

7 RIFLE RULES

FOR

10m Air Rifle Individual

10m Air Rifle Mixed Team

50m Rifle

300m Rifle

300m Standard Rifle

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NOTE:

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

Throughout section 7, text in italics is not part of a Rule but is included to explain the “spirit and intent” of the relevant Rule to assist Athletes, Coaches and Juries to decide if the Rule applies in the given circumstance.

7.1 GENERAL

7.1.1 These Rules are part of the ISSF Technical Rules and apply to all Rifle events.

7.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

7.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

7.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

7.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

ISSF Safety Rules are found in Rule 6.2.

7.3 RANGE AND TARGET STANDARDS

Target and target standards are found in Rule 6.3. Requirements for ranges and other facilities are found in Rule 6.4.

7.4 RIFLES AND AMMUNITION

7.4.1 Standards for All Rifles

7.4.1.1 **Single Loader Rifles.** Only single shot rifles that must be manually loaded before each shot may be used, except that in the 300m Standard Rifle event a rifle that is legal for use in International Military Sport Council (CISM) 300m Rifle events may be used if it is checked by Equipment Control before the event.

7.4.1.2 **One Rifle Per Event.** Only one (1) rifle is allowed to be used in the Elimination, Qualification and Final Rounds of one (1) event. The action, barrel and stock may not be exchanged, except that a detachable butt-stock may be exchanged. Accessories attached to the action, barrel or stock may be exchanged. A rifle that becomes disabled may be replaced according to Rule 6.13.3, if the Jury approves.

7.4.1.3 **Movement or Oscillation Reduction Systems.** Any device, mechanism or system that actively reduces, slows or minimizes rifle oscillations or movements before the shot is released is prohibited.

7.4.1.4 **Pistol Grips.** The pistol grip for the right hand must be constructed in such a way that it does not rest on the sling or on the left arm.

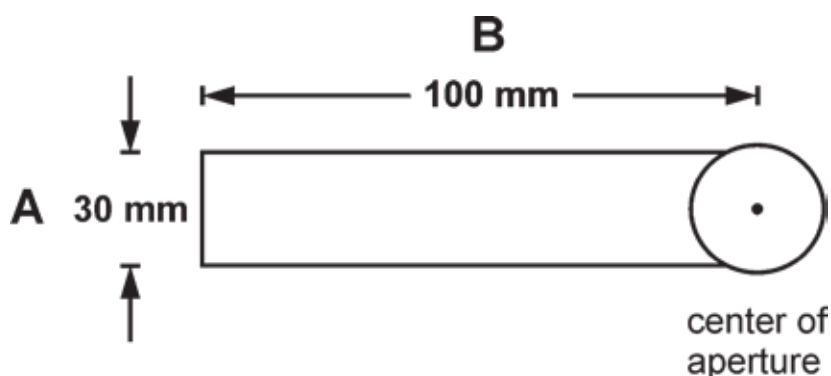
7.4.1.5 **Barrels** and extension tubes must not be perforated in any way. Compensators and muzzle breaks on the rifle are prohibited. Any construction or device inside the barrel or tube, other than rifling and chambering for the cartridge or pellet, is prohibited. Extension tubes must be inspected by Equipment Control when the athlete attends, either for pre-competition or re-checks.

7.4.1.6 Sights

a) The front or rear sights may have light or tinted lenses or a polarizing filter, but the sights may not have any system of lenses. *The intent of this rule is to prohibit the use of any "system of lenses" that would act as a telescope*

to magnify the sight picture seen by the athlete. The only exception to this is that an athlete who requires optical correction to see a clear sight picture is permitted to attach a single lens to the exterior of the rear sight but not to the interior. Additionally, the wearing of contact lenses or a natural lens replacement is allowed because these are essential for an athlete to see normally when not shooting and are not external attachments that are deliberately intended to magnify a sight picture;

- b) No Light enhancing system, optical sight, optical system or telescope may be attached to the rifle;
- c) A single corrective lens may be attached to the rear sight only; or the athlete may wear a corrective or tinted lens;
- d) Any aiming device programmed to activate the firing mechanism is prohibited;
- e) A blinder may be attached to the rifle or to the rear sight. The blinder must not be more than 30mm deep (A) nor extend further than 100mm (B) from the centre of the rear sight aperture on the side of the non-aiming eye. A blinder must not be used on the side of the aiming eye; and a prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye, providing it does not have a magnifying lens system. It must not be used when shooting from the right shoulder when using the right eye, or vice-versa.



Rear Sight Blinder Diagram

f) On Air and Standard Rifles, the foresight tunnel must be circular in profile when viewed through the rear sight and not have an external shape or additions that can be used as a horizontal reference. Internal foresight elements containing a horizontal and/or vertical reference are allowed.

7.4.1.7 **Electronic triggers are allowed providing:**

- a) All components are firmly attached to and contained within the action or stock of the rifle so that the battery and wires are not visible externally;
- b) The trigger is operated by the right hand of a right-handed or the left hand of a left-handed athlete;
- c) All components are included when the rifle is submitted for inspection by Equipment Control; and
- d) The rifle with all components installed complies with the rules governing dimensions and weight for that event.

7.4.2 **Standards for 300m Standard Rifle and 10m Air Rifle**

Measurements stated in this rule are also illustrated in the RIFLE

MEASUREMENTS DIAGRAM, 7.4.4.1 and in the RIFLE MEASUREMENTS TABLE, 7.4.4.2.

7.4.2.1 Definitions

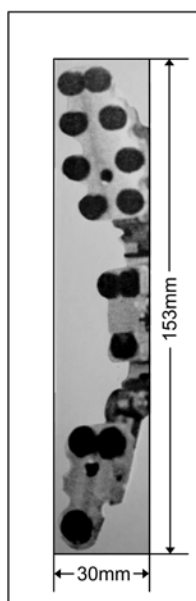
The following definitions are included to eliminate any doubt as to the parts of the rifle referred to in the Rifle Rules.

a) **Stock:** The basic frame of the rifle to which the barrel and action, sights, *pistol grip* and *butt-stock* are attached. On a traditional wooden-stock rifle, the stock would be of one piece and incorporate the *fore-end*, *cheek-piece*, *pistol grip* and *butt-stock*.

b) **Butt-stock:** The part of the rifle between the *pistol grip* and the *butt-plate*. This is the rearmost extension of the stock and may be offset either side of the centre-line of the barrel. The lowest point of the butt-stock may not be more than 140mm below the centre-line of the barrel. This limit does not apply to wooden stocked rifles. The butt-stock may have an adjustable extension on which the butt-plate is mounted. This extension is not included in the 140mm lower limit.

c) **Butt-plate:** The moveable end part of the *butt-stock* that normally rests against the athlete's shoulder when in the shooting position. The overall width must not exceed 30mm. The butt-plate may be moved up or down, offset to the right or left of the *butt-stock* centre-line and/or turned on the vertical and/or horizontal axis, but no part of the outer edges may extend more than 30mm from that centre-line. If a multi-part butt-plate is used, each part may be turned either right or left but all adjustments must be contained within the overall width. The depth of curve must not exceed 20mm, (7.4.4.2.G), measured to the lowest point that is in contact with the shoulder.

A template with internal dimensions of 153mm x 30mm may be used to check the overall width of the butt-plate. The butt-plate is acceptable if it fits inside the template and no part is more than 30mm from the apparent centre-line of the butt-stock. The inside edge of the template should act as a reference point for the apparent centre-line.



d) **Cheek piece:** The part of the rifle upon which the athlete rests his head or cheek. It may be an integral part of a wooden-stock rifle or an attachment that is adjustable up or down and laterally. If moved laterally, the outside edge must

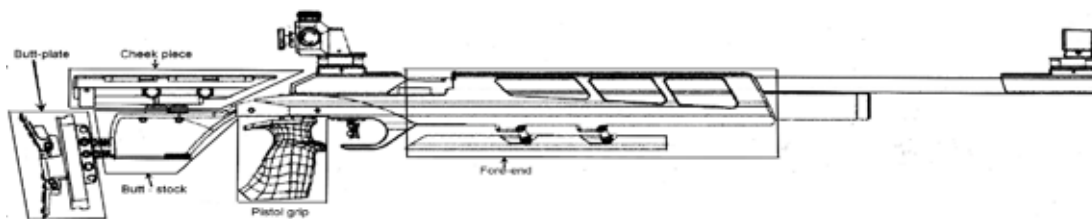
not be more than 40mm from the centre-line of the *butt-stock*. A soft material can be applied to the cheek piece surface.

e) **Fore-end:** The forward part of the *Stock* below the barrel that contacts the supporting hand of the athlete. This may have an adjustable or removeable section to extend the depth, but those must provide a straight plane surface. It may be inclined, but the lowest point may not be more than 140mm below the centre line of the bore, nor must the width exceed 60mm. If the width of the adjustable section is wider than the upper part of the fore-end, it may be offset left or right but the outer edge must not be more than 30mm from the centreline of the barrel. Material that gives increased grip may not be added and it must not be anatomically formed.

Note: A fore-end extension is not a palm rest and is not contrary to Rule 7.6.1.3g, even if it is detachable

f) **The Pistol Grip:** The pistol grip must not extend laterally (to the side) more than 60mm from a vertical plane that is perpendicular to the centre-line of the barrel. The lowest point must not exceed 160mm from the centre-line of the barrel. Material that gives increased grip may not be added and it must not be anatomically formed.

g) A thumb hole; thumb rest, palm rest, heel rest and spirit level are prohibited. A thumb rest is any protrusion or extension on the side of the pistol grip on which an athlete could rest the thumb of the trigger-hand. A heel rest is any protrusion or extension on the side of the pistol grip designed to prevent the hand from slipping. A palm rest is defined in Rule 7.4.5.2 and only allowed on 50m rifles.



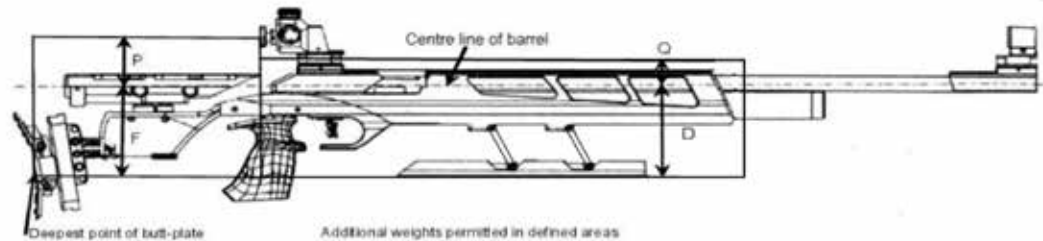
Note: This diagram is intended to illustrate the position of the parts described in a) to g)

7.4.2.2 Weights

- a) Barrel weights within a radius of 30mm from the centre of the barrel are permitted. Barrel weights may be moved along the barrel;
- b) Any devices or weights projecting from the buttstock must be attached as a fixed part of the buttstock (screws or other fixation means). They must not protrude sideways more than 25mm from centreline of buttstock or downwards more than 140mm measured from the centre line of the barrel (Rule 7.4.4.2 f).
- c) Weights in addition to barrel weights may be attached to any part of the rifle but must be within the areas shown in the diagram. Weights on or in the lower part of the fore-end may not extend horizontally (laterally) further from the centre-line of the barrel than the distance of the maximum extension of the cheek-piece from the centre-line of the barrel, (dimension J2). Weights in the butt-stock area cannot extend further to the rear than a line that is perpendicular to the deepest point of the butt-plate.

d) Weights must be rigidly attached to the rifle by semi-permanent means so that they cannot be accidentally dislodged or move position. The use of any type of visible adhesive tape to attach weights is prohibited.

Athletes are reminded that the image of athletes and their equipment, when being broadcast or photographed, must be in keeping with the presentation of an Olympic sport. Therefore rifles and attachments should not look as if they are held together with adhesive tape, cable-ties, or other temporary means. A large cluster of lead automobile wheel-balance weights is unsightly and inappropriate and should be concealed or avoided. Manufactured metal weights, firmly attached to the rifle within the permitted areas as shown on the diagram, are acceptable.



See Rifle Measurements diagram 7.4.4.1 and Rifle Measurements Table 7.4.4.2 for all dimensions.


7.4.3 Standards for 300m Standard Rifle Only

All 300m Standard Rifles must conform to the specifications shown in the **Rifle Measurements Table** and with the following restrictions:

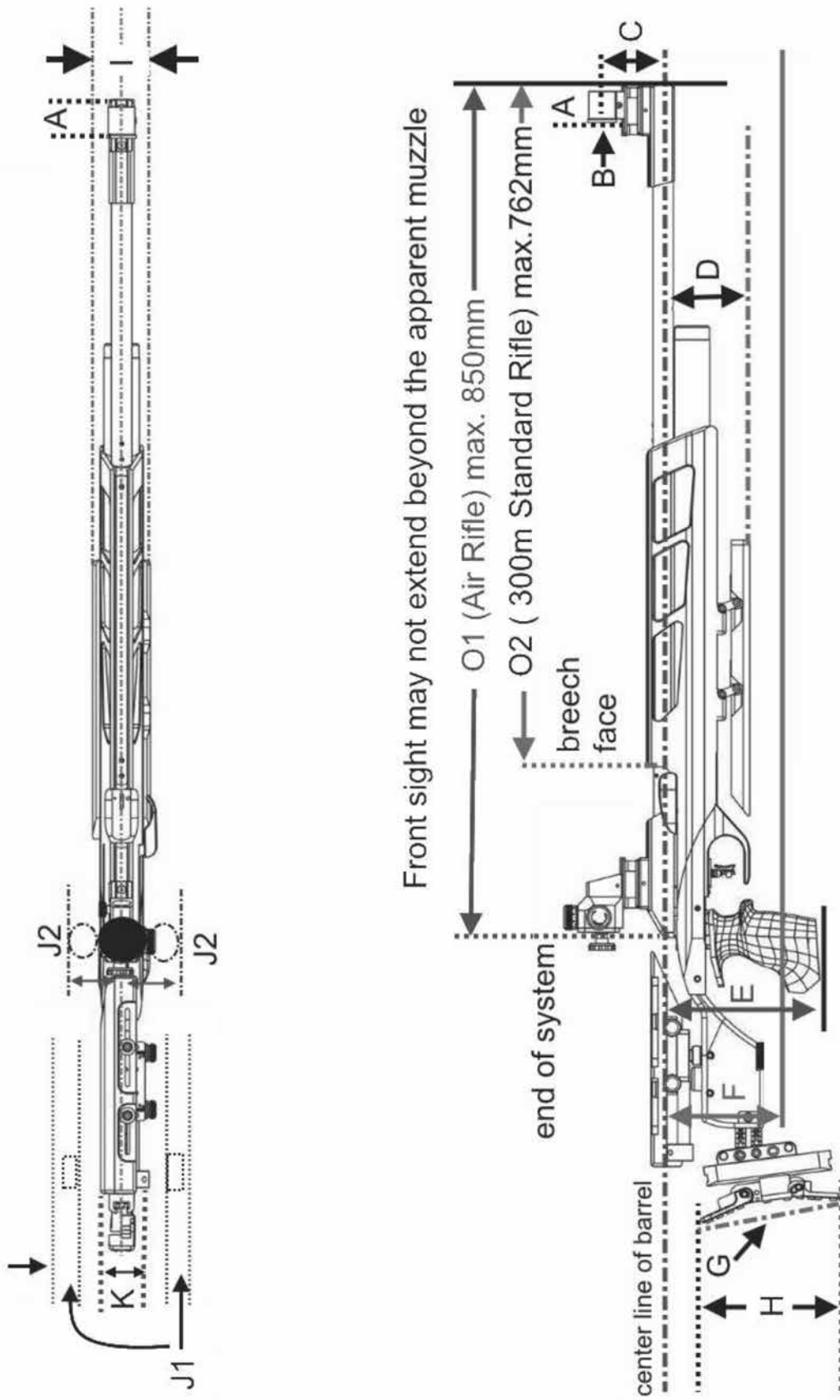
- a) The minimum trigger pull is 1500 grams. The trigger pull must be measured with the barrel in a vertical position. Trigger weight control checks must be conducted immediately after the last series. A maximum of three (3) attempts to lift the weight are allowed. Any athlete whose rifle fails the test must be disqualified;
- b) The same rifle must be used in all positions without change. The adjustment of the butt-plate and hand stop or the changing of front sight inserts or the adjustment of the rear sight or its eyepiece are permitted. The removal of the cheek piece during competition is permitted for barrel cleaning and bolt removal under supervision of the Jury; but its position must not be changed when it is replaced; and quick fasteners are not permitted.
- c) The overall length of the barrel including any extension tube, measured from the breech face to the apparent muzzle, must not exceed 762mm.

7.4.4 Standards for 10m Air Rifle Only

Any type of compressed air or gas rifle that conforms to the specifications in the **Rifle Measurements Table** and the following additional restrictions:

- a) The total length of the air rifle system measured from the back end of the mechanism to the apparent muzzle must not exceed 850mm; and
- b) The front sight may not extend beyond the apparent muzzle.
- c) Any Air Rifle must not exceed 7.5 joule and must bear this mark 

7.4.4.1 Rifle Measurements diagram



7.4.4.2 Rifle Measurements Table

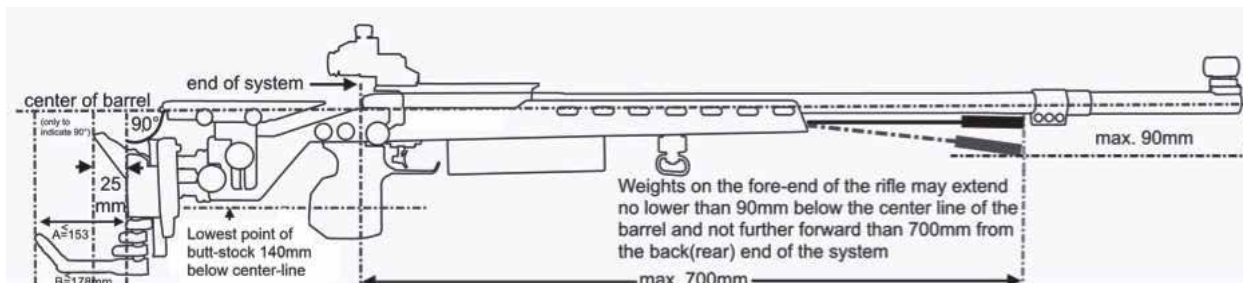
Measurements for dimensions C, D, E, F, J1, J2, P and Q are from the centre-line of the bore.

