c) All 8 finalists will shoot, in sequence, at **12 targets**, with one regular double and one reverse double on station 3, one regular double and one reverse double on station 4, one regular double and one reverse double on station 5. After the eight finalists complete **12 targets**, the 7th and the 8th place athletes will be eliminated
 - d) The 6 remaining finalists will shoot another **12 targets**, with one regular double and one reverse double on station 3, one regular double and one reverse double on station 4 and one regular double and one reverse double on station 5 After **24 targets**, the 5th and the 6th place athletes will be eliminated

- e) The 4 remaining finalists will shoot another **4 targets** with one regular double and one reverse double on station 3.
After 28 targets, the 4th place athlete will be eliminated
- f) The 3 remaining athletes will shoot another **4 targets**, with one regular double and one reverse double on station 4.
After **32 targets**, the 3rd place athlete will be decided; (Bronze medal)
- In case of a tie between 2nd and 3rd, the lowest Final Start Number wins.
- g) And after the 2 remaining finalists shoot at another **4 targets** with one regular double and one reverse double on station 5
After **36 targets**, The 1st and 2nd places athletes will be Decided (Gold and Silver medals) in case of a tie there is an immediate shoot-off.
- Test firing followed by the target showing will be done and finished before the start of the presentation.

Total targets: 36

12.8.3 MIXED TRAP (see ISSF Rule 9.18.4.1)

- After the end of the Qualification Rounds, the top 4 teams will be qualified for the Final.
 - The final is only (1) stage, consisting of 8 Athletes (4 Teams).
 - Finalists shoot one shot only at each target.
 - Finalists occupy stations 1-2-3-4-5-6+7+8 (Station" 7" 1m behind station "6" and station" 8" 1m behind station "7") in Final Start Number order.
 - The man is always shooting first followed by the woman.
 - After each athlete has shot at a station, he must move to the next station to fire in sequence on that station.
 - A timing system to control the 12-second preparation time limit must be used. The man will always start than followed by the women.
 - Test Firing than showing of Targets
 - Athletes' presentation 8 Athletes - 4 Teams – No presentation for coaches-The man will stand and be presented first followed by the woman+ the jury in charge + the referee(s)
 - Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:
- a) After the 8 finalists (4 Teams) complete a round of **10 targets/ Athlete (20 Targets/Team)** (4 Right, 4 Left, 2 Center), The 4th team is eliminated Team Ranked 4th
 - In case there's a tie between the 3rd and the 4th teams, the lowest Final Start Number wins.
 - The 6 remaining finalists (3 Teams) will be repositioned to fulfill the 6 stations according to their Final Start Numbers.
 - b) After the 6 remaining finalist (3 Teams) shoot at another **5 targets/ Athlete (10 Targets/Team)** (2 Right, 2 Left, 1 Center), and complete 15 Targets/ athlete (**30 targets/Team**), the 3rd team is eliminated (TEAM RANKED 3rd) Bronze Medal

winner team.

- In case there's a tie between the 3rd and the 2nd teams, the lowest Final Start Number wins.

c) After the 4 remaining finalists (2Teams) shoot at another **5targets/Athlete (10Targets/Team)**

(2 Right, 2 Left, 1 center) and complete **20 Targets/Athlete (40 Targets/Team)**, the gold and silver medals are decided

- In case of a tie between 1st and 2nd place teams, there is an immediate shoot-off.

Both team members must participate in the shoot-off .

Both team members will shoot (The man shoot first followed by the woman) to obtain a combined score for the team of 2 targets in each station.

Total targets: 40 Targets / Team

Mixed Trap Targets Distribution (The Referee is to inform the first Athlete when shooting at their first Right or Left target in each of the five targets series, if the target to be thrown is to be a Right or a Left Target)

	8 athletes / 4 teams		6 athletes / 3 teams	4 athletes / 2 teams
Station 1	Right	Left	Right	Left
Station 2	Left	Right	Left	Right
Station 3	Center	Center	Center	Center
Station 4	Right	Left	Right	Left
Station 5	Left	Right	Left	Right

12.8.4 MIXED SKEET (see ISSF Rule 9.18.4.2)

- After the end of the Qualification Rounds, the top 4 teams will be qualified for the Final.
 - The final is only (1) stage, consisting of 8 Athletes (4 Teams).
 - Finalists will shoot from stations 3, 4 and 5 in Final Start Number order.
 - The man always shoots first followed by the woman.
 - After each athlete has shot at a station, he must move to the next station to fire in sequence on that station.
- A timing system to control the 30-seconds preparation time limit must be used. The man will always start followed by the women.
- Test Fire than showing of Targets