Key	RIFLE FEATURE	300m Standard Rifle	Air Rifle
A	Length of front sight tunnel	50mm	50mm
B	External diameter of front sight tunnel, which must be circular in profile.	25mm	25mm
C	Distance from centre of the front sight ring or top of post to centre of bore	80mm	80mm
D	Depth of fore-end	140mm	140mm
E	Lowest point of pistol grip	160mm	160mm
F	Lowest point of butt-stock between the pistol grip and the butt-plate (does not apply to wooden stocked rifles) Maximum depth of additional weights.	140mm	140mm
G	Depth of curve of butt-plate	20mm	20mm
H	Heel to toe length of butt-plate	153mm	153mm
I	Maximum thickness (breadth) of fore-end	60mm	60mm
J1	Maximum distance of cheek-piece from a vertical plane through the centre-line of the barrel	40mm	40mm
J2	Maximum distance of any part of the pistol grip from a vertical plane through the centre-line of barrel	60mm	60mm
K	Offset of the butt-plate as measured from the left or right edge of the butt-plate to butt-stock centre (7.4.2.1)	30mm	30mm
L	Trigger weight	1500 grams minimum	Free
M	Weight with sights (and hand stop 300m)	5.5kg	5.5kg
N	The front sight must not extend beyond the apparent muzzle of the rifle	Must not extend	Must not extend
01	Air Rifle: Total length of the Air Rifle system		850mm
02	Standard Rifle: The overall length of the barrel including extension (from the muzzle to the breech face)	762mm	
P	Maximum height of weights behind rear sights	60mm	60mm
Q	Maximum height of weights between the front and rear sights	30mm	30mm

7.4.5 Standards for 50m Rifles

All rifles chambered for rimfire 5.6mm (.22" cal.) long rifle cartridges are permitted. These Rules cannot proscribe all possible combinations of attachments which may be fitted to rifles, such as additional sights, etc., but the "spirit and intent", (as per Rule 6.8.13) of this rule is that 50m rifles should have the general appearance as the diagram below, i.e., only one set of sights, buttstock, palm-rest or extendable fore-end etc., may be fitted to a rifle at a time. This does not prevent these items being swapped during any stage of competition.

- a) The weight of the rifle for men and women may not exceed 8.0kg with all accessories used, including the palm rest and hand stop;
- b) Weights on or in the lower part of the stock or buttstock, may not extend horizontally (laterally) further from the centre-line of the barrel than the distance of the maximum extension of the cheek-piece from the centre-line of the barrel;
- c) Weights cannot extend further to the rear than a line perpendicular to the deepest point in the butt-plate;
- d) Weights attached to the butt-stock must be rigidly attached and may not be taped to the butt-stock;
- e) Weights on the rifle fore-end may extend no lower than 90mm below the centre-line of the barrel and not further forward than 700mm from the back (rear) end of the system; Any such weight must be incapable of being converted into a bipod for use in supporting the rifle, when placed down after shooting or between positions in the 3-position events.
- f) The lowest point on the butt-stock may not extend down more than 140mm from the centre-line of the bore. This limit does not apply to wooden stocked rifles



7.4.5.1 Hook Butt Plate

A hook butt-plate that complies with the following restrictions may be used;

The butt hook projecting rearward from the bottom of the butt-plate must not extend more than 153mm (A) past the rear of a line that is perpendicular to a line drawn through the axis of the bore of the rifle, and that is tangent to the deepest part of the butt-plate depression that normally rests against the shoulder;

The butt hook projecting from the bottom of the butt-plate must have a total outside length around any curve or bend of not more than 178mm (B);

The top projection of the butt-plate must not extend more than 25mm to the rear of this perpendicular line; and

Any devices or weights projecting forward or laterally from the lower part of the butt-plate are prohibited.

7.4.5.2 **Palm Rests**

A palm rest is any removeable attachment or extension below the fore-end that aids the support of the rifle by the forward hand. Orthopaedic shaping, (finger or thumb grooves or depressions), is allowed. Such attachments must not extend more than 200mm below the centre line of the barrel. Palm rests may not be used on air rifles in any circumstances. They may be used on 50m rifles in the standing position only.

A fore-end extension that provides a straight plane surface and is not deeper than 140mm is not a palm rest.

7.4.5.3 **Pistol Grips**

No part of the pistol grip may be extended or constructed in any way that would allow it to touch or support the back of the hand or the wrist.

7.4.5.4 **Standards for 300m Rifles**

Standards for 300m rifles are the same as for the 50m Rifle (Men and Women). See 7.4.5 and the RIFLE SPECIFICATION TABLE (7.7.5).

300m rifles may have a mirage band with a maximum width of 60mm.

7.4.6 **Ammunition**

Rifle	Calibre	Other specifications
50m	5.6mm (.22")	Rimfire Long Rifle. Only bullets made of lead or similar soft material are permitted.
10m	4.5mm (.177")	Projectiles of any shape made of lead or other soft material are permitted.
300m	Maximum 8mm	Ammunition of any description that may be fired without any danger to athletes or range personnel. Tracer, armour piercing, and incendiary ammunition is prohibited.

7.5 **CLOTHING REGULATIONS**

See the General Technical Rules for general standards regarding clothing and the testing of clothing (Rule 6.7).

7.5.1 **General Standards for Rifle Clothing**

7.5.1.1 All shooting jackets, shooting trousers and shooting gloves must be made of flexible material that does not materially change its physical characteristics, that is, become stiffer, thicker or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the same specifications. Any lining or padding must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as a part of the clothing.

7.5.1.2 Only one (1) shooting jacket and only one (1) pair of shooting trousers may be used by each athlete in all Rifle events in any ISSF Championship. All Rifle shooting jackets and shooting trousers must have a seal with a unique

serial number issued by ISSF Equipment Control and registered in an ISSF database. Athletes with jackets or trousers that do not have a seal must bring them to Equipment Control to have a seal attached and registered in the ISSF database. Two (2) jackets and two (2) trousers may be registered to each athlete. Athletes with more than one jacket or trousers with ISSF seals must inform the ISSF Equipment Control which item will be used in that Championship. Athletes that change jackets or trousers or any with no seal (new or changed) must bring them to Equipment Control to obtain a seal and retire the previous seal (6.7.6.2.e). When an athlete is selected for post-competition testing, the test must confirm that the seal number registered to that athlete was the seal number on the clothing used by that athlete.

7.5.1.3 Ordinary athletic type training trousers or normal athletic type training shoes may be worn in any event or position. If shorts are worn during competitions, the bottom of the leg material must be no more than 15cm above the centre of the kneecap. Sandals of any type may not be worn.

7.5.1.4 Athletes are responsible for ensuring that all items of clothing used by them comply with these Rules. The Equipment Control Section must be open to make voluntary inspections of athletes' clothing from the Official Training day until the last day of Rifle competition and athletes are encouraged to bring their Rifle clothing items for an Equipment Control check before the competitions to be sure they comply with these Rules. In preparing jackets and trousers for competitions, athletes must make allowances for any measurement variations that may occur because of changes in temperature, humidity or other environment conditions.

7.5.1.5 Post-competition checks will be made of all Rifle clothing items after Elimination and Qualification Round competitions to ensure compliance (6.7.9).

7.5.2 Clothing Measurement Standards

7.5.2.1 Clothing Thickness Standards Table

Rifle competition clothing must comply with these thickness measurement standards:

Measurement Location	Thickness	Jackets	Trousers	Shoes	Gloves	Under-clothing
Normal	Single	2.5mm	2.5mm	4.0mm		2.5mm
Normal	Double	5.0mm	5.0mm			5.0mm
Normal	Total				12.0mm	
Reinforcements	Single	10.0mm	10.0mm			
Reinforcements	Double	20.0mm	20.0mm			

No measurement greater than the thickness measurement standards in the chart may be approved (zero tolerance).

7.5.2.2 Stiffness Measurement Standards

Rifle competition clothing must comply with these stiffness measurement standards:

a) If the measuring cylinder is depressed at least 3.0mm, the material is acceptable; (see rule 6.5.2)

b) If a measurement below 3.0mm is displayed, the material is too stiff. No measurement below the minimum measurement of 3.0mm may be approved; and

c) Every part of the jacket or trousers must be capable of being measured with the 60mm measuring cylinder. If a part is too small for normal testing (no flat area 60mm or larger), measuring must be done over the seams.

7.5.2.3 Shoe Sole Flexibility Standard

The soles of athletes' shoes must bend at least 22.5 degrees when a force of 15 Newton-Meters is applied to the heel area while the boot or shoe is clamped in the testing device (See Rule 6.5.3).

7.5.3 Shooting Shoes

Normal street type or light athletic shoes are permitted in all positions. Special shooting shoes not exceeding the following specifications may be worn only in 10m and 50m and 300m 3 Positions events. Special shooting shoes must not be worn in Rifle Prone events:

7.5.3.1 The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4mm, including all linings, when measured on any flat surfaces such as point D in the **Shooting Shoe Measurements Table** (7.5.3.6).

7.5.3.2 The shoe sole must be constructed of the same material and composition throughout its length and breadth and the sole must be flexible in the entire forward part of the foot. Athletes may use removeable inner soles or inserts in their shoes, but any inserts must also be flexible in the forward part of the foot.

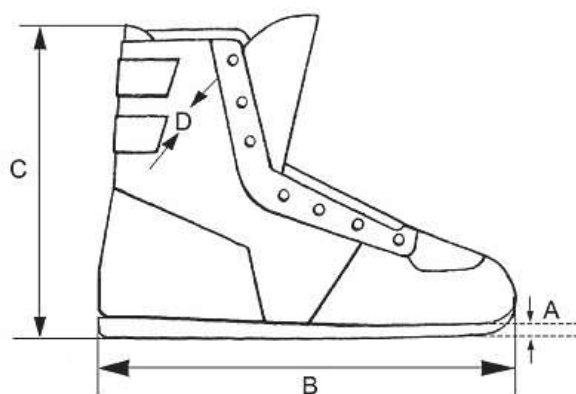
7.5.3.3 To demonstrate that soles are flexible, athletes must walk normally (heel-toe) at all times while on the FOP. A warning will be given for the first offense, a two-point penalty and disqualification will be given for subsequent violations.

7.5.3.4 The height of the shoe from the floor to the highest point (Dimension C, **Shooting Shoe Measurements Table**) must not exceed two thirds ($2/3$) of the length.

7.5.3.5 If an athlete wears shoes, they must be a matched pair externally.

7.5.3.6 Shooting Shoe Measurements Table

Athlete's shoes must not exceed the maximum dimensions shown in the drawing and chart:



A.	Maximum thickness of sole at the toe: 10mm.
B.	Overall length of shoe: According to size of wearer's foot.
C.	Maximum height of shoe: Not to exceed two-thirds (2/3) length of B.
D.	Upper part of shoe material maximum thickness 4mm.
The shoe sole must follow the external curvature of the shoe and may not extend more than 5.0mm beyond the external dimensions of the shoe at any point. Toes or heels may not be cut square or flat.	

7.5.4 Shooting Jacket

- 7.5.4.1 The body and sleeves of the jacket, including the lining, must not exceed 2.5mm in single thickness and 5.0mm in double thickness at any point where flat surfaces may be measured. The jacket must not be longer than the bottom of the balled fist (see **Shooting Jacket Measurements**, 7.5.4.9).
- 7.5.4.2 Closure of the jacket must be only by non-adjustable means e.g. buttons or zippers. The jacket must not overlap more than 100mm at the closure (see Jacket Table). The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 70mm, measured from the centre of the button to the outside edge of the button hole. The measurement will be taken with the arms at the sides. A measurement must be made with an-overlap gauge with a tension of 6.0kg to 8.0kg. The area surrounding the button hole is limited to a maximum of 12mm, and this area may exceed the permitted 2.5mm thickness.
- 7.5.4.3 All straps, laces, bindings, seams, stitching or devices which may be construed as artificial support are prohibited. However, it is permitted to have one (1) zipper or not more than two (2) straps to take up loose material in the area of the shoulder pad (see **Shooting Jacket Measurements**, 7.5.4.9). No other zipper or other closing or tightening device is permitted other than those specified in these Rules and Diagrams.
- 7.5.4.4 The construction of the back panel may include more than one (1) piece of material provided this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness maximum of 2.5mm and the stiffness minimum of 3.0mm.
- 7.5.4.5 The construction of the side panel may not place any seam or seams under the elbow of the support arm in the standing position within a seam-free zone that extends 70mm above the tip of the elbow and 20 mm below the tip of the elbow. This must be checked with the athlete wearing the jacket fully closed and while holding the rifle in the standing position.
- 7.5.4.6 The athlete must be capable of fully extending both arms (straighten sleeves) while wearing the buttoned jacket. In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the fore-end of the stock when the athlete is in the shooting position. The end of the sleeve may be allowed to touch the rifle if it does not give any apparent support.
- 7.5.4.7 No Velcro, sticky substance, liquid, or spray may be applied to the outside or inside of the jacket, pads or shoes and/or floor or equipment. Roughening the

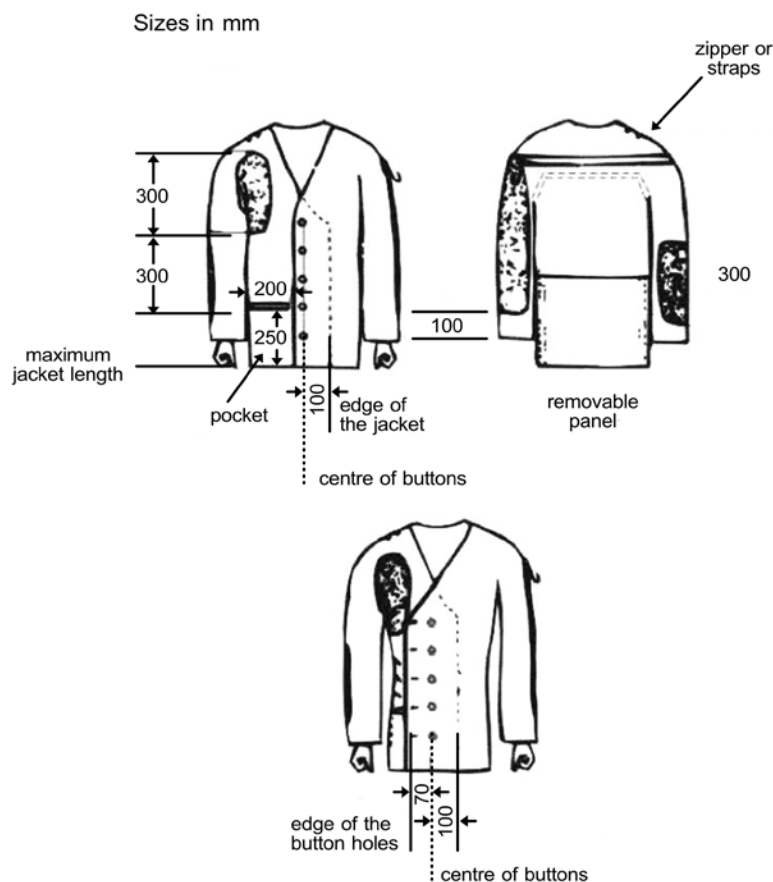
material of the jacket is permitted. Violations will be penalized according to the Rules.

7.5.4.8 Shooting jackets may have reinforcement patches added only to their outside surfaces subject to the following limitations:

- a) Maximum thickness, including jacket material and all linings: 10mm single thickness or 20mm when measured as a double thickness;
- b) Reinforcement may be added on both elbows but must not extend to more than half (1/2) of the circumference of the sleeve. On the arm which holds the sling, the reinforcement may extend from the upper arm to a point 100 mm from the end of the sleeve. The reinforcement on the opposite arm may have a maximum length of 300mm;
- c) Only one (1) hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding;
- d) Reinforcement on the shoulder where the butt-plate rests must not be longer than 300mm in the longest dimension (see Rule 7.5.4.9);
- e) All inside pockets are prohibited; and
- f) One (1) external pocket is permitted, located on the right front side (left front side for left hand athletes) of the jacket. The maximum size of the pocket is 250mm high from the lower edge of the jacket and 200mm wide.

7.5.4.9 Shooting Jacket Measurements

Shooting jackets must comply with the specifications shown in the drawing:

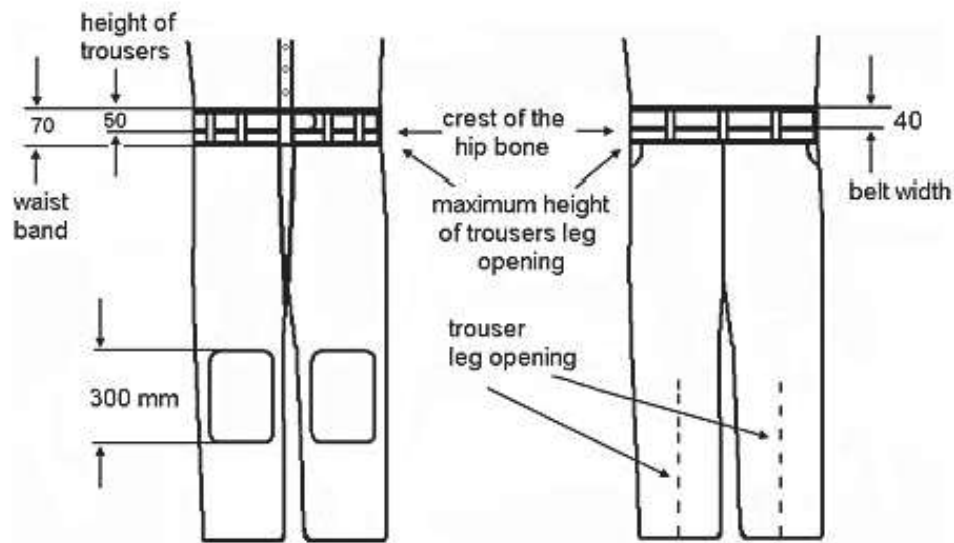


7.5.5 Shooting Trousers

- 7.5.5.1 **Thickness** - The trousers, including the lining, must not exceed 2.5 mm in single thickness and 5mm in double thickness at any point where flat surface may be measured.
- a) Height** - The top of the trousers must not fit or be worn higher on the body than 50 mm above the crest of the hipbone.
- b) Pockets** - All pockets are prohibited.
- c) Tightening** - The trousers must be loose around the legs. All drawstrings, zippers, or fasteners to tighten the trousers around the legs or hips are prohibited.
- d) Waist belt** - To support the trousers only a normal waist belt not more than 40 mm wide and 3mm thick or braces (suspenders) may be worn. If a belt is worn in the standing position, the buckle or fastening must not be used to support the left arm or elbow. The belt must not be doubled, tripled etc. under the left arm or elbow.
- e) Waist-band** - If the trousers have a waist-band it may not be more than 70mm wide. If the thickness of the waistband exceeds 2.5mm, a waist belt is not permitted. If a waist belt is not worn, the absolute maximum thickness of the waistband is 3.5mm.
- f) Belt loops** - There can be a maximum of seven (7) belt loops, not more than 20mm in width, with at least 80mm between belt loops.
- g) Closure** - The trousers may be closed by one (1) hook and up to five (5) eyes, or up to five (5) adjustable snap fasteners, or similar closure or Velcro that must not be multi-layered. Only one (1) type of closure is permitted. A Velcro closure combined with any other closure is prohibited.
- h) Ordinary trousers** - If special shooting trousers are not worn, ordinary trousers may be worn providing they do not give artificial support to any part of the body.
- 7.5.5.2 Zippers, buttons, Velcro or similar non-adjustable fasteners or closures, may be used in the trousers only in the following places:
- a) One type of fastener or closure in the front to open and close the trouser fly. The fly must not be lower than the level of the crotch;
- b) Any holes that cannot be closed are permitted; and
- c) Only one (1) other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70 mm from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg (see Jacket and Trousers Table). One (1) fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places in one (1) leg.
- 7.5.5.3 Reinforcements may be added to both knees of the trousers. Knee reinforcements may have a maximum length of 300mm and must not be wider than half the circumference of the trousers leg. The thickness of reinforcement including the trousers material and any linings must not exceed 10mm in single thickness (20mm double thickness).
- 7.5.5.4 Shooting trousers must not be worn in the Rifle Prone events, but they may be worn in the prone stages of Rifle 3-Position events.

7.5.5.5 Shooting Trousers Measurements

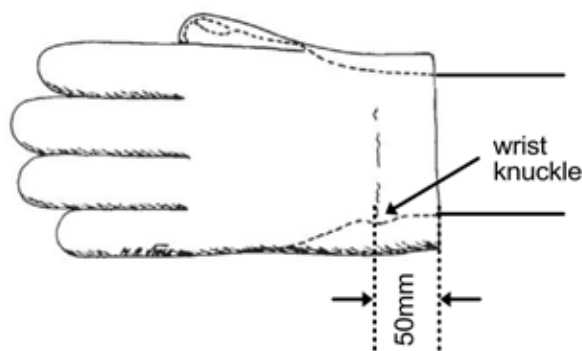
Shooting Trousers must comply with the specifications shown in the drawing:



7.5.6 Shooting Gloves

7.5.6.1 The total thickness must not exceed 12mm when measuring front and back materials together at any point other than on seams and joints. When athlete is also wearing a lining glove this must be included in the thickness measurement.

7.5.6.2 The glove must not extend more than 50mm beyond the wrist measured from the centre of the wrist knuckle (see drawing). Any strap or other closure device at the wrist is prohibited. However, a portion of the wrist may be elasticated to enable the glove to be put on, but it must leave the glove loose around the wrist.



7.5.7 Underclothing

7.5.7.1 Clothing worn under the shooting jacket must not be thicker than 2.5mm single thickness or 5mm double thickness. The same applies to all clothing worn under the trousers. Jeans or other ordinary trousers cannot be worn under shooting trousers.

7.5.7.2 Only normal personal undergarments and/or training clothing that does not immobilize or unduly reduce the movement of the athlete's legs, body or arms may be worn under the shooting jacket and/or trousers. Any other undergarments are prohibited.

7.5.8 **Equipment and Accessories**

7.5.8.1 **Spotting Telescopes**

The use of telescopes not attached to the rifle to locate shots and judge wind is permitted for 50m and 300m events only.

7.5.8.2 **Slings**

Maximum sling width is 40mm. The sling must be worn only on the upper part of the left arm and from there be connected to the fore-end of the rifle stock. Slings may be attached to the fore-end of the rifle at a single point only. The sling must pass along one side of the hand or wrist only. If the sling is worn such that it forms a loop between the arm and the forward attachment, both halves must be fastened together or attached so that the width does not exceed 40mm where it passes around the hand or wrist. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop.

7.5.8.3 **Rifle Rests**

The use of a rifle rest for resting the rifle between shots is permitted providing that no part of the stand is higher than the athlete's shoulders when holding the rifle in a standing shooting position. A stand for resting the rifle must not be placed in front of the shooting table or bench in the standing position. Care must be exercised that while resting the rifle, it does not intrude on the athlete on either side. For safety while the rifle is on the rifle rest, it must be held by the athlete.

7.5.8.4 **Shooting Box or Bag**

The shooting box or bag must not be placed forward of the athlete's forward shoulder on the firing line, except that in the standing position a shooting box or bag, table, or stand may be used as a rifle rest between shots. The shooting box or bag, table or stand must not be of such size or construction as to interfere with athletes on adjacent points or to constitute a wind break.

7.5.8.5 **Kneeling Roll**

Only one (1) cylindrically shaped roll is allowed for shooting in the kneeling position. The dimensions are a maximum of 25cm long and 18cm in diameter. It must be made of soft and flexible material. Binding or other devices to shape the roll are not permitted.

7.5.8.6 **Bipod**

Bipods may be used to support the rifle before and after shooting or during position changes, but bipods, whether fixed or folding, must be removed from the rifle during all MATCH firing times.

7.5.8.7 **Kneeling Heel Pad**

A separate piece of flexible, compressible material with maximum dimensions of 20cm x 20cm may be placed on the heel in the kneeling position. The kneeling heel pad may be no thicker than 20mm when compressed with the measuring device used to measure Rifle clothing thickness.

7.5.8.8 **Visor or Cap**

A cap or visor may be worn. The cap or visor may extend forward of the athlete's forehead no more than 80mm. The Cap or visor made with a flexible material may touch the rear sight. A cap or visor that is made of non-flexible and stiff/hard material is not allowed to touch the rear sight.

Any type of Cap or visor may not be worn in a way that makes it a side blinder, the jury must be able to see the side of the athlete's eye when viewed laterally at the same height from the ground.

The original prohibition on caps or visors touching the rear sight was to prevent those being used as a point of reference and to possibly steady the rifle to prevent horizontal rotation. The flexible rubber visors do not offer those advantages and are therefore allowed.

7.6 **SHOOTING EVENT PROCEDURES AND COMPETITION RULES**

7.6.1 **Shooting Positions**

7.6.1.1 **Kneeling**

- a) The athlete may touch the firing point surface with the toe of the right foot, the right knee and the left foot;
- b) The rifle may be held with both hands and the right shoulder;
- c) The cheek may be placed against the rifle stock;
- d) The left elbow must be supported on the left knee;
- e) The point of the elbow must not be more than 100mm over or 150mm behind the point of the knee;
- f) The rifle may be supported by the sling but the fore-end behind the left hand must not touch the shooting jacket;
- g) No part of the rifle may touch the sling or its attachments;
- h) The rifle must not touch or rest against any other point or object;
- i) If the kneeling roll is placed under the right foot or ankle, the foot must not be turned at an angle of more than 45 degrees;
- j) If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and the lower leg in contact with the surface of the firing point or shooting mat.
- k) No portion of the upper leg or buttocks may touch the surface of the firing point or shooting mat at any point;
- l) If the athlete uses the shooting mat he may kneel completely or partially on the mat so that there may be up to three points of contact, (toe, knee, foot). Other articles or padding may not be placed under the right knee. A kneeling roll may be used in conjunction with the mat if required.
- m) Only the trousers and underclothing may be worn between the athlete's seat and heel, except that a kneeling heel pad may be used. The jacket or other articles must not be placed between these two (2) points; and
- n) The right hand may not touch the left hand, left arm or the left side of the shooting jacket or sling.

7.6.1.2 **Prone**

- a) The athlete may lie on the bare surface of the firing point or on the shooting mat;
- b) He may also use the mat by resting his elbows on it.
- c) The body must be extended on the firing point with the head toward the target;
- d) The rifle may be supported by both hands and one shoulder only;
- e) The cheek may be placed against the rifle stock.
- f) The rifle may be supported by a sling attached to the fore-end in front of the hand stop.
- g) No part of the rifle may touch the sling or its attachments;
- h) The rifle must not touch, or rest against, any other point or object;
- i) Both forearms and sleeves of the shooting jacket forward of the elbow must be visibly raised from the surface of the firing point;
- j) The athlete's sling (left) forearm must form an angle not less than 30 degrees from the horizontal, measured from the axis of the forearm;
- k) The right hand and/or arm may not touch the left arm, shooting jacket or sling; and
- l) Shooting trousers must not be worn in the Rifle Prone events.

7.6.1.3 **Standing**

- a) The athlete must stand free, without any artificial or other support, with both feet on the firing point surface or on the shooting mat;
- b) The rifle may be held with both hands and the shoulder or the upper arm near the shoulder and the part of the chest immediately adjacent to the right shoulder;
- c) The cheek may be placed against the rifle stock;
- d) The rifle must not touch the jacket beyond the apparent centre line of the chest.
- e) The left upper arm and elbow may be supported on the chest or on the hip. If a belt is worn the buckle or fastening must not be used to support the left arm or elbow;
- f) The rifle must not touch or rest against any point or object except in the area permitted by 7.6.1.3.b). There must be clearly visible gaps between the rifle and any other part of the athlete's clothing, the athlete's face and the rear-sight including a blinder if attached to the rifle, and between both hands.
The width of this gap is deliberately not specified to avoid an athlete being disturbed during match firing by an Official or Jury member taking physical measurements, but the gap must be such that there is no doubt that the rifle is not touching any point or object when viewed.
- g) A palm rest may be used but not in 300m Standard Rifle or 10m Air Rifle events;
- h) A hand stop/sling swivel is not allowed in this position for 300m Standard Rifle and 10m Air Rifle;

i) In this position, the use of the sling is prohibited; and The right hand may not touch the left hand, left arm or the left side of the shooting jacket.

7.7 RIFLE EVENTS

See ISSF RECOGNIZED SHOOTING EVENTS Rule 3.3 and Rule 7.7.4, RIFLE EVENT TABLE.

7.7.1 **50m and 300m 3 Positions events** must be fired in order: **Kneeling - Prone - Standing.**

7.7.2 A combined 15-minute Preparation and Sighting Time must be provided before MATCH firing starts (Rule 6.11.1.1).

7.7.3 In 3-Position events, after athletes complete the kneeling and prone positions, changing from MATCH to Sighting and back to MATCH is the responsibility of the athlete. Athletes may fire unlimited Sighting shots before starting MATCH firing shots in the prone and standing positions. No additional time is allowed for these Sighting shots. If an athlete inadvertently fails to switch from MATCH to Sighting after changing positions, any shots recorded as extra shots in the previous position must be nullified and the target must be reset to Sighting.

7.7.4 RIFLE EVENTS QUALIFICATION TABLE

Event	Men/ Women	No. of Shots	Number of Shots Per MATCH Target (paper)	Number of Sighting Targets (paper)	Time: Pit Operated or Target Carriers (when paper targets are used)	Time: Electronic Targets
10m Air Rifle	Men or Women	60	1	4	1 hour, 30 minutes	1 hour, 15 minutes
10m Mixed Team	Men & Women	2x40	1	4	1 hour	50 Minutes
50m Rifle 3 Positions	Men or Women	60		4 for each position	2 hours,	1 hour, 30 minutes
50m Rifle Prone	Men or Women	60		4	1 hour	50 minutes
300m Rifle 3 Positions	Men or Women	60	10	1 for each position	2 hours, 15 minutes	1 hours, 45 minutes
300m Rifle Prone	Men or Women	60	10	1	1 hour, 15 minutes	50 minutes
300m Standard Rifle 3 Positions	Open	60	10	1 for each position	2 hours, 15 minutes	1 hour, 45 minutes
Note: The combined Preparation and Sighting Time of 15 minutes must start before the published start time of the event.						

7.7.5 RIFLE SPECIFICATION TABLE

Event	Maximum weight	Trigger	Maximum Length of the barrel/system	Ammunition	Thumb hole, thumb rest, palm rest, heel rest, spirit level
10m Air Rifle	5.5kg (Men/ Women)	No set trigger	850mm (system)	4,5mm (.177")	No
50m Rifle 3 Positions and Prone	8.0kg (Men/ Women)	No restriction	No restriction	5.6mm (.22") Long Rifle	Yes - palm rest only standing
300m Rifle 3 Positions and Prone	8.0kg (Men/ Women)	No restriction	No restriction	Maximum 8mm	Yes - palm rest only standing
300m Standard Rifle 3 Positions	5.5kg	No set trigger Minimum trigger pull: 1500g	762mm (barrel)	Maximum 8mm	No quick fasteners permitted
Note: The rifle must be weighed with all accessories, including palm rest or hand stop (if used).					

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8 PISTOL RULES

FOR

10m Air Pistol

25m Pistol

25m Rapid-fire Pistol

25m Centre Fire Pistol

25m Standard Pistol

50m Pistol

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NOTE:

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

8.1 GENERAL

- 8.1.1 These Rules are part of the ISSF Technical Rules and apply to all Pistol events.
- 8.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.
- 8.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.
- 8.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.
- 8.1.5 If there is published a differing format for any Olympic event for Paris 2024, the Olympic format will take precedence over these rules.

8.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

ISSF Safety Rules are found in the General Technical Rules, Rule 6.2.

8.3 RANGE AND TARGET STANDARDS

Target and target standards are found in the General Technical Rules, Rule 6.3. Requirements for ranges and other facilities are found in the General Technical Rules, Rule 6.4.

8.4 EQUIPMENT AND AMMUNITION

8.4.1 Standards for All Pistols

- 8.4.1.1 **Grips.** For dimensions and details of grips see the **PISTOL SPECIFICATION TABLE** (8.12) and the **PISTOL CONFIGURATION DRAWINGS** (8.13).

a) Neither the grip nor any part of the pistol may be extended or constructed in any way that would allow it to touch beyond the hand. The wrist must remain visibly free when the pistol is held in the normal firing position. Bracelets, wristwatches, wristbands, or similar items are prohibited on the hand and arm that holds the pistol; and

b) Adjustable grips are permitted providing that when they are adjusted for the athlete's hand they conform to these Rules. Grip adjustments are subject to random Equipment Control checks to ensure that they conform with these Rules.

- 8.4.1.2 **Barrels:** see the **PISTOL SPECIFICATION TABLE** (8.12).

8.4.1.3 Sights

a) Only open sights are allowed. Sights using fibre optic, light enhancing or reflecting colour surfaces are prohibited. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc. are prohibited;

b) Any aiming device programmed to activate the firing mechanism is prohibited;

c) No protective covering is permitted on front or rear open sights;

d) 10m and 25m Pistols must fit within the specified measuring boxes with

sights mounted on the pistols (see **PISTOL SPECIFICATION TABLE**, Rule 8.12);

- e) Correcting lenses and/or filters must not be attached to the pistol; but
- f) Corrective lenses or eyeglasses and/or filters or tinted lenses may be worn by the athlete.

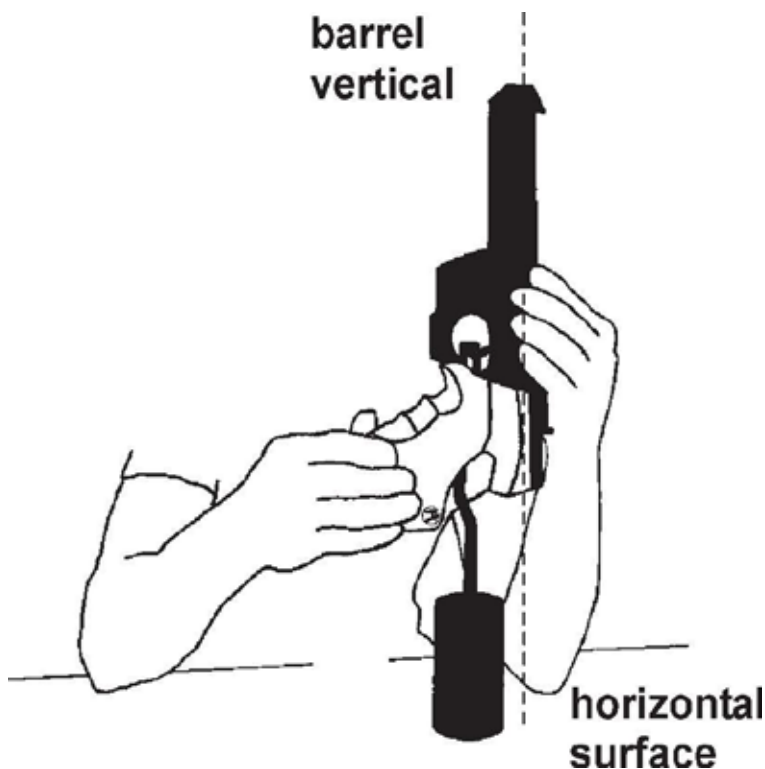
8.4.1.4 **Electronic Triggers** are allowed providing:

- a) All components are firmly attached to and contained within the frame or grip of the pistol;
- b) The trigger is operated by the hand that holds the pistol;
- c) All components must be included when the pistol is inspected by Equipment Control; and
- d) The pistol with all components installed complies with the rules governing dimensions and weight for that event.

8.4.1.5 **Case Catchers** are allowed providing the pistol complies with these Rules (dimensions and weight) when attached.

8.4.1.6 **Movement or Oscillation Reduction Systems.** Any device, mechanism or system that actively reduces, slows or minimizes pistol oscillations or movements before the shot is released is prohibited.

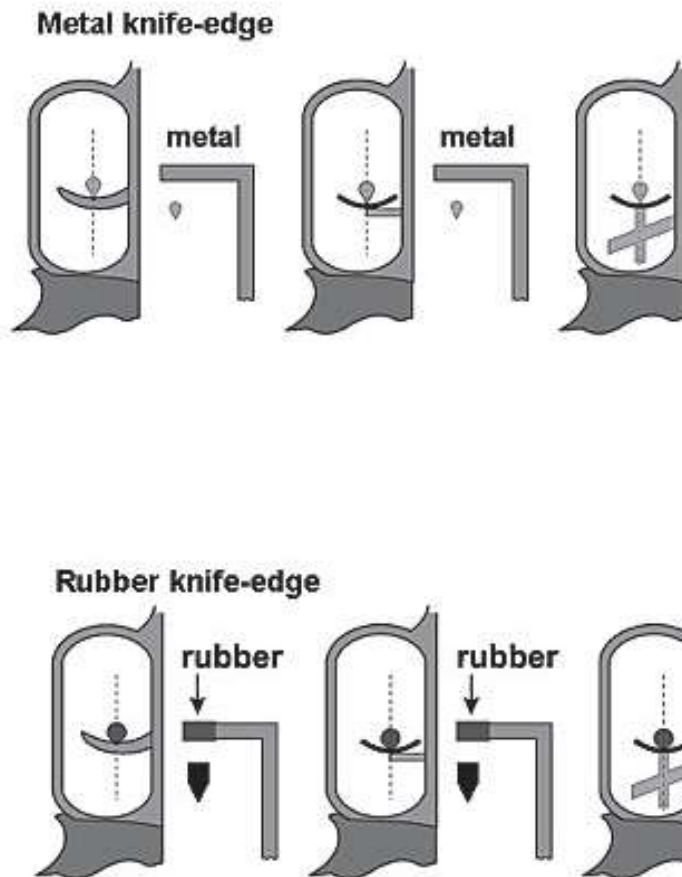
8.4.2 **Measuring Trigger Pull Weight**



The weight of the trigger pull must be measured with the test weight suspended near the middle of the trigger (see illustrations) and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of the surface. The tests must be conducted by Equipment Control officials. The minimum weight of the trigger pull must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight are allowed. If it does not pass, it may only be resubmitted after adjustment. When testing air or

gas actuated pistols, the propellant charge must be activated.