- Athletes' presentation 8 Athletes - 4 Teams – No presentation for coaches -The man will stand and be presented first followed by the woman + the jury in charge + the referee(s)
- Each Final consists of a series of target sequences followed by progressive eliminations that continue until the gold and silver medals are decided, as follows:
 - a) After the 8 finalists (4 Teams) complete a round of 12 targets /Athlete (24Targets/Team)
 - (one regular double and one reverse double on station 3, one regular double and one reverse double on station 4, one regular double and one reverse double on station 5), The 4th team is eliminated Team Ranked 4th
 - In case there's a tie between the 3rd and the 4th teams, the Final Start Number wins.
 - The 6 remaining finalists (3 Teams) will continue according to their Bib Final Start Numbers.
 - b) After the 6 remaining finalist (3 Teams) shoots at another 12 targets /Athlete (24 Targets/Team) (one regular double and one reverse double on station 3, one regular double and one reverse double on station 4, one regular double and one reverse double on station 5), and complete 24 targets/Athlete (48 Targets /Team), the 3rd team is eliminated (TEAM RANKED 3rd) Bronze Medal winner team
 - In case there's a tie between the 3rd and the 2nd team, the lowest Final Start Number wins.
 - c) After the 4 remaining finalists (2 Teams) shoot at another 4 targets/ Athlete (8 Targets/Team).
 - (one regular double and one reverse double on station 4), and complete 28 targets/Athlete.
 - (56 Targets/Team), the gold and silver medals are decided
 - In case of a tie between 1st and 2nd place teams, there is an immediate shoot-off.

Both team members must participate in the shoot-off.

Both team members will shoot (The man shoot first followed by the woman) to obtain a combined score for the team.

- Test firing followed by the target showing will be done and finished before the start of the presentation.

Total targets: 56 Targets/ Team

12.8.5 INTRODUCTION OF FINALISTS (see ISSF Rule 9.17.5.d)

The Announcer will introduce, in Start number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.

12.8.6 COACHING TIMEOUT (See ISSF Rule 9.18.4.3)

In the Final, while shooting is in progress, Coaches/Team Officials, without disturbing the athletes may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of thirty (30) seconds. The Jury Member in Charge will then, at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to the his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout. The Jury Member in Charge must control the time.

12.8.7 REPORTING TIMES AND CARTRIDGE CONTROL (See ISSF Rule 9.18.4.4)

- a) The members of the four (4) qualified Mixed Teams in the Final or their representatives (Coaches or Team Officials) must report to the Finals Range (at the designated area) for cartridge control at least 30 minutes before the scheduled Start Time of the Final. At this time the Jury will distribute the Finals Start numbers to all the athletes of the four (4) qualified Mixed Teams.
- b) The Equipment Control Jury will instruct the members of each Mixed Team or their representatives (Coaches or Team Officials) to place all of their cartridges in numbered boxes (corresponding to the Start numbers of their Team). The Equipment Control Jury will select cartridges to be checked and seal the boxes in the presence of the Team members or Coach/Team Official and conduct equipment inspections. Cartridge checks must be completed before the presentations.
- c) The members of the Qualified Mixed Teams must present themselves to the Finals Range, 15 minutes, before the start of the Final (Stage 1), for preliminaries and presentation
- d) No additional cartridges may be brought to the FOP.
- e) A two (2) hit penalty will be deducted from the score of the first series of the first athlete, if any of the Mixed Team's cartridges are not presented 30 minutes before the start of the Final or if either of the Team members does not report 15 minutes before the start of the Final. Any team that does not report at the time of the Presentations will not be allowed to take part in the Final and will be awarded 4th place.

12.8.8 TARGET OBSERVATION – TEST FIRE – PRESENTATION (See ISSF Rule 9.18.4.5)

- a) After reporting at the range, the athletes of the Qualified Mixed Teams will be allowed to take their cartridges from the boxes then, all four (4) Qualified Mixed Teams will be asked to go to the shooting stations for target observation and test firing.
- b) After target observation and test firing, the athletes in the Final will assemble in a designated area to the side of the range, to await being called for presentation. The teams will line up in Start number order. The Qualified Teams in Final will enter the field of play (male athlete first – female athlete second) and the announcer will introduce them to the spectators. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee.
- c) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.
- d) The Final will be conducted in the order specified in rule 9.17
- e) At the end of the Final the Gold, Silver and Bronze Medalists are assembled by the Jury Member in Charge, on the field of play for official photographs and announcement, (Rule 9.17.5.i).

12.8.9 PROTESTS DURING THE FINALS (See ISSF Rule 9.17.7)

- a) If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying "PROTEST."
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "HIT," "LOST," "NO TARGET" or "IRREGULAR" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets.
- e) No protest fee applies in Finals.