- 8.4.2.1 Testing the weight of the trigger pull must be done according to the diagrams below. A weight with a metal or rubber knife-edge must be used. A roller on the trigger weight is not permitted. A dead weight must be used with no springs or other devices.



- 8.4.2.2 The appropriate trigger test weight must also be made available to athletes on the range before and during training and competition, and before Finals, to allow them to recheck the weight of the trigger pull on their pistols.

- 8.4.2.3 Random Trigger Weight control checks must be conducted immediately after the last series in all Qualification Rounds of 10m events and 25m stages. Checks in Standard Pistol will be made after 60 shots or, if the competition is fired in two stages (30 + 30 shots), checks will be done after each stage. At least one (1) athlete should be selected from each Range Section (or every eight (8) firing positions for Air Pistol) by the drawing of lots by the Equipment Control Jury. Equipment Control Officers must then conduct the tests before pistols are returned to their cases. A maximum of three (3) attempts to lift the weight are allowed. An athlete whose pistol fails this test or a selected athlete who fails to submit his pistol for testing must be disqualified.

8.4.3 Standards for 25m, 50m and 10m Pistols

8.4.3.1 25m Rimfire and Centre Fire Pistols

- a) The Athlete must use the same pistol in all stages and series of an event unless it ceases to function;

b) The centre-line of the bore must pass above the web (between thumb and forefinger) of the hand holding the pistol in the normal firing position (see **PISTOL CONFIGURATION DRAWING**); and

c) The barrel length is measured as follows (see **PISTOL SPECIFICATION TABLE**).

Semiautomatic	From the muzzle to the breech face (barrel plus chamber).
Revolver	Barrel only (excluding cylinder).

8.4.3.2 **25m Rimfire Pistol**

Any calibre 5.6 mm (.22") rimfire pistol, chambered for long rifle cartridges, except a single shot pistol, that conforms to the **PISTOL SPECIFICATION TABLE** may be used.

8.4.3.3 **25m Centre Fire Pistol**

Any centre fire pistol or revolver, except a single shot pistol, of calibre 7.62mm to 9.65mm (.30" - .38") that conforms to the **PISTOL SPECIFICATION TABLE** may be used.

8.4.3.4 **50m Pistol**

a) Any calibre 5.6mm (.22 cal.) rimfire pistol chambered for long rifle cartridges may be used; and

b) Hand covers for 50m Pistols are permitted, providing they do not cover the wrist.

8.4.3.5 **10m Air Pistol**

Any 4.5mm (.177cal.) compressed air, CO2 or pneumatic air pistol that conforms to the **PISTOL SPECIFICATION TABLE** and **PISTOL CONFIGURATION DRAWING** may be used.

8.4.4 **Ammunition**

All projectiles used must be made only of lead or similar soft material. Jacketed projectiles are not permitted. The Jury may take samples from the athlete's ammunition for checking.

Pistol	Calibre	Other specifications
10m Air Pistol	4,5mm (.177")	
25m Centre Fire Pistol	7.62mm - 9.65mm (.30"- .38")	High-power or Magnum ammunition is not allowed
50m Pistol	5.6mm (.22")	Rimfire Long Rifle
25m Rimfire Pistol	5.6mm (.22")	Rimfire Long Rifle For the Rapid-fire Pistol event: minimum bullet weight 2.53g = 39gr; minimum average velocity 250m/sec., measured 3.0m from the muzzle.

8.4.4.1 Velocity testing will be done with a chronograph (velocity measurement

device). The Equipment Control Jury must confirm the accuracy of the chronograph in accordance with testing procedures developed by the ISSF Technical Committee. A chronograph must be available to athletes on the range.

- 8.4.4.2 The ammunition of at least one (1) athlete from each relay must be tested. The Equipment Control Jury will supervise the selection of the athletes to be tested and collect the ammunition to be tested before each 30-shot Qualification stage. Athletes should have at least 50 rounds with them for each stage of competition. A Jury Member must take ten (10) cartridges from the ammunition that the athlete is using, place them in a labelled envelope, seal the envelope and hand it to the testing officer. After the stage is completed, the athlete selected must go to the testing station. The testing officer will load a magazine with three (3) cartridges and fire them in that athlete's pistol and record the muzzle velocity of each cartridge. If the average velocity is under 250.0m/sec, the test must be repeated. If the average velocity of the six (6) shots is less than 250.0m/sec, the athlete must be disqualified.

8.5 ATHLETES SHOES

- 8.5.1 Only low-sided shoes that do not cover the ankle bone (below the medial and lateral malleolus) are permitted. The sole must be flexible in the entire forward part of the foot;
- 8.5.2 Athletes may use removeable inner soles or inserts in their shoes, but any inserts must also be flexible in the forward part of the foot;
- 8.5.3 An ISSF approved testing device will be used to check sole flexibility;
- 8.5.4 To demonstrate that shoe soles are flexible, athletes must walk normally (heel toe) at all times while on the field of play. A warning will be given for the first offence, a two-point penalty or disqualification will be given for subsequent violations;
- 8.5.5 **Shoe Sole Flexibility Measurement Device.** The device used to measure shoe sole flexibility must be capable of accurately measuring how many degrees the shoe sole bends while bent with a precise amount of upward pressure; and
- 8.5.6 **Shoe Sole Flexibility Standard.** The soles of athletes' shoes must bend at least 22.5 degrees when a force of 15 Newton-Meters is applied to the heel area while the shoe is clamped in the testing device.

8.6 SHOOTING ACCESSORIES

8.6.1 Spotting Telescopes

The use of telescopes not attached to the pistol to locate shots or judge the wind is permitted in 25m and 50m events only.

8.6.2 Pistol Transport Boxes

Athletes may use pistol transport boxes to take pistols and equipment to the shooting ranges. During Finals, pistol transport boxes or equipment bags must not remain on the FOP.

8.6.3 Pistol Support Stands

Athletes may place pistol support stands or boxes on the bench or table to rest their pistols between shots. The total height of the bench or table with

a support stand or box on it may not exceed 1.00m (see Rule 6.4.11.10, maximum bench height is 1.00m). During Elimination or Qualification competitions, a pistol transport box (Rule 8.6.2) may be used as a pistol support stand, provided the total height of the bench or table plus the box does not exceed 1.00m. During Finals, a pistol transport box may not be used as a pistol support stand.

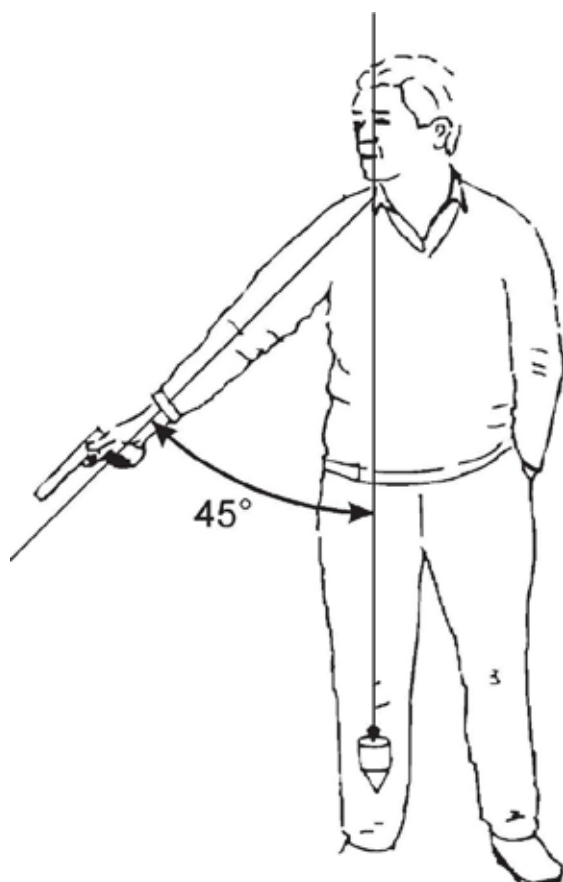
8.7 SHOOTING EVENT PROCEDURES AND COMPETITION RULES

8.7.1 Firing Position

The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.

8.7.2 Ready Position

In the 25m Rapid-fire Pistol event, 25m Pistol and 25m Centre Fire Pistol Rapid-fire Stages and 25m Standard Pistol 20sec. and 10sec. series, shooting must start from the READY position (see drawing). In the READY position, the athlete's arm must point downward at an angle of not greater than 45 degrees from the vertical. The arm with the pistol must not be pointed at the ground within the forward edge of the firing point. After the series begins, the pistol may not rest on the bench or shooting table. The arm must remain in this position while waiting either for the appearance of the target or, when EST are used, for the green light(s) to come on.



8.7.3 Ready Position Violations

A READY position violation occurs when an athlete in the 25m Rapid-Fire Pistol event or in the Rapid-Fire Stage of the 25m Pistol or 25m Centre Fire Pistol event, or in the 20 second or 10 second stages of the 25m Standard Pistol event:

- a) Raises his arm too soon and this movement becomes part of the arm lift (continuous motion);
- b) Does not lower his arm sufficiently; or
- c) Raises his arm above 45 degrees before the light changes or the targets start to turn.

8.7.4 Procedures for Ready Position Violations

WHEN A READY POSITION VIOLATION OCCURS;

- a) The athlete must be warned by a Jury Member and the series must be recorded and repeated;
- b) When the series is repeated in the 25m Rapid-Fire Pistol event, the athlete must be credited with the lowest value hit on each target. In all other 25m events, the athlete must be credited with the five (5) lowest value hits in the two (2) series (or three (3) series should a malfunction be involved);
- c) If the fault is repeated in the same stage of 30 shots in the 25m Rapid-fire Pistol event, or in the Rapid-fire Stage of the 25m Pistol or 25m Centre Fire Pistol event, or in the combined 20 second and 10 second stages of the 25m Standard Pistol event, the same procedure must be applied and the athlete must be penalized by a deduction of two (2) points from his score; and
- d) If a third violation of this Rule occurs, the athlete must be disqualified.

8.7.5 Pistol Events

See ISSF RECOGNIZED SHOOTING EVENTS Rule 3.3 and Rule 8.11, PISTOL EVENT TABLE.

8.7.6 Competition Rules

8.7.6.1 Preparation Time for 25m Events

- a) Athletes should report to their Range Section, but must wait to be called to their firing points;
- b) 13 minutes before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the athletes to the line. With the permission of the CRO athletes may remove their pistols from their boxes and handle their pistols; **safety flags must remain in the pistols**. Holding and aiming exercises are allowed
- c) Pre-competition checks by the Jury and Range Officers must be completed promptly before the Preparation Time starts;
- d) Preparation Time begins with the command "**PREPARATION TIME BEGINS NOW.**" During the Preparation Time the targets must be visible, facing the athletes. During the Preparation Time athletes may remove safety flags and handle their pistols, dry fire and carry out holding and aiming exercises on the firing line; and
- e) **Preparation Time** allowed before the competition starts is as follows:

25m Standard Pistol	3 minutes
25m Precision Stages	3 minutes
25m Rapid-fire Stages or Events	3 minutes

8.7.6.2 Specific Rules for 25m Events

- a) In all 25m events, timing must start at the moment the green lights come on (or the targets begin to face) and stop when the red lights come on (or the targets begin to turn away); when EST are used, the green lights are on for the required time +0.1 sec.;
- b) The turning of the targets or the switching of lights may be controlled by a Target Operator who is located behind the firing line. His position must not disturb the athlete, but it must be within the sight and hearing of the Range Officer. The targets may also be operated by the Range Officer by means of a remote control system;
- c) **“LOAD.”** In all 25m Training or Qualification events, only one (1) magazine or pistol may be loaded with not more than five (5) cartridges on the command **“LOAD.”** Nothing else is allowed to be inserted into the magazine or cylinder;
- d) If an athlete in Qualification loads his pistol with more cartridges than he is allowed to load (full series or series completion) or he loads more than one (1) magazine on any command **“LOAD”** he must be penalized by the deduction of two (2) points from his score in that same series. If the athlete violates this rule in Training, he must be directed to unload his pistol, insert a safety flag and stop training.
- e) An athlete who fires a shot or shots before the command **“LOAD”** must be disqualified; and
- f) **“UNLOAD.”** In all events, after the series or stage has been completed, the command **“UNLOAD”** must be given. In any case, immediately upon completing a series (unless there is a pistol malfunction), or when ordered, the athlete must unload the pistol.

8.7.6.3 Specific Rules for the 25m Rapid-fire Pistol Qualification Event

- a) The event is 60 competition shots divided into two (2) stages of 30 shots each. Each stage includes six (6) series of five (5) shots each, two (2) series in eight (8) seconds, two (2) series in six (6) seconds and two (2) series in four (4) seconds. In each series, one (1) shot is fired at each of the five (5) targets within the specified time limit for the series;
- b) Before the beginning of each stage, the athlete may fire one (1) Sighting series of five (5) shots in eight (8) seconds;
- c) All shooting (Sighting and MATCH firing series) is by command. Both athletes in the same Range Section must fire at the same time, but organizers may have more than one (1) Range Section to fire simultaneously under centralized commands;
- d) If a pistol of any of the athletes firing together has a malfunction, the malfunction series must be re-fired by those concerned in the same time stage with the following regular series. The final series of this stage will be fired immediately after all other athletes firing together have completed this time stage. Each Range Section may operate independently;

e) Before the Range Officer gives the command “**LOAD**,” he must call out the series time (i.e. “**eight second series**,” “**six second series**,” etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the athlete. When the Range Officer gives the command “**LOAD**,” athletes must prepare themselves for their series within one (1) minute;

f) When one (1) minute has expired, the Range Officer will give the command:

“ ATTENTION ”	The red lights must be switched on (if paper targets are used, they must be turned to the edge-on position) and the athletes must bring their pistols to the READY position.
	When EST are used, the red lights will be switched on. After a delay of 7 sec. +/- 0.1sec. the green lights will come on for the required time +0.1sec. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7sec. (+/- 0.1sec.), the targets will be turned to face the athletes.

g) Before each series, the athlete must lower his arm and adopt the **READY** position;

h) The green lights come on (if paper targets are used, the targets turn to face the athletes) seven (7) seconds +/- 0.1sec. after the command “**ATTENTION**”;

i) Pistols may be raised the moment the green lights come on (or the targets begin to face);

j) The athlete should fire five (5) shots during each series;

k) A series is considered as having started after the command “**ATTENTION**”; every shot fired after that must be counted as a **MATCH** shot;

l) After the firing of each series, there should be a pause of at least one (1) minute before the next command “**LOAD**”;

m) There should be a minimum of 30min., or longer if the programme permits, between the scheduled start times for relays; the published start time for successive relays should be adequate to allow for these relays to start at the published time.

8.7.6.4 **Specific Rules for 25m Pistol and 25m Centre Fire Pistol**

The programme for each event is 60 **MATCH** shots divided into two (2) stages of 30 shots each:

Stage	Number of series and shots	Time limit for each Sighting or MATCH series
Precision Stage	six (6) series of five (5) shots	five (5) minutes

Rapid-fire Stage	six (6) series of five (5) shots	see below
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- a) Before the beginning of each stage, the athlete may fire one (1) Sighting series of five (5) shots;
- b) All athletes will fire the Sighting series as well as all MATCH series at the same time and on the same commands:
- c) The Range Officer must give the command “**LOAD**” BEFORE EACH SERIES; after the command “**LOAD**,” the athlete must prepare himself within one (1) minute with the correct number of cartridges;
- d) After the command “**UNLOAD**” is given at the end of a sighting or MATCH series, there must be a pause of one (1) minute before the Range Officer gives the command “**LOAD**” to start the next series;
- e) A series is considered as having started from the moment the red light is switched on, or the targets turn away from the athlete after the command “ATTENTION”, every shot fired after that must be counted as a MATCH shot.
- f) Firing will begin on the appropriate command or signal, the commands for stationary targets are “START” or the signal of a horn and “STOP” or a horn signal, the signals for turning targets are when the targets turn towards or away from the athlete; the signals for EST are the red and green lights.

g) **Precision Stage**

“FOR THE SIGHTING SERIES - LOAD”	All athletes load within a time of one (1) minute.
“FOR THE FIRST/ NEXT COMPETITION SERIES - LOAD”	All athletes load within a time of one (1) minute.
“ATTENTION”	When EST are used, the red lights will be switched on. After a delay of 7sec. ± 0.1 sec. the green lights will come on. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7sec. ± 0.1 sec., the targets will be turned to face the athletes.
“UNLOAD”	

- h) All athletes must complete the Precision Stage before the Rapid-Fire Stage may begin;

i) **Rapid Stage**

During each series in the Rapid-Fire Stage, the target is shown five (5) times for 3.0sec. -0.0 to +0.2sec. or, when EST are used, the green lights come on for 3.1sec. for each shot; the time between each appearance (the edge-on position) or, when EST are used, when the red lights are on, must be seven (7)sec. ± 0.1 sec. one (1) shot only will be fired during each appearance of the target; when EST are used, the green light must go off after 3.1sec., but the target must continue to record a valid shot for an additional 0.2sec. “after time” in accordance with Rule 6.4.13

“FOR THE SIGHTING SERIES - LOAD”	All athletes load within a time of one (1) minute.
“FOR THE FIRST/ NEXT COMPETITION SERIES - LOAD”	All athletes load within a time of one (1) minute.
“ATTENTION”	When EST are used, the red lights will be switched on. After a delay of 7sec.±0.1sec. the green lights will come on. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7sec. ±0.1sec., the targets will be turned to face the athletes.
“UNLOAD”	

j) Before each shot the athlete must lower his arm and adopt the READY position in accordance with Rule 8.7.2;

k) The pistol must not rest on the bench, or shooting table, during the Rapid stage series

8.7.6.5 Specific Rules for the 25m Standard Pistol Event

The event programme is 60 MATCH shots divided into 3 stages of 20 shots each. Each stage consists of 4 series of 5 shots:

Stage	Number of series and shots	Time limit for each series
1	four (4) series of five (5) shots	150sec.
2	four (4) series of five (5) shots	20sec.
3	four (4) series of five (5) shots	10sec.

a) Before the beginning of MATCH firing, the athlete may fire one (1) Sighting series of five (5) shots within a time limit of 150 seconds;

b) Before the Range Officer gives the command **“LOAD,”** he must call out the series time (such as 150sec. series, or 20sec. series etc.), or the series time must be indicated in some manner such as using a numbered sign of sufficient size to be visible to the athlete;

c) When the Range Officer gives the command **“LOAD,”** the athlete must prepare himself immediately for the series within one (1) minute;

d) When one (1) minute has expired, the Range Officer will give the command:

“ATTENTION”	When EST are used, the red lights will be switched on. After a delay of 7sec. ±0.1sec. the green lights will come on. When paper targets are used, the targets will be turned to the edge-on position. After a delay of 7sec. ±0.1sec, the targets will be turned to face the athletes.
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- e) Before each series, except in the 150sec. series, the athlete must lower his arm and adopt the READY position;
- f) A series is considered as having started from the moment the red light is switched on, or the targets turn away from the athlete after the command “**ATTENTION**,” every shot fired after that must be counted as a MATCH shot;
- g) After the command “**UNLOAD**” is given at the end of a sighting or MATCH series, there must be a pause of one (1) minute before the Range Officer gives the command “**LOAD**” to start the next series.
- h) When it is necessary to conduct the event in two parts, each part must consist of:

Stage	Number of series and shots	Time limit for each series
1	two (2) series of five (5) shots	150sec.
2	two (2) series of five (5) shots	20sec.
3	two (2) series of five (5) shots	10sec.

- j) Before the beginning of each part of the event, the athlete may fire one (1) sighting series of five (5) shots within a time limit of 150sec.

8.8 INTERRUPTIONS AND IRREGULARITIES

8.8.1 Interruptions in 25m Events and Stages

If shooting is interrupted for safety or technical reasons (without being the fault of the athlete):

- a) If the elapsed interruption time is **more than 15min.**, the Jury must allow one (1) extra sighting series of five (5) shots;
- b) In the 25m Rapid-fire Pistol and in the 25m Standard Pistol event, if the series is interrupted it must be annulled and repeated. The repeated series must be recorded and credited to the athlete;
- c) In the 25m Pistol and the 25m Centre Fire Pistol events, the interrupted series must be completed. The completed series must be recorded and credited to the athlete; and
- d) In the Precision Stage the time limit is one (1) minute for every shot to be fired to complete the series.

8.8.2 Irregular Shots in 25m Events and Stages

8.8.2.1 Too Many Competition Shots Fired (25m)

If an athlete fires more MATCH shots on a target than the **Pistol Events Qualification Table** (Rule 8.11) specifies, or more than one (1) shot at one (1) appearance of the target in a Rapid-Fire Pistol Series, the highest value hit(s) must be disregarded from the score of that target;

- a) Two (2) points must also be deducted from the score of that series for each extra shot fired in the series;
- b) This penalty is in addition to the penalty of two (2) points that may be

imposed when an athlete loads more than the authorized number of cartridges;
and

c) Two (2) points must be deducted on every occasion if two (2) shots are fired during a single exposure of the target in the Rapid-Fire stages of the 25m Pistol and the 25m Centre Fire Pistol events.

8.8.2.2 **Too Many Sighting Shots Fired (25m)**

If an athlete **fires more Sighting shots** than are provided for in the **Pistol Events Qualification Table** (Rule 8.11), or are approved by the Range Officer or Jury, he must be penalized by the deduction of two (2) points from the first series of his MATCH score for each excessive sighting shot fired. This penalty is in addition to the penalty of two (2) points that may be imposed when an athlete loads more than the authorized number of cartridges.

8.8.2.3 **Early Or Late Shots (25m)**

a) Any shot(s) fired accidentally after the command “**LOAD**,” but before the start of a MATCH series, must not be counted in the competition and two (2) points must be deducted from the following series. This penalty must not apply in the Sighting series. The athlete who fired accidentally must not continue, but must wait until the other athletes finish that series and then report this to the Range Officer as if he had a malfunction. The Range Officer will then permit him to continue and repeat the series in the same time stage with the following regular series. The final series of the stage will be fired immediately after all athletes have completed that time stage. If this procedure is not followed and the athlete continues the original series, the accidentally fired shot will be scored as a miss (zero); and

b) In a Precision Stage, if a shot(s) is fired after the command or signal “**STOP**,” that shot must be counted as a miss. If the shot(s) cannot be identified the highest value hit(s) must be deducted from the score of that target and scored as miss(es).

8.8.2.4 **Crossfires on Sighting Targets (25m)**

If an athlete fires a Sighting shot on the sighting target of another athlete, he must not be allowed to repeat the shot, but will not be penalized. If it cannot be established clearly and quickly which hit(s) belong to whom, the athlete who is not at fault has the right to repeat the sighting shot(s).

8.8.3 **Incorrect Range Commands (25m)**

a) If, because of an incorrect command and/or action by a Range Officer, the athlete is not ready to fire when the signal to fire is given, he must hold his pistol pointing down range and raise his free hand, and immediately after the series report this to a Range Officer or Jury Member; and

b) If the claim is considered justified, the athlete must be allowed to fire the series; or

c) If the claim is considered not justified, the athlete may fire the series, but must be penalized by the deduction of two (2) points from the score of that series; or

d) If the athlete has fired a shot after the incorrect command and/or action, the protest must not be accepted.

8.8.4 **Disturbances**

Should an athlete consider that he was disturbed while firing a shot, he must

hold his pistol pointing down range and immediately inform the Range Officer or Jury Member by raising his free hand. He must not disturb other athletes.

8.8.4.1 **IF THE CLAIM IS CONSIDERED JUSTIFIED:**

- a) The series (25m Rapid-fire Pistol, 25m Standard Pistol), must be annulled and the athlete may repeat the series; and
- b) The shot (25m Pistol and 25m Centre Fire Pistol) must be annulled and the athlete may repeat the shot and complete the series.
- c)

8.8.4.2 **IF THE CLAIM IS CONSIDERED UNJUSTIFIED:**

- a) If the athlete has finished his series, the shot or series must be credited to the athlete;
- b) If the athlete has not finished his series due to the claimed disturbance, the athlete may repeat or complete the series. Scoring and penalties are as follows;
- c) In the **25m Rapid-fire Pistol Event** the series may be repeated and the score must be recorded as the total of the lowest value hit on each target;
- d) In the **25m Standard Pistol Event** the series may be repeated and the score must be recorded as the total of the five (5) lowest value hits on the target;
- e) In the **25m Pistol and 25m Centre Fire Pistol Events** the series may be completed and the score must be recorded;
- f) Two (2) points must also be deducted from the score of the repeated or completed series; and
- g) In any repeated series, all five (5) shots must be fired at the target. Any shot(s) not fired or not hitting the target must be scored as a miss(es).

8.8.5 **Timing Irregularity Claims**

8.8.5.1 If an athlete considers that the time elapsed between the command specified in the Rules and the green light coming on or the facing of the targets was too fast or too slow, and therefore not according to the time specified in the Rules, he must hold his pistol pointing down range and immediately inform a Range Officer or Jury Member by raising his free hand. He must not disturb other athletes.

- a) If it is found that his **claim is justified**, he may begin the series again; or
- b) If his claim is found **not justified**, he may fire the series, but a two (2) point penalty must be deducted from the score of that series; and
- c) Once the athlete has **fired the first shot** in the series, such a claim must not be accepted.

8.8.5.2 If an athlete considers that the **time of the series was too short**, he may inform a Range Officer immediately after finishing the series.

- a) The Range Officer and/or Jury must verify the timing of the mechanism; and
- b) If it is confirmed that there has been an error, the protesting athlete's series must be annulled and repeated; or

c) If the claim is considered not justified, the result of the series must be credited to the athlete and recorded.

8.9 MALFUNCTIONS IN 25M EVENTS

8.9.1 Malfunctions during a sighting series may not be claimed, however, an athlete may clear the malfunction and continue to shoot the unfired shots within the specified time for the sighting series for that event. Only one (1) malfunction (either ALLOWABLE or NON-ALLOWABLE) may be claimed during each MATCH stage(s) of a 25m Pistol event as follows:

a) Once in each 30 shot stage of the 25m Rapid-Fire Pistol, 25m Pistol and 25m Centre Fire Pistol events;

b) Once in the 150sec. stage and once in the combined twenty (20)sec. and ten (10)sec. stages of the 25m Standard Pistol event;

c) The appropriate Malfunction Form (RFPM or STDP) must be used to score repeated malfunction series. Malfunction Forms are found in the General Technical Rules, Rule 6.18.

d) Malfunctions (ALLOWABLE or NON-ALLOWABLE) in 25m Finals will be decided according to 6.17.4 m) or 6.17.5 l).

8.9.2 Repairing or Replacing a Broken Gun

Should a pistol break or cease to function, the athlete is allowed to repair or replace the pistol. In all cases, the Chief Range Officer must confirm that the pistol cannot function safely and the Jury must be informed.

a) An athlete is allowed a maximum of 15min. to repair or replace a pistol in order to resume the competition;

b) If the repair is likely to take more than 15min., the athlete, at his request, may be granted more time by the Jury;

c) If extra repair time is granted, he will complete the competition at a time and place determined by the Jury or he may continue to fire with another pistol of the same type of mechanism (semi-automatic or revolver) and of the same calibre; and

d) In the 25m events the Jury must allow one (1) extra sighting series of five (5) shots.

8.9.3 Malfunctions in 25m Pistol Events

a) If a shot has not been fired due to a malfunction, and if the athlete wishes to claim a malfunction, he must hold his pistol pointing down range and must retain his grip. Only the tip of the barrel may rest on the bench, if the magazine is not of the type that is loaded from the barrel end, but the magazine must be clearly not touching the bench or hand and immediately inform a Range Officer by raising his free hand. He must not disturb other athletes.

b) An athlete may try to correct a malfunction and continue the series, but after attempting any correction, he may not claim an Allowable Malfunction unless the firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning.

8.9.4 **Types of Malfunctions**

8.9.4.1 **ALLOWABLE MALFUNCTIONS (AM) are:**

- a) A bullet is lodged in the barrel;
- b) The trigger mechanism has failed to operate;
- c) There is an undischarged cartridge in the chamber and the trigger mechanism has been released and operated;
- d) The cartridge case has not been extracted or ejected; this applies even if a case catcher is used;
- e) The cartridge, magazine, cylinder, or other part of the pistol has jammed;
- f) The firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning;
- g) The pistol fires automatically without the trigger being released. The athlete must stop firing immediately and must not continue to use such a pistol without the permission of a Range Officer or a Jury Member. When using electronic scoring targets, the first shot will be scored by the system and this will be credited to the athlete. When using paper targets, should the automatically fired shot(s) hit the target, the hit(s) found highest up on the target must be disregarded before the repeat series. After any repeat series, all the shot(s), except those that were disregarded on the one (1) target concerned, must be included to establish the score; or
- h) The slide jams or the empty case is not ejected, this applies even if a case catcher is used.

8.9.4.2 **NON-ALLOWABLE MALFUNCTIONS (NAM) are:**

- a) The athlete has touched the breech, mechanism or safety catch or the pistol has been touched by another person before being inspected by the Range Officer;
- b) The safety catch has not been released;
- c) The athlete did not load his pistol;
- d) The athlete loaded fewer cartridges than prescribed;
- e) The athlete did not allow the trigger to return far enough after the previous shot;
- f) The pistol was loaded with the wrong ammunition;
- g) The magazine was not inserted correctly, or had fallen out during shooting unless this is due to damage to the mechanism; or
- h) The malfunction is due to any cause that could reasonably have been corrected by the athlete.

8.9.4.3 **Determining the Cause of a Malfunction**

If the external appearance of the pistol does not show an obvious reason for the malfunction and there is no indication, and the athlete does not claim that there may be a bullet stuck in the barrel, the Range Officer must take the pistol without interfering with or touching the mechanism, point the pistol in a safe direction and pull the trigger one time only to determine whether the trigger mechanism had been released.

- a) If the pistol is a revolver, the Range Officer must not pull the trigger unless the hammer is in the cocked position;
- b) If the pistol does not discharge, the Range Officer must complete the examination of the pistol to determine the cause of the malfunction and to decide whether or not the malfunction is allowable; and
- c) The Range Officer decides, after inspection of the pistol, that there is an ALLOWABLE MALFUNCTION or a NON-ALLOWABLE MALFUNCTION.

8.9.4.4 In the case of a **NON-ALLOWABLE MALFUNCTION**, every shot that is not fired will be scored as a miss (zero). No re-fire or completion is permitted. Only the values of shots fired will be credited to the athlete. The athlete may continue to shoot the remainder of the event.

8.9.4.5 **ALLOWABLE MALFUNCTION PROCEDURES** - 25m Rapid-Fire Pistol and 25m Standard Pistol

a) If an ALLOWABLE MALFUNCTION occurs during a 25m Rapid-Fire Pistol Men or 25m Standard Pistol Men series, record the scores of the shots that were fired on first line of the Malfunction Form (Form RFPM or Form STDP); and

b) The athlete must fire all five (5) shots at the target(s) in any repeat series. After the repeat series, record the scores of all shots fired on the second line of the Malfunction Form; any shots not hitting the target or late shots, fired or unfired, must be scored as zero(s); or

c) If a second malfunction occurs in the repeat series, record the scores of the fired shots in the repeat series on the second line of the Malfunction Form. Then add zeros to the line (first series or repeat series) that has scores for the most fired shots to ensure that one line has five scores. These added zeros must be counted in determining the score for that series; and

d) Determine the scores of the five shots to be counted for the series and record them on the third line of the Malfunction Form ("Final Score"):

- RFPM: enter the lowest value scores on each of the five targets and total scores.
- STDP: enter the five lowest value scores from all recorded shots, including any zeros that were added to one of the two lines, and total those scores.

8.9.4.6 **ALLOWABLE MALFUNCTION PROCEDURES** - 25m Pistol and 25m Centre Fire Pistol

Precision and Rapid-Fire Stages:

a) The number of shots is recorded and the series may be completed;

b) Shot(s) to complete the series (series completion) must be fired in the next competition series; in the Precision Stage a time of one (1) minute will be allowed for each shot to be fired; in the Rapid-Fire Stage, the series completion must start on the first exposure;

c) Any shot(s) not fired or not hitting the target must be scored as miss(es) (zero(s));

d) The five-shot series must be scored in the normal manner; and

e) Use Form IR to report series completion.

8.10 FAILURE OF EST OR PAPER TARGET SYSTEMS

8.10.1 Failure of ALL targets on a Range or Range Section

- a) The expired shooting time must be recorded by the Chief Range Officer and the Jury;
- b) All completed MATCH shots of each athlete must be counted and recorded. In the event of a range power supply failure, this may involve waiting until power is restored to enable the number of shots registered by the target, not necessarily on the firing point monitor, to be established;
- c) After the targets are repaired and the full range, or Range Section, is in operation, an additional Sighting series and a one (1) minute pause will be given before starting the completion of the series in accordance with the following rules;
- d) **25m Pistol and 25m Centre Fire Pistol Events.** The athletes will COMPLETE the series of five shots in the same way as for an ALLOWABLE MALFUNCTION. The athlete should fire the number of shots that had not been recorded by the target when the failure occurred.
- e) **25m Standard Pistol and 25m Rapid-Fire Pistol Events.** If the series was not completed and recorded, it will be annulled and repeated. If the five (5) shots were recorded for any athlete, the series score will be recorded and no repetition will be permitted by that athlete.

8.10.2 Failure of a Single Target or Target Group

If there is a failure of a single target or group of five targets (25m Rapid-Fire Pistol event) that cannot be repaired immediately, the athlete will be moved to another firing position in the same, or a following relay. After the problem is resolved, a separate sighting series and a one (1) minute pause will be given before the firing of the next series in accordance with the rule above (8.10.1.c).

8.10.3 Failure to Register or Display a Shot

If there is a complaint concerning **failure to register or display a shot on the monitor(s) of 25m Electronic Scoring Target systems**, or the monitor shows a zero (0) that was not expected:

- a) In the Precision Stages of 25m Pistol and 25m Centre Fire Pistol events and in the 150sec. series of the 25m Standard Pistol event, the athlete must immediately (before the next shot) inform the nearest range official of the failure;
- b) In the Rapid-Fire Stages of the 25m Pistol and 25m Centre Fire Pistol events and in the Rapid-Fire Stages of the 25m Standard Pistol event, the athlete must continue the five (5) shot series and must inform the nearest range official of the failure immediately after the end of the series;
- c) The athlete will then be directed to complete the series at a time decided by the Jury; and
- d) There will be no repeat series. The score will be determined by the RTS Jury. After the series has been completed, the Procedure for Examination of Electronic Scoring Targets (6.10.8) will be applied.