12.8.10 MALFUNCTIONS DURING THE FINALS (See ISSF Rule 9.17.6)

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw.
- b) After the malfunction is corrected or the athlete withdraws, the Final must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- c) An athlete is allowed a maximum of two (2) malfunctions during a Final, including any shoot-offs, whether or not he has tried to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire

13 PROCEDURE FOR CONDUCTING FINALS (SEE ISSF RULE 9.17.5)

Procedure

Time	Stage	Procedure
a) 30:00 minutes before	Finalists Report for Cartridge Control	Team Leaders are responsible for ensuring that their athletes report at the Finals Range on time (Rule 6.19.3.1). The Jury will instruct the finalists to place all of their cartridges in numbered boxes (corresponding with bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation. Athletes may leave the FOP without any of their equipment, including their shooting vests, but must return within 15:00 min. before the start of the Final, otherwise they may not start and will be ranked last in the final. No additional cartridges may be brought to the FOP.
b) 15:00 minutes before	Target Showing and Test Fire	The Referee will authorize the finalists to complete their warm-ups and test fire shots and then show the targets according to the rules for each event.
c) 5:00 minutes before	Assemble for Introductions	The EIGHT (8) finalists, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the centre of the range.
d) 4:00 minutes before	Introduction of Finalists	The Announcer will introduce, in Start number order (with number one on the right, as they face the audience), the finalists by giving the name, nation and brief information about each finalist. The Announcer must also introduce the Referee and the Jury Member-in-Charge.
e) 1:00 minutes before	Final Preparation	One (1) minute before the first Finals shot, the Referee will instruct the finalists to go to their shooting stations.
f) competition firing starts at .min 0:00	Start of Final	The Referee will instruct the first athlete to begin with the command "READY." Each athlete in Trap has twelve (12) seconds to call for each target. In Skeet, on every station, each finalist has thirty (30) seconds after occupying the station to call for and fire at Doubles.
g) Scoreboard Pause		In Trap Finals, scoreboard pauses will occur after all finalists have fired at 5 and 10 targets and subsequently after every 5 targets. In Skeet Finals, scoreboard pauses will occur after all athletes have completed one station. Television productions will use this pause to display current scores and rankings for spectators. The Announcer will make brief comments about the athletes and scores and, as appropriate, recognize the athletes who are eliminated or announce that a tie-breaking shoot-off will take place. After 5-25 seconds, the Referee will instruct the first athlete to start the next shots with the command "READY."

h) Final Completion	If there is no tie for the gold medal, the Jury Member-in-Charge will immediately declare “RESULTS ARE FINAL.” If there is a tie, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off until the tie is broken. After the tie is broken, the Jury Member-in-Charge must immediately declare “RESULTS ARE FINAL.”
i) After Medals are Decided	After the Jury Member-in-Charge declares “RESULTS ARE FINAL,” the Announcer must immediately recognize the medal winners by announcing: “THE GOLD MEDAL, REPRESENTING (COUNTRY), GOES TO (NAME).” “THE SILVER MEDAL, REPRESENTING (COUNTRY), GOES TO (NAME).” “THE BRONZE MEDAL, REPRESENTING (COUNTRY), GOES TO (NAME).” (Rule 6.17.1.14 q)

14 TARGET SETTING

14.1 TRAP (SEE ISSF RULE 9.20.2)

Trap Setting and Tables I to X. (See ISSF **Rule 9.20.2**)

- Set trap machine to **ZERO** angles.
- Adjust the “balance” of the target to minimize any curvature in flight.
- Set **HEIGHT** (as published in Tables I to X) and **DISTANCE** (76m ± 1m) at the same time.
- Then set **ANGLE**.

14.2 SKEET (SEE ISSF RULE 6.4.19.2 , 9.9.3)

The following procedure is on trial and is recommended:

- Adjust the “balance” of each target to minimize any curvature in flight.
Adjust the High house machine to throw a target through the top half of the ring and to travel a distance of 68m ± 1m.
- Adjust the Low house machine to throw a target through the lower half of the ring and to cross under the High house target between the center of the ring and a distance of approximately 15cm on the Low house side.
Repeat until both targets are correctly set.

Notes:

- Where conditions prevail that make very accurate settings impossible, an “average” of five (5) or more “Doubles” should be taken.
- If it is not possible to set one of the targets by distance, the other target should be set by distance and the other adjusted accordingly to obtain the correct crossing point.