8.11

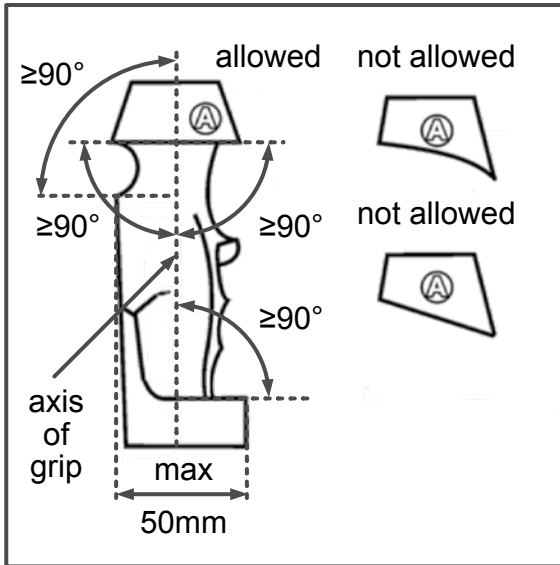
PISTOL EVENTS QUALIFICATION TABLE

Event	Men/ Women	Number of shots	Number of Shots per competition target (paper)	Number of Sighting Targets (paper)	Number of Sighting Shots	Scoring and Patching Paper Targets	Time Limits	Preparation and Sighting Time
10m Air Pistol	Men & Women	60	1	4	Unlimited during Preparation and Sighting Time	In the RTS Office	75 minutes (60) 90 minutes (60), if EST are not available	15 Minutes
10m Mixed Team	Men & Women	2x30	1	4	Unlimited during Preparation and Sighting Time	In the RTS Office	30 minutes, 60 minutes if EST are not available	10 Minutes
50m Pistol	Men	60	5	2	Unlimited during Preparation and Sighting Time	In the RTS Office	1 hour 30 minutes, 1 hour 45 minutes, if EST are not available	15 Minutes
25m Rapid-fire Pistol	Men	60	7 shots per target per stage (1 sighting series plus 6 Match series) New targets after each stage	1 series of 5 shots in 8 seconds in each stage	After every 5 shot series	2 stages of 30 shots of 2 five-shot-series in 8, 6, 4 seconds	3 Minutes Preparation	
25m Pistol	Women	60	10	1	1 series of 5 shots in each stage	After every 5 shot series	Precision Stage: 5min. each for 6 5-shot series. Rapid-fire Stage: 6 5-shot series in rapid-fire programme.	Precision Stage: 3 Minutes Preparation
25m Centre Fire Pistol	Men	60	10				Rapid-fire Stage: 6 5-shot series in rapid-fire programme.	Rapid-fire Stage: 3 Minutes Preparation
25m Standard Pistol	Men	60	10		1 series of 5 shots in 150 seconds stage only		4 five-shot-series in 150, 20, 10 seconds	

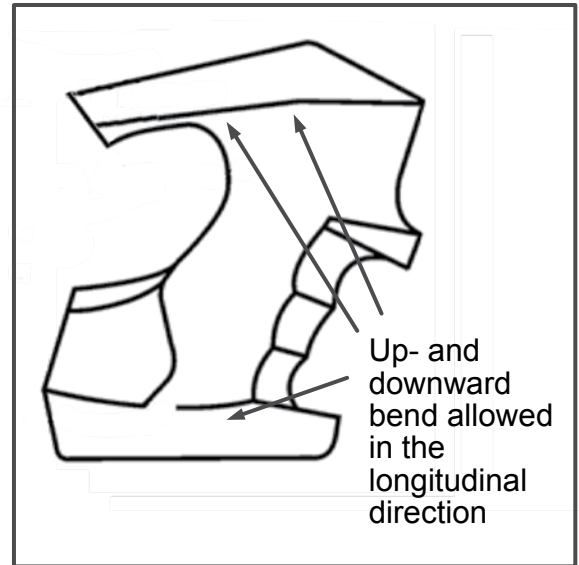
Pistol Type	1) Pistol Weight 2) Trigger Pull	Measuring Box (mm)	Barrel Length Sight Radius	Grips	Other specifications
10m Air Pistol	1) 1500g max. 2) 500g min.	420 x 200 x 50	Box Size Only	See below	May only be loaded with one (1) pellet. Ported barrels and perforated barrel attachments are allowed.
50m Pistol	No Restriction No Restriction	No Restriction	No Restriction No Restriction	Special grips are permitted	May only be loaded with one (1) cartridge. Hand covers will be permitted, providing they do not cover the wrist.
25m Rimfire Pistol	1) 1400g max. 2) 1000g min.	300 x 150 x 50	max. 153mm max. 220mm	See below	Compensators, muzzle brakes, perforated barrels or any device(s) functioning in a similar manner are not allowed.
25m Centre Fire Pistol	1) 1400g max. 2) 1000g min.				
<p>a) 10m Air Pistol Grips: No part of the grip, frame or accessories may touch any part of the wrist. The heel rest must extend at an angle of not less than 90 degrees to the grip. This applies to the heel rest in front and behind the grip as well as on the sides. Any upward curvature of the heel and/or thumb rest and/or a downward curvature of the side opposite the thumb is prohibited. The thumb rest must allow free upward movement of the thumb. The grip must not encircle the hand. Curved surfaces on the grips or frame, including the heel and/or thumb rest, in the longitudinal direction of the pistol are permitted.</p>					
<p>b) 25m Pistol Grips: Note a) applies. In addition, the rear part of the frame or grip which rests on top of the hand between the thumb and the forefinger, must not be longer than 30mm from the point where the grip first touches the top of the hand forward to the deepest part of the grip. The back (rear) part of the grip must be cut so that it angles upward from that point by not less than 45 degrees.</p>					
<p>c) The weight of the pistol is measured with all accessories, including balancing weights and unloaded magazine.</p>					
<p>d) Measuring Box: The pistol is measured with all accessories in place (if an Air Pistol is used with a magazine it may be measured with the magazine removed). A manufacturing tolerance of the rectangular Measuring Box of 0.0mm to + 1.0mm in each dimension is permitted.</p>					

8.13 PISTOL DRAWINGS AND MEASUREMENTS

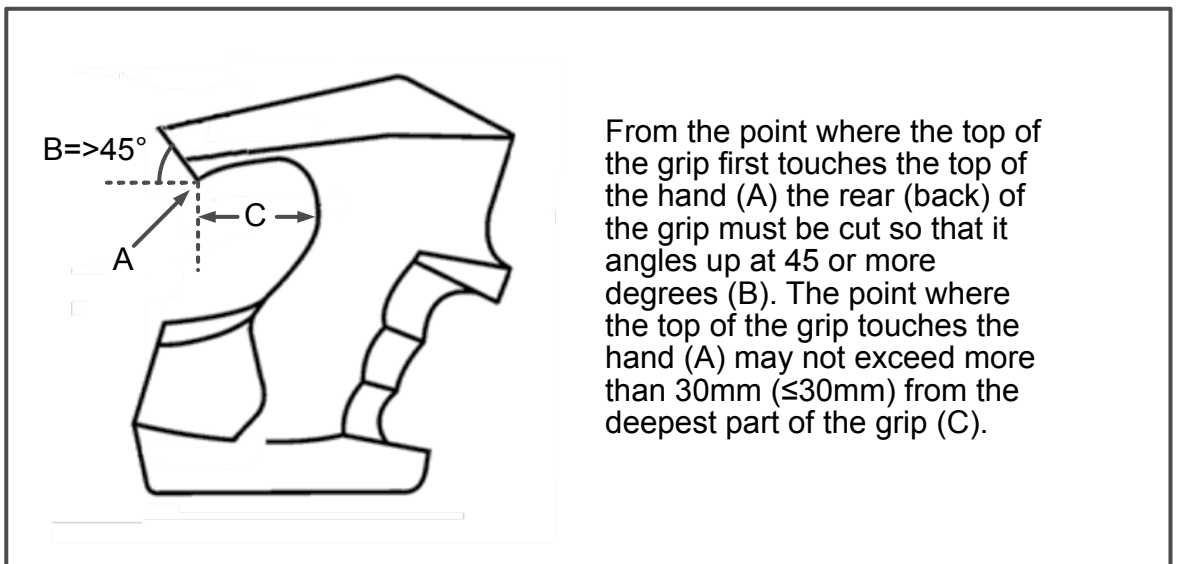
For 10m and 25m Pistols



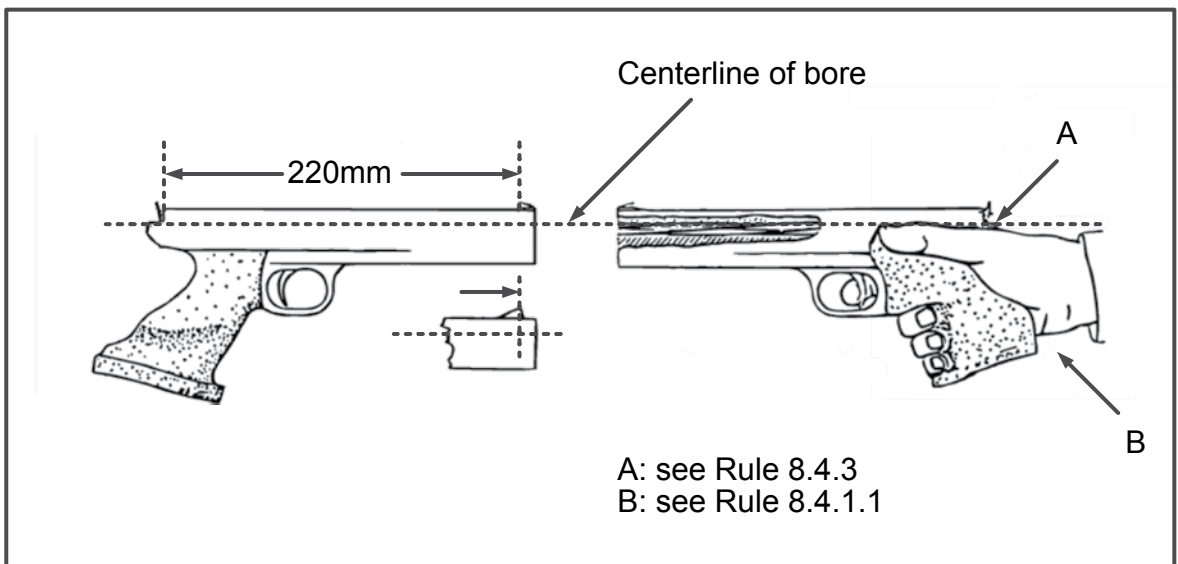
For 10m and 25m Pistols



For 25m Pistols Only



For 25m Pistols Only



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9 SHOTGUN RULES

FOR

Trap

Skeet

Skeet Mixed Team

Trap Mixed Team

Double Trap

Trap Team

Skeet Team

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NOTE:

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

9.1 GENERAL

- 9.1.1 These Rules are part of the ISSF Technical Rules and apply to all Shotgun events.
- 9.1.2 All athletes, coaches, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.
- 9.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.
- 9.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.
- 9.1.5 Where figures and tables in these rules contain specific information, the specific information in these figures and tables has the same authority as the numbered rules.

9.2 SAFETY

9.2.1 Safety is of Paramount importance

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

9.2.2 Carrying Shotguns

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

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

9.2.3 Aiming

- a) Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated dry firing areas.

- b) Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited.
- c) Aiming in any area other than within the designated dry firing areas and direction is prohibited.

9.2.4 **Shooting and Test Firing**

- a) Shots may be fired only when it is the athlete's turn and the target has been thrown.
- b) With the permission of the Referee, test firing of shotguns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of their first round of the day.
- c) Test firing of shotguns is also permitted for each athlete prior to the start of the Finals or any shoot-offs after qualification.
- d) Test shots must not be fired into the ground within the shooting areas.
- e) Test firing of a shotgun after a repair is permitted, but it must be arranged with the Chief Referee.

9.2.5 **"STOP" Command**

- a) When the command or the signal **"STOP"** is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe;
- b) No shotgun may then be closed until the command to continue (**"START"**) has been given;
- c) Shooting may only be resumed at the appropriate command (**"START"**) or signal; and
- d) Any athlete who handles a closed shotgun after the **"STOP"** command has been given, without the permission of the Referee, may be disqualified.

9.2.6 **Commands**

- a) All range commands must be given in the English language;
- b) The Referees or other appropriate range officials are responsible for giving the commands **"START," "STOP"** and other necessary commands; and
- c) The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.7 **Eye And Ear Protection**

- a) All athletes and other persons in the vicinity of the firing line must wear ear plugs, ear muffs, or similar adequate ear protection;
- b) Hearing protection incorporating any type of sound-enhancing or receiving devices may not be worn by athletes or coaches on the FOP. Hearing impaired athletes may wear sound-enhancing devices with the approval of the Jury (see also G.T.R. 6.2.5); and
- c) All athletes, Referees and officials should wear shatterproof shooting glasses or similar eye protection.

9.3 **RANGE AND TARGET STANDARDS**

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

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

c) No athlete, coach or team official may interfere in any way with the range equipment (traps, microphones, control units, etc.) once set by the Referee or Jury. For a first violation, a **Warning (Yellow Card)** will be given to the athlete; a second violation will result in a **one (1) point Deduction (Green Card)** from the last hit target in the last completed round. Any subsequent occurrence will result in **Disqualification (Red Card)**. The deliberate switching off of the control unit will result in an **immediate disqualification**. If a coach or team official violates this rule, the warning or penalty must be given to all athletes involved with that coach.

9.4 EQUIPMENT AND AMMUNITION

9.4.1 Equipment Restrictions

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

b) Any shotgun, device, equipment, accessory or other item that may give an athlete an unfair advantage over others and that is not specifically mentioned in these Rules, or that is contrary to the spirit of these Rules, including accessories or devices used to facilitate the counting of targets, is prohibited.

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

d) For a violation of these Rules, the athlete must receive a **Warning (Yellow Card)** for the first occurrence. For a repeat violation, the athlete must receive a **Deduction (Green Card)** of five (5) targets from the last five (5) hit targets in the last completed round.

9.4.1.1 Equipment Control

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

b) The Shotgun Jury is responsible for checking the athletes' equipment to ensure compliance. The Jury must provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training Day so that athletes, if they wish, may have their equipment checked prior to the competition.

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

d) Athletes found to be in violation of the rules for shotguns or Skeet marker tapes must be disqualified.

9.4.1.2 Equipment on the Field of Play / Shooting Area

Any equipment or accessories on the field of play/shooting area shall be deemed as available for use by the athlete concerned and will be subject to inspection/ check by the Jury. Penalties will be applied.

9.4.2 Shotguns

9.4.2.1 Types of Shotguns

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

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

b) Shotguns must not have a camouflage finish.

9.4.2.2 **Release Triggers**

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

9.4.2.3 **Slings**

Slings or straps on shotguns are prohibited.

9.4.2.4 **Magazines**

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

9.4.2.5 **Changing Shotguns**

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

9.4.2.6 **Compensators**

The addition of compensators and similar devices (designed to reduce muzzle rise) fitted to gun barrels is prohibited, except that ported interchangeable chokes are permitted (see Rule 9.4.2.7 & 8)

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

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

9.4.2.8 Interchangeable chokes (with or without porting) fitted to the end of the muzzle are permitted. In the case of ported interchangeable chokes, their porting (plus any barrel porting) shall not extend back further than 20cm as measured from the muzzle end of the interchangeable fitted choke.

9.4.2.9 **Optical Sights**

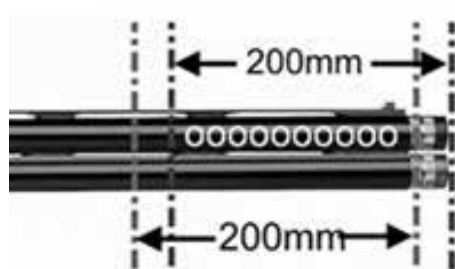
All devices or scopes fitted to the gun that have magnifying, light emitting, forward lead displacement, spotting properties, video cameras or apparatus that gives visual enhancement of the target, are prohibited.

9.4.2.10 **Buttstock Depth and Barrel Porting**

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



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



9.4.3 Ammunition

9.4.3.1 Cartridge Specifications

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

- a) Shot charge must not exceed 24.0g (+0.5g tolerance). To determine if an athlete is using cartridges that comply with this rule, the cartridge inspection procedure must determine that the average weight of the selected cartridges does not exceed the maximum shot charge plus tolerance (24.5g);
- b) Pellets must be spherical in shape;
- c) Pellets must be made of lead, lead alloy or of any other ISSF approved material;
- d) Pellets must not exceed 2.6mm in diameter;
- e) Pellets may be plated;
- f) Only transparent or translucent wads with no colour may be used. Coloured wads are prohibited;
- g) Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and
- h) No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

9.4.3.2 Cartridge Inspection

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

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

9.5 COMPETITION OFFICIALS

9.5.1 General

All persons who are designated to serve as officials in ISSF competitions must possess valid qualifications appropriate to the level of the competition. When on duty, all Jury Members are required to wear the official ISSF Jury (red) Vest that can be purchased from the ISSF Headquarters. Also, when on duty, all Referees are required to wear the official ISSF Shotgun Referee (blue) Vest. that can be purchased from ISSF Headquarters.

9.5.2 Jury

9.5.2.1 Duties Before the Competition Starts

Before the competition starts, the Jury must:

- a) Check the ranges to ensure that they comply with these Rules;
- b) Ensure that the targets are correctly set according to these Rules;
- c) Review the competition organization to confirm that it is properly prepared to conduct the competition;
- d) Establish an equipment control consultation service where athletes may have their guns, clothing and accessories checked; and
- e) Cooperate with the RTS office in the verification, preparation and distribution of the start lists, both for the Pre-Event Training, the Qualification stage and the Finals, as well as any possible shoot-offs before and during the Finals.

9.5.2.2 Duties During the Competition

During the competition, the Jury must:

- a) Supervise the competition;
- b) Advise and assist the Organizing Committee;
- c) Ensure the correct application of the Rules;
- d) Check the athletes' guns, ammunition and equipment;
- e) Check that the targets are set correctly after a trap machine breakdown;
- f) Make random checks during Qualification Rounds to ensure compliance with the Preparation Time Limits;
- g) Make random checks during Competition to ensure compliance with the rules concerning guns, ammunition, shooting vests and other clothing;
- h) Deal with protests that are properly submitted;
- i) Enforce the ISSF Eligibility, ISSF Commercial Rights and ISSF Sponsorship/ Advertising Rules;
- j) Approve the official preliminary and final ranking lists that are produced by

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

k) Make decisions regarding penalties;

l) Implement sanctions where appropriate; and

m) Make decisions in any cases that are not provided for in the Rules, or are against the spirit of these rules.

9.5.3 **Chief Range Officer**

9.5.3.1 **General**

The Chief Range Officer is appointed by the Organizing Committee. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns, clay targets, clay target throwing machines, acoustic release systems, scoreboards and range equipment. He should hold a valid/current ISSF Shotgun Referee or Judges' licence.

9.5.3.2 **The Chief Range Officer is responsible for:**

a) Fulfilling all technical and logistic issues with regard to preparation and proper conduct of a competition; and

b) Performing all duties listed below in close cooperation with the Technical Delegate, Jury, Organizing Committee, Chief Referee, the RTS Office and other staff members.

9.5.3.3 **The duties of the Chief Range Officer are:**

a) To give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun events;

b) To give instructions and supervise preparation of auxiliary facilities such as shotgun and ammunition storage, technical service, means of communication between the shooting ranges, technical personnel etc.;

c) To give direction and supervise the preparation of clay targets for training and competition;

d) To provide special ("Flash") targets filled with coloured powder for the Finals and any shoot-offs in the Finals;

e) To ensure that the traps are adjusted according to the settings of the day;

f) To ensure that all necessary range systems are functioning properly;

g) To ensure that all range equipment is on each range and properly placed (large scoreboard, tables, range clocks, seats and umbrellas for Assistant Referees, facilities for the athletes, scorekeepers etc.);

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

i) To make decisions, with the approval of the Jury, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons; and

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

9.5.4 **Chief Referee**

9.5.4.1 **General**

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

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

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

9.5.5 **Referees**

9.5.5.1 Referees must be appointed by the Organizing Committee in co-operation with the Chief Referee and the ISSF, and must:

- a) Possess an ISSF Shotgun Referee's license and a current Eyesight Certificate;
- b) Have wide experience in Shotgun shooting; and
- c) Have a thorough knowledge of the Shotgun and ISSF Rules applying to the competition.

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

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

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

d) To make immediate decisions regarding “**HIT TARGETS**” (in all doubtful cases or a disagreement made by the athlete, the Referee must consult with the Assistant Referees before making a final decision);

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

f) To make immediate decisions regarding “**NO TARGETS AND IRREGULAR TARGETS**” (if possible, the Referee must call “**NO TARGET**” or give some signal before the athlete fires);

Note: Irregular targets require an immediate decision by the Referee.

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

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

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

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

k) To ensure that the athletes are not disturbed;

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

m) To rule on any protests received from athletes;

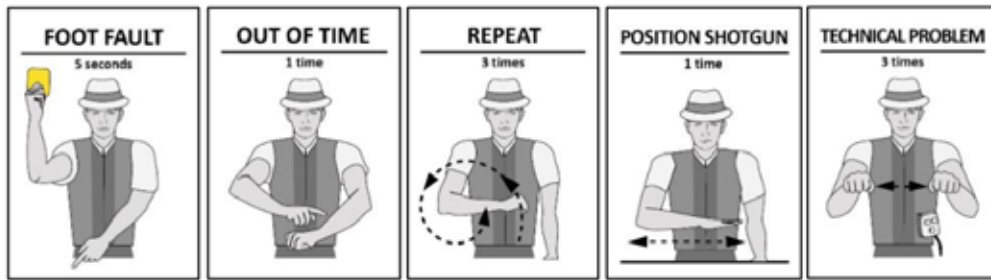
n) To rule on disabled guns;

o) To rule on malfunctions;

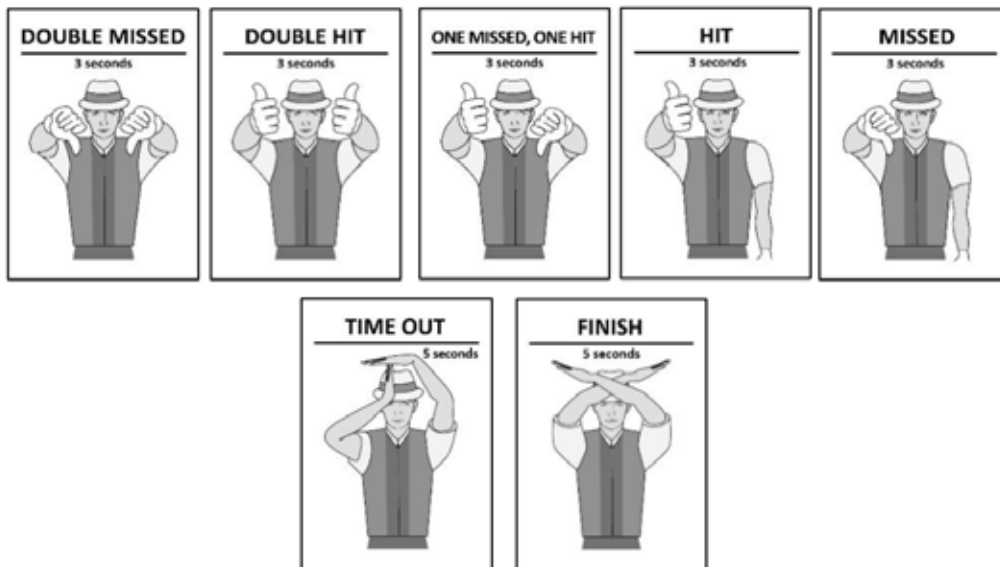
p) To ensure the correct conduct of the round; and

q) To ensure the application of the safety rules.

9.5.5.3 Hand Signals to be used by Referees during Competition



9.5.5.4 Additional Hand Signals to be used by Referees during Finals



9.5.5.5 Warnings Issued by the Referee

- The Referee must give **Warnings** for rule violations (**Yellow Card**) and must note such warnings on the official range scorecard (See: section 9.16); but
- The Referee may not assess penalties or disqualifications that fall under the responsibility of the Jury.

9.5.6 Assistant Referees

9.5.6.1 The Referee must be assisted by two (2) or three (3) Assistant Referees:

- The Organizing Committee will provide qualified Assistant Referees;
- The Referee may accept experienced substitutes; and
- A Coach/Team leader must not be a substitute if there is an athlete of the same nation in the squad.

9.5.6.2 The main duties of an Assistant Referee are:

- To watch each target thrown;
- To carefully observe whether a target is broken before the shot is fired;
- To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target(s) is/are **“LOST;”**

- d) If required, to mark the result of the Referee's decision regarding each shot on the official scorecard;
- e) If asked, to advise the Referee on any other matters relating to the targets;
- f) To be positioned in such a way that they can observe the whole unobstructed shooting area;
- g) To indicate to the Referee in a Skeet event if the target is not hit within the boundaries; and
- h) In a Skeet event at the time of shooting on station 8, the two Side Referees under the directions of the Referee, must leave their original positions and be placed in the middle of the layout (in line of station 4 and 8), behind the Referee, to be able, if necessary, to advise him, whether the target is hit or not within the boundaries.
- i) To advise the Jury in case of a protest.

9.5.6.3 **Advising the Referee**

The Referee must always make the final decision. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.

9.6 SHOOTING EVENTS AND COMPETITION PROCEDURES

9.6.1 Shotgun Events (See: GR section rule 3.3.1):

9.6.1.1 Olympic Events:

Skeet individual Men

Skeet individual Women

Trap individual Men

Trap individual Women

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

9.6.1.2 Additional Events

Skeet individual Men Junior

Skeet individual Women Junior

Trap individual Men Junior

Trap individual Women Junior

Trap Mixed Team in both senior and junior categories

Skeet Mixed Team in junior categories

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

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

Double Trap individual Men

Double Trap individual Women

Double Trap individual Men Junior

Double Trap individual Women Junior

Open individual events All gender and age

9.6.1.3 The programmes for each event are:

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

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

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

9.6.2 Training

9.6.2.1 Pre-Event Training

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

9.6.2.2 Unofficial Training

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

- a) Ensure that the unofficial training must not interfere, in any way, with any scheduled competition events;
- b) Be allocated fairly between those nations present so that no advantage is given; and
- c) Ensure that all team leaders present are informed of any unofficial training schedules.

9.7 TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS

9.7.1 Regular Target

- a) A regular target is one (1) whole target called by the athlete and released according to the Rules; and
- b) A regular Double is two (2) whole targets called by the athlete and released simultaneously according to the Rules.

9.7.2 Irregular Target

An irregular target is a target that is not thrown according to the Rules and flies along a path other than that specified in the Rules in angle, elevation or distance.

An irregular Double occurs when;

- a) One (1) or both of the targets are irregular;
- b) The targets are not thrown simultaneously;
- c) Only one (1) target emerges; or
- d) Either target emerges “broken.”

9.7.3 **Broken Target**

- a) A broken target is any target that is not whole in accordance with the General Specifications for Clay Targets (G.T.R. 6.3.6.1); and
- b) A broken target is a “**NO TARGET**” target and must always be repeated.

9.7.4 **“HIT” Target**

- a) A target is declared as “**HIT**” when a regular target is thrown and hit according to the event Rules and at least one (1) visible piece is broken from it;
- b) A target that is only “dusted,” but from which no visible piece is seen, is not a “**HIT**.”
- c) Where flash (powder filled) targets are used, a target must also be declared as “**HIT**” when there is visible emergence of powder **after a shot is fired; and**
- d) All decisions regarding “**HIT**,” “**LOST**,” “**IRREGULAR**” or “**NO TARGET**” targets rest finally with the Referee.
- e) It is prohibited to pick up a clay target from the range to determine whether or not it was a “**HIT**.”

9.7.5 **“LOST” Target**

A target, must be declared “**LOST**” when:

- a) It is not hit during its flight within the shooting boundaries;
- b) It is only dusted and no visible piece is broken from it;
- c) The athlete does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the athlete from firing;
- d) The athlete is not able to fire his shotgun for any reason attributable to the fault of the athlete;
- e) The athlete is not able to fire because he has not released the “safety,” or the “safety” has slipped to “safe”;
- f) The athlete has forgotten to load;
- g) In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- h) If after a malfunction the athlete has opened the shotgun or has touched the safety before the Referee has examined the shotgun; or
- i) It is the third or subsequent malfunction in the same round.

9.7.6 **“NO TARGET”**

- a) A “**NO TARGET**” is irrelevant to the competition and must always be repeated;
- b) The Referee must, if possible, call “**NO TARGET**” before the athlete fires, but if he calls “**NO TARGET**” after the athlete fires, a “**NO TARGET**” must be

declared regardless of whether the target/s was/were hit or not; and

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

9.8 COMPETITION RULES FOR TRAP

9.8.1 Conduct of a Round of Trap

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand in the marked area (Station 6) behind Station 1 ready to move to Station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command “**START.**”

9.8.1.1 Method

- a) When the first athlete is ready to fire, he must raise the shotgun to the shoulder and call loudly and crisply for the target, after which the target must be thrown at once;
- b) When the result of the shot(s) is known the second athlete must do likewise, followed by the third athlete and so on;
- c) When the athlete has called for the target, it must be released immediately, allowing only for human reaction time to press a button if the release is manual;
- d) Two (2) shots may be fired at each target except that in Finals and any shoot-offs before or during Finals only one (1) shot may be fired. If an athlete fires two (2) shots, the target will be declared “**LOST**” whether it was hit or not by either of the shots;
- e) After athlete No.1 has fired at a regular target, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- f) This whole sequence must continue until all athletes have each shot at 25 targets (**2 left, 2 right and 1 centre from each of the five stations**);
- g) Once the round has started an athlete may close the shotgun only after the previous athlete has completed his turn;
- h) An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and the result is registered, except when the athlete has completed shooting on Station 5; in this case he must turn clockwise and proceed immediately to Station 6, with unloaded shotgun being careful not to disturb the athletes who are on the line as he passes by;
- i) All shotguns must be carried **OPEN** and **UNLOADED** when moving between any stations.
- j) Any athlete who loads his/her shotgun on a fired station before leaving it, or carries his/her shotgun loaded between any stations must be given an initial **Warning (Yellow Card)**; any further occurrences until the end of the Qualification process will result in **Disqualification (Red Card)**; and

k) No athlete having shot on one (1) station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.8.1.2 **Preparation Time Limit**

a) An athlete must take his/her position, close the shotgun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the shotgun and the result is registered, or after the Referee has given the command “**START;**”

b) In case of non-compliance with this time limit, the penalties provided in the rules will be applied;

c) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and

d) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be monitored by an electronic timing device which must be managed by a Referee selected from among the appointed Competition Referees.

9.8.1.3 **Interruptions**

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

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

9.8.2 **Target Distances, Angles and Elevations**

9.8.2.1 **Trap Setting Table**

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

9.8.2.2 **Trap Competition arrangements and settings**

In a competition, depending upon the number of ranges in use, the squads must be scheduled before the start of the competition under the supervision of the Jury, in such a way that, whenever possible, each squad should shoot:

a) The same number of times on each range in use;

b) The same number of times on a particular setting;

c) Whenever possible the settings used in Unofficial, Official or Pre-Event Training must be different from those used during the competition;

d) If the Organizing Committee together with the Jury decide that the Trap competition for any group of athletes (e.g.: men, women or juniors) is to be conducted on only one (1) separate range, the settings must be changed after all athletes in this group have completed fifty (50) targets (except in special ISSF competitions, with very small number of participating athletes);

9.8.2.3 **Target Limits**

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

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

9.8.2.4 **Trap Setting Procedure**

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

- a) Adjust angle to the zero (0) degrees, straight forward position;
- b) Adjust spring tension and height at 10m forward of the front edge of the trap pit to obtain the required elevation and distance; and
- c) Adjust to required angle as measured from a position immediately above the centre of each machine, on the top of the trap pit roof.

9.8.3 **Jury Checks**

9.8.3.1 **Trial Targets**

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

9.8.4 **Trap General Rules**

9.8.4.1 **Irregular Trajectory**

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

9.8.4.2 **Refused Target**

An athlete may refuse a target if:

- a) A target is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for the target, was **visibly disturbed** by some external cause; or
- c) The Referee agrees that the target was irregular.

Procedure by Athlete – The athlete refusing a target must indicate this by

opening the shotgun and raising an arm. The Referee must then give his decision.

- 9.8.4.3 A **“NO TARGET”** target is one that is not thrown according to these Rules:
- a) A **“NO TARGET”** decision is always the Referee’s responsibility;
 - b) A target declared a **“NO TARGET”** by the Referee must always be repeated from the same trap (whether hit or not). However, the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and
 - c) A Referee should attempt to call **“NO TARGET”** before the athlete fires. However, if the Referee calls **“NO TARGET”** as, or immediately after the athlete has fired, the Referee’s decision must stand and the target must be repeated regardless of whether the target was **“HIT”** or not.
- 9.8.4.4 A **“NO TARGET”** target must be declared even if the athlete has fired when:
- a) A broken or irregular target emerges;
 - b) A target of a distinctly different colour from that of the others being used in the Competition is thrown;
 - c) Two (2) targets are thrown;
 - d) The target is thrown from a machine in another group;
 - e) An athlete shoots out of turn;
 - f) Another athlete fires at the same target;
 - g) The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
 - h) The Referee detects an initial violation of the athlete’s foot position in a round;
 - i) The Referee detects an initial violation of the time limit;
 - j) The Referee, for any reason, cannot decide whether the target was **“HIT”** or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);
 - k) The shot is discharged involuntarily before the athlete has called for the target. However, if the athlete then fires at the target with the second shot, the result must be scored. Also, the athlete must be warned and if the same situation occurs a second or subsequent time in a round, the target(s) shall be declared **“LOST”**; or
 - l) The first shot is a miss and the athlete’s second shot misfires due to an allowable malfunction of either the shotgun or the cartridge. In this case the target must be repeated and **must be missed with the first shot** and hit only with the second shot. If the target is hit with the first shot, it must be declared **“LOST.”**
- 9.8.4.5 A **“NO TARGET”** target must be declared provided that the Athlete has **NOT** fired when:
- a) A target is thrown before the athlete’s call;
 - b) A target is not released immediately after the athlete’s call (see **Note**);
 - c) A target’s trajectory is irregular (see **Note**);

- d) There is an allowable malfunction of shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored.

Note: Unless the Referee calls "**NO TARGET**" before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result must be recorded.

9.8.4.6 **A target must be declared "LOST" when:**

- a) It is not hit during its flight;
- b) It is only dusted and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- d) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or moves the safety catch before the Referee has inspected the shotgun;
- e) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round;
- f) The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the shotgun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
- g) The athlete is not able to fire his shotgun because he has not released the safety or has forgotten to load;
- h) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in any previous round (Rule 9.16.3.g); or
- i) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the any previous round (Rule 9.16.3.g).

9.9 **COMPETITION RULES FOR DOUBLE TRAP**

9.9.1 **Conduct of a Round of Double Trap**

- a) Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard;
- b) The sixth athlete must stand in the marked area behind Station 1 (Station 6) ready to move to Station 1 as soon as the first athlete has shot at a regular double and the results are known; and
- c) The Referee must ensure that all preliminary procedures are completed (names, numbers, Assistant Referees, test firing, viewing of targets etc.) give the command "START."

9.9.2 **Method**

- a) When the first athlete is ready to fire, he must raise the shotgun to the shoulder and call clearly for the double after which the double must be thrown immediately after the athletes' call.

- b) When the result of the shots is known the second athlete must do likewise, followed by the third athlete and so on;
- c) After the first athlete has fired at a regular double, he must prepare to move to Station 2 as soon as the athlete on Station 2 has fired at a regular double. The other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- d) This whole sequence must continue until all athletes have each shot at the required number of doubles;
- e) Once the round has started an athlete may close the shotgun only after the previous athlete has completed his turn;
- f) An athlete having shot, must not leave the station before the athlete on the right has fired at a regular double and the results are registered, except when the athlete has completed shooting on Station 5. In this case, he must turn clockwise and proceed immediately to Station 6, with unloaded shotgun, being careful not to disturb the athletes who are on the line as he passes by;
- g) All shotguns must be carried **OPEN** and **UNLOADED** when moving between any stations.
- h) Any athlete who loads his/her shotgun on a fired station before leaving it, or carries his/her shotgun loaded between any stations must be given an initial **Warning (Yellow Card)**; any further occurrences until the end of the Qualification process will result in **Disqualification (Red Card)**; and
- i) Any athlete who loads his/her shotgun on Station 6 must be given an initial **Warning (Yellow Card)**; any further occurrences in the competition will result in **Disqualification**; and
- j) No athlete having shot on one station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.9.3 Preparation Time Limit

- a) An athlete must take his/her position, close the shotgun and call for the double within twelve (12) seconds after the previous athlete has fired at a regular double and has opened the shotgun and the result is registered, or after the Referee has given the command "**START**;"
- b) In case of non-compliance with this time limit, the penalties provided in these rules will be applied;
- c) Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1; and
- d) Preparation time limits must be controlled by the Referee.

9.9.4 Interruption

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

9.9.5 Target Distances, Angles and Elevations Double Trap Setting Table

Each trap machine must be set before the start of the competition each day according to the following Table:

Setting/ Scheme	Trap No.	Angle * (degrees)	Height at 10m (+/- 0.1m)	Distance (+/- 1m)
A	7 (1)	5 Left	3.00m	55.00m (as measured from the front edge of the pit roof)
	8 (2)	0	3.50m	
B	8 (2)	0	3.50m	
	9 (3)	5 Right	3.00m	
C	7 (1)	5 Left	3.00m	
	9 (3)	5 Right	3.00m	
<p>* Note: The angles must be set with a tolerance of one (1) degree. Target distribution must be random, but each athlete must receive one (1) scheme A double, one (1) scheme B double and one (1) scheme C double on each station sometime during each round.</p>				

9.9.6 Jury Check

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

9.9.6.1 Trial Targets

- a) Each day, after the traps have been adjusted and approved by the Jury, one trial regular double must be thrown for each setting one (1) scheme A, one (1) scheme B and one (1) scheme C before each squad fires its first round for the day;
- b) Trial targets may be observed by the athletes; and
- c) All athletes, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings (See: Rule 9.3).
- d) During competition, after a scheduled time break, one (1) trial regular double must be thrown for each setting, one (1) scheme A, one (1) scheme B and one (1) scheme C, before a squad fires.

9.9.7 Double Trap General Rules

9.9.7.1 Irregular trajectory

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

9.9.7.2 Refused Double

An athlete may refuse to shoot at a double if:

- a) The double is not released immediately after the athlete's call;
- b) The Referee agrees that the athlete, after calling for a double, was visibly disturbed by some external cause; or
- c) The Referee agrees that either of the targets were irregular.

Procedure by Athlete – The athlete refusing a double must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

9.9.7.3 “NO TARGET” Double

A “**NO TARGET**” double occurs when either or both targets are not thrown according to these Rules:

- a) A “**NO TARGET**” decision is always the Referee’s responsibility;
- b) A double declared as a “**NO TARGET**” by the Referee must always be repeated whether either or both targets were HIT or not; and
- c) A Referee should attempt to call “**NO TARGET**” double before the athlete fires. However, if the Referee calls “**NO TARGET**” as, or immediately after the athlete has fired, the Referee’s decision must stand and the targets must be repeated regardless of whether either target of the double was “**HIT**” or not.