15 BUTTSTOCK HEIGHT (Only or Skeet)

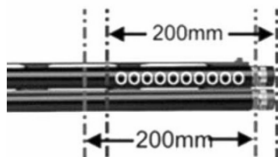
(see ISSF Rule 9.4.2.9)

The height of the buttstock (either adjustable or "Monte Carlo" type) measured from the highest point of the cheek rest to the lowest point of the butt plate toe must not exceed 170mm (17cm). Any butt plate toe vertical extension which is not an integral part of the buttstock and simply intended to increase its height is not permitted. (See ISSF Rule 9.4.2.10)



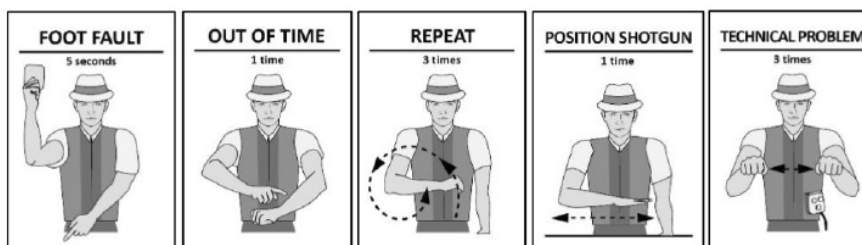
15.1 BARREL PORTING (See ISSF Rule 9.4.2.11)

The barrel porting shall not extend more than 200mm (20cm) from the end of the muzzle or end of the interchangeable fitted choke (see also: 9.4.2.6 & 7).

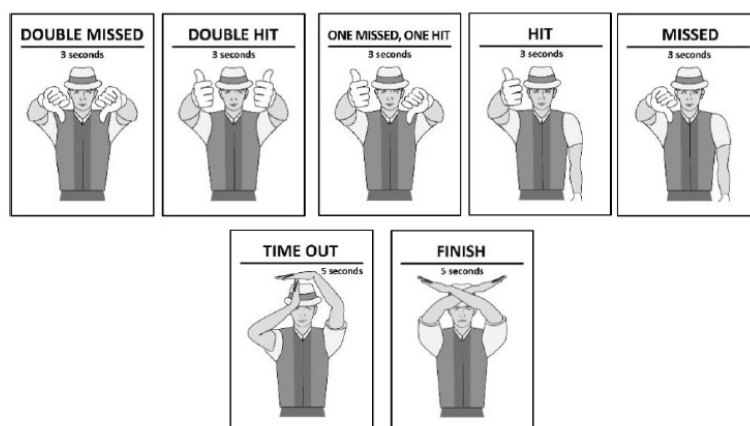


16 HAND SIGNALS USED BY REFEREE

DURING COMPETITIONS (SEE ISSF RULE 9.5.5.3)



16.1 ADDITIONAL HAND SIGNALS TO BE USED BY REFEREE DURING COMPETITIONS (See ISSF Rule 9.5.5.4)



17 RESULT TIMING AND SCORING

(RTS PROCEDURES) (see ISSF Rule 9.13.1)

17.1 RTS Office (See ISSF Rule 9.13.1)

9.13.1.1 It is the duty of the RTS Office BEFORE the competition to:

- a) Prepare score cards for each squad;
- b) Ensure that the correct score card is with the correct squad on the correct range.

17.2 THE DUTY OF THE RTS OFFICE AFTER EACH ROUND (see ISSF Rule 9.13.1.2)

Receive and check the totals of the targets hit and verify results;

Record scores;

Post preliminary scores on the range bulletin board immediately;

If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.

Observe any Incident Reports and any official warnings (Yellow Cards) recorded on the scorecards by the Referees during the competition rounds and prepare the necessary notifications to the Referees for possible deductions in repeated violations, in the remaining rounds of the competition.

17.3 THE DUTY OF THE RTS OFFICE AT THE CONCLUSION OF EACH SHOOTING DAY (see ISSF Rule 9.13.1.3)

- a) Total the official scores within the shortest possible time;
- b) Prepare accurate Preliminary Results for distribution to the press, team officials, Jury and Technical Delegate(s);
- c) Prepare and publish accurate Final Results immediately;
- d) Publish correct Final Results, in cooperation with the results provider, containing the full family name, full first name (without abbreviations), Bib Numbers and IOC abbreviations of each athlete's nation as soon as possible after the close of any applicable protest period;
- e) The Organizing Committee must retain the range scorecards, which show the results of every target shot at, until the conclusion of the competition.
- f) At the end of the competition, the RTS jury must prepare a full result book for the competition and to be signed and approved by the TD and the Jury Chairperson.
- g) The result book must be sent to the ISSF TD within a period of maximum 7 working days after the end of the last day of the competition.

18 VAR JURY (IN CASE VAR IS USED)

(see ISSF Rule 9.17.3.6.J)

The VAR System Operator, responsible for functioning and controlling the VAR system, will be designated to operate the monitor as needed during matches. This individual will oversee the system's operation and ensure its proper use in accordance with established protocols.