9.9.7.4 A “NO TARGET” Double must be declared even if the Athlete has fired when:

- a) A broken or irregular target emerges;
- b) A target of a distinctly different colour from that of the others being used in the competition is thrown;
- c) Only one (1) target is thrown;
- d) The targets are not released simultaneously;
- e) The targets collide;
- f) Fragments from one (1) target break the other target;
- g) The first shot breaks both targets;
- h) An athlete shoots out of turn;
- i) Another athlete fires at the same double;
- j) Both shots are fired simultaneously (see Rule 9.12.1.1), “Number of Malfunctions Permitted”);
- k) The Referee is satisfied that the athlete, after calling for the double was visibly disturbed by some external cause;
- l) The Referee detects an initial violation of the athlete’s foot position in a round;
- m) The Referee detects an initial violation of the time limit;
- n) The Referee, for any reason, cannot decide whether either target was “**HIT**” or not, (in such cases the Referee must always consult the Assistant Referees **before** announcing the decision); or
- o) The first shot is a miss and the athlete’s second shot misfires due to an allowable malfunction of either the shotgun or the cartridge. In this case the first target must be declared “**LOST**” and the double must be repeated to determine the result of the second shot only.

9.9.7.5 A “NO TARGET” double must be declared, provided that the Athlete has NOT fired when:

- a) The double is thrown before the athlete’s call;
- b) The double is not released immediately (see **Note** below);
- c) Either target’s trajectory is irregular (see **Note** below);

- d) There is an allowable malfunction of shotgun or cartridge; or
- e) The athlete's first shot misfires due to an allowable malfunction of either shotgun or cartridge. The double must be repeated to establish the result of both shots even if the second shot was fired.

Note: Unless the Referee calls "**NO TARGET**" before, as, or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result must be recorded.

9.9.7.6 **A target(s) must be declared "LOST" when:**

- a) It is not "**HIT**" during its flight;
- b) It is only "dusted" and no visible piece is broken from it;
- c) An athlete, for no permitted reason, does not shoot at a regular double for which he has called, the targets must be declared "**LOST**" and "**LOST;**"
- d) An athlete, for no permitted reason, does not shoot a second shot, the result of the first shot must be recorded and the second target declared "**LOST;**"
- e) The **first shot** is declared "**LOST**" and the athlete fails to fire his second shot because he forgot to place a second cartridge in the shotgun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the safe position by recoil of the first shot the targets must be declared "**LOST**" and "**LOST;**"
- f) The athlete is not able to fire his shotgun because he has not released the safety or has forgotten to load, the targets must be declared "**LOST**" and "**LOST;**"
- g) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same competition the targets must be declared "**LOST**" and "**LOST**" (Rule 9.16.4); or
- h) The athlete's foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same competition, the targets must be declared "**LOST**" and "**LOST**" (Rule 9.16.4).

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

- a) The athlete shoots at the first target but an allowable malfunction prevents the firing of the second shot, the result of the first shot must be recorded and the double repeated to determine the result of the second shot only;
- b) After a malfunction of shotgun or cartridge, the athlete is unable to fire a **first shot** and he opens the shotgun or touches the safety catch before the Referee has inspected the shotgun, the targets must be declared "**LOST**" and "**LOST;**"
- c) After a malfunction of shotgun or cartridge, the athlete is unable to fire a **second shot** and he opens the shotgun or touches the safety catch before the Referee has inspected the shotgun, the result of the first shot must be recorded and the second target must be declared "**LOST;**"
- d) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round on the **first shot** the targets must be declared "**LOST**" and "**LOST;**" or

e) An athlete suffers a third or subsequent malfunction of shotgun or cartridge in the same round on the **second shot**, the result of the first shot must be recorded and the second target must be declared **“LOST;”**

9.9.7.8 **Result in the event of an Involuntary Discharge when:**

a) A shot is discharged involuntarily before the athlete calls, the Referee must declare **“NO TARGET”** and warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, both targets shall be declared **“LOST;”**

b) A shot is discharged involuntarily **after the athlete calls, but before the targets appear**, and he shoots a second shot, the first target must be declared **“LOST”** and the second target must be scored according to the result of the second shot. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared **“LOST;”** and the Referee must issue a **Warning (Yellow Card)**;

c) A shot is discharged involuntarily **after the athlete calls but before the targets appear** and he does not shoot a second shot, the first target must be declared **“LOST”** and the double must be repeated to determine the result of the second shot only. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets must be declared **“LOST;”**

9.9.7.9 **Shooting into the Ground**

An athlete who shoots into the ground must receive an initial **Warning (Yellow Card)**. For a repetition in the same round, both targets must be declared **“LOST”** whether hit or not.

9.10 **COMPETITION RULES FOR SKEET**

9.10.1 **Conduct of a Round of Skeet**

The squad must assemble on the range in an area next to Station 1, with sufficient ammunition and all equipment necessary to complete the round.

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

9.10.1.1 **Method**

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

a) The first athlete must move on to Station 1, load the shotgun with one (1) cartridge only, adopt the **READY** position and call for the target, after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;

Note: If an electronic-microphone system is used, it must be constructed so as to randomly insert a delay varying from 0.2 to 3.0 seconds.

b) When the result of the shot is known, the first athlete shall remain on the station, load with two (2) cartridges, adopt the **READY** position, and call and fire at a regular double;

c) When the results of both shots are known the first athlete must leave the station;

- d) The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
- e) The first athlete must then move on to Station 2 and shoot the required number of targets in the required sequence and time, followed in turn by each member of the squad;
- f) This rotation will continue until all the required stations have been shot by all members of the squad;
- g) No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and
- h) No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.

9.10.2 **Competition Procedures**

9.10.2.1 **Preparation Time Limits.**

Athletes must call for and fire at their targets according to the following time limits:

- a) After the Referee has given the signal to **“START”** or after the previous athlete has left the station, the next athlete must occupy the station within **ten (10) seconds**;
- b) The athlete must stand with both feet entirely within the station boundaries, take his position, load the shotgun, adopt the READY position and call for the target(s) in the required sequence for the station;
- c) The athlete must then call for the next single or double to be fired at from that station within the shortest time possible;
- d) The maximum total time allowed to call for the required sequence for that station is thirty (30) seconds in both Qualification Rounds and Finals after the athlete has occupied the station; and
- e) During Qualification Rounds, preparation time limits must be controlled by the Referee. During shoot-offs before Finals and during Finals, preparation time limits must be controlled with an electronic timing device managed by the appointed Referee.

9.10.2.2 **Target Shooting Sequence for Qualification Rounds**

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

STATION	TARGET	ORDER
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High – Low

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

9.10.2.3 Special Procedures for Station 8:

When the squad advances to Station 8, they must stand in their shooting order behind the Referee who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centres of Station 8 and Station 4.

After the Referee has declared “**START**” each athlete in turn must:

- a) Take position for the high house target;
- b) Load the shotgun with one (1) cartridge only;
- c) Adopt the READY position;
- d) Call for the target; and
- e) Shoot at the high house target.

Then turn clockwise (to the right, in the direction of the target crossing post):

- f) Take position for the low house target;
- g) Load the shotgun with one (1) cartridge only;
- h) Adopt the READY position;
- i) Call for the target;
- j) Shoot at the low house target; and
- k) When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession.

9.10.2.4 Cartridge Loading Sequence

- a) On Station 8 for both the high and low house targets, the shotgun must be loaded with one (1) cartridge only;
- b) On Station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
- c) In case an athlete forgets to load the second barrel in singles on Station 4 (when two (2) single targets are to be shot) and after calling for or shooting at the first target, remembers and either opens his shotgun to load or he raises his hand to ask permission of the Referee to load his shotgun, the target will be

declared “**LOST;**”

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

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

9.10.2.5 **Trial Targets**

A regular target from each of the high and low houses may be seen by the athletes of each squad:

a) From Station 1 immediately prior to the start of their first round on each day of competition;

b) If the Referee declares “**NO TARGET;**” the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both or either of the targets of an irregular double were not fired upon; and

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

9.10.2.6 **Sighting On the Ranges**

Aiming and sighting exercises:

a) May be conducted after the Referee has ordered “**START**” only on **Station 1**. The athlete is permitted (within the allowable time limit) after loading and before shooting to raise the shotgun to the shoulder and sight for a few seconds for both the single target and the double;

b) The athlete must then adopt the READY position before calling for the target(s);

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

d) during the round, athletes who are not shooting may, without disturbing the other athletes or the Referee, use their hand to track targets while another athlete is shooting.

9.10.3 **Target Distances and Elevations**

a) Skeet traps must be set before the start of the competition according to the specifications. (In calm weather conditions targets must carry a distance of **68.00m +/- 1.00m** as measured from the face of the house behind Stations 1 and 7). The settings must be examined, approved and sealed by the Jury prior to each day of competition.

b) All athletes, coaches and team officials are prohibited from entering the Skeet houses after the Jury has examined and approved the trap settings (see Rule 9.3.c)).

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

9.10.3.1 **Irregular Trajectory**

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

9.10.4 **READY Position**

At the moment the athlete calls and until the target(s) appears, the athlete must stand in the READY position with:

- a) Both feet entirely within the shooting station boundaries;
- b) Holding the shotgun with both hands;
- c) The shotgun stock in contact with the body; and
- d) The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.

9.10.4.1 **Marker Tape**

To aid the Referee in controlling the position of the gun **the ISSF official marker tape** must be permanently affixed to the shooting vest (outer garment).

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

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

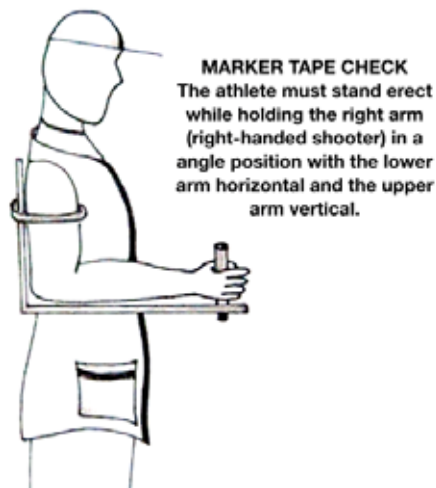
9.10.4.3 **Marker Tape Check**

a) Athletes are responsible for ensuring that the marker tape is correctly positioned as per Rule 9.10.4.4 below. The Jury will provide an equipment control consultation service that is available to all athletes starting on the first Pre-Event Training Day so that athletes, if they wish, may have their equipment checked prior to the competition.

b) To ensure compliance with ISSF Rules, the Jury will conduct random checks during Competition and any athlete found to be in violation of the rules must be disqualified (see Rule 9.16.5.1).

9.10.4.4 **The correct position of the marker tape must be checked as follows:**

- a) All pockets of the shooting vest must be empty;
- b) The athlete must stand straight (erect) while holding the right arm (right-handed shooter) in a right-angle position on the side of the body with the lower arm horizontal and the upper arm vertical. The right-angle position of the shooting arm will then be fixed with the use of a special accessory (see illustration);
- c) The Jury member will then project a horizontal laser beam onto the marker tape to show the location of the point of the elbow in relation to the tape;
- d) The laser beam must project onto the top half of the marker tape or higher to be legal;
- e) An ISSF seal must then be placed on either end of the marker tape;
- f) All illegal markers will be required to be properly positioned and subjected to re-check before the athlete is permitted to compete; and
- g) Shooting vests must not be constructed with any item (tape, drawstring, elastic band, etc.) that could be used to adjust the fit of the jacket.



9.10.5 **Skeet General Rules**

9.10.5.1 **Refused Target**

An athlete may refuse a target if:

- a) A target is not released within the proper time;
- b) In a “Double” the targets are not released simultaneously;
- c) The Referee agrees that the athlete, after calling for the target(s), was visibly disturbed by some external cause; or
- d) The Referee agrees that a target was irregular because of a faulty trajectory.

Procedure by the athlete – The athlete refusing a target must indicate this by opening the shotgun and raising an arm. The Referee must then give his decision.

9.10.5.2 **“NO TARGET”**

- a) A **“NO TARGET”** target is a target that is not thrown according to these Rules;
- b) The **“NO TARGET”** decision is always the Referee’s responsibility;
- c) A target declared **“NO TARGET”** by the Referee must always be repeated whether hit or not; and
- d) The Referee should attempt to call **“NO TARGET”** before the athlete fires. However, if the Referee calls **“NO TARGET”** as or immediately after the athlete fires, the Referee’s decision must stand and the target(s) must be repeated regardless of whether they were **“HIT”** or not.

9.10.5.3 **A “NO TARGET” or “NO TARGETS” must be declared even if the athlete has fired when:**

- a) A broken target emerges;
- b) A target of distinctly different external colour from that of the others being used in the competition is thrown;
- c) Two (2) targets are thrown in singles;

- d) A target is thrown from the wrong trap house;
- e) The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- f) The Referee detects an initial violation of the time limit;
- g) The Referee detects an initial violation of the athlete's foot position in a round;
- h) The Referee is satisfied that the athlete, after calling for the target(s), was visibly disturbed by some external cause;
- i) The Referee for some reason, cannot decide whether the target was "**HIT**," "**LOST**" or "**NO TARGET**." In this case the Referee must always consult the Assistant Referee before making a final decision;
- j) An athlete has an allowable malfunction of shotgun or cartridge; or
- k) A shot is discharged involuntarily before the athlete calls, the Referee must warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, the target(s) shall be declared "**LOST**."

9.10.5.4 **A "NO TARGET" must be declared provided the athlete has NOT fired when:**

- a) A target is thrown before the athlete's call;
- b) A target is thrown after a period exceeding three (3) seconds;
- c) A target's trajectory is irregular; or
- d) There is an allowable malfunction of shotgun or cartridge.

9.10.5.5 **Additional "NO TARGET" Rules applying to Doubles**

Both targets must be declared "**NO TARGET**" and a repeat Double thrown, to determine the result of both shots when:

- a) Either target is irregular (see note);
- b) A single target is thrown in doubles;
- c) The first shot breaks both targets. An athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a "**HIT**" and the second "**LOST**";
- d) Fragments from the first target break the second target;
- e) The targets collide;
- f) The athlete suffers an allowable malfunction of shotgun or cartridge and is unable to fire the first shot; or
- g) Both shots are fired simultaneously.

Note: Unless the Referee calls "**NO TARGET(s)**" before or immediately after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull," an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise, if the athlete fires the result(s) must be recorded.

9.10.5.6 **Lost Target**

A target(s) must also be declared "**LOST**" when:

- a) It is not "**HIT**;"

- b) It is **“HIT”** outside the boundaries;
- c) It is only “dusted” and no visible piece is broken from it;
- d) An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- e) The athlete is unable to fire his shotgun because he has not released the safety or has forgotten to load;
- f) After a malfunction of shotgun or cartridge, an athlete opens the shotgun or touches the safety catch before the Referee has inspected the shotgun;
- g) An athlete suffers a third or subsequent malfunction in the same round;
- h) An athlete’s READY position is not according to the rules and the athlete has been warned once already (**Yellow Card**) in the same competition (Rule 9.16.4);
- i) The athlete’s foot position is violated and the athlete has been warned once already (**Yellow Card**) in the same competition (Rule 9.16.4);
- j) The time limit is violated and the athlete has been warned once already (**Yellow Card**) in the same competition (Rule 9.16.4); or
- k) In singles, a shot is discharged involuntarily after **the athlete has called** for the target, but before the target appears. The athlete must be warned (**Yellow Card**). The target must also be declared **“LOST”** for the second or any subsequent involuntary discharge in the same round.

9.10.5.7 **Additional “LOST” Target Rule Applying to Doubles**

In addition, the following must also apply in the case of doubles:

- a) When an athlete for no permitted reason fails to fire at the **first target** of a regular double for which he has called the targets must be declared **“LOST”** and **“LOST;”**
- b) When an athlete for no permitted reason fails to fire at the **second target** of a regular double for which he has called the first target must be recorded according to the result and the second target must be declared **“LOST;”**
- c) An athlete misses the first target of the double and **accidentally hits the second target** with the same shot; the first target shall be declared **“LOST”** and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s);
- d) A shot is discharged **involuntarily after** the athlete has called, but **before** the targets appear, the first target must be declared **“LOST”** and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double; For a second or subsequent involuntary discharge in the same round the targets must be declared **“LOST”** and **“LOST”** and the Referee must issue a **Warning (Yellow Card)**;
- e) If an athlete **misses** the first target in a double and has an allowable malfunction on the second shot, the first target must be declared **“LOST”** and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double;
- f) If the athlete **breaks** the first target in a double and has an allowable malfunction on the second shot, the first shot must be declared **“HIT”** and the double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or

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

9.10.5.8 **Shooting Out of Turn**

If an athlete inadvertently shoots out of turn, the result of the shot(s) must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition in the same round must result in the target(s) shot at being declared **“LOST”** and the matter referred to the Jury. The athlete may be **Disqualified (Red Card)**.

9.11 **COMPETITION ADMINISTRATION**

9.11.1 **Shooting Schedules**

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

b) Athletes and Team Officials must be informed of the range schedules for the Pre-Event Training by 18:00 hours on the day before; and

c) If it becomes necessary to change any of the shooting schedules for any reason, the Athletes and Team Officials must be informed immediately by posting the new schedules on the Main Notice Board and the Shotgun Range Scoreboard and distributing them to all participating teams. If necessary, post the new schedules on the info boards of the official hotels.

9.11.1.1 **Replacement of an Athlete**

If an athlete has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.

9.11.1.2 **Programme Interruptions**

Once shooting has started it must continue without interruption according to the programme, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the programme that would seriously affect the quality of competition. Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

9.11.2 **Squadding**

9.11.2.1 **Squad Composition**

a) A squad must be composed of six (6) members except when the drawing does not permit a totally even distribution; and

b) Squads of **less than five (5) are not permitted** except when an athlete is declared **“ABSENT”** at the commencement of a round or an athlete has to leave a round for any reason.

9.11.2.2 **Auxiliary Athletes (Fillers)**

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

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

filled with auxiliary athletes (Fillers);

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

d) These auxiliary athletes should have their scores posted in the normal manner on the official scorecard in order to provide continuity. However, their names and nationality must not be listed on any official document.

9.11.2.3 **Squadding Draw**

a) The drawing for the Qualification Rounds must be made so that the athletes of each country are distributed in such a way that no squad will contain more than one (1) athlete from each nation (except in the World Cup Final/Final Tournament of the Year and Olympic Games if necessary);

b) The allocation of athletes to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Jury. This may be done with a computer programme suited for this purpose; and

c) The random selection of ranges and the division of the rounds must be made under the supervision of the Jury.

9.11.2.4 **Squad Adjustments**

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

9.11.2.5 **Shooting Order**

The shooting order of the squads and the shooting order within the squads must also be changed from day to day by the Organizing Committee/RTS Office under the supervision of the Jury. This can be done by either having the squads and the members of each squad shoot in reverse order or by splitting the squads in a manner agreed by the Jury. In the case of a one (1) day competition, the shooting order within the squads may, with the permission of the Jury, be changed from round to round.

9.11.2.6 **Absent Athlete**

If an athlete is not present on the range when his name is checked with the scorecard, the Referee must have the athlete's Bib Number and name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare him "ABSENT" and he must not be allowed to join the squad and shooting must start without him.

9.11.2.7 **Makeup Round of Absent Athlete**

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

b) The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief Referee with a deduction of three (3) points to be applied against the last three (3) targets hit in the make-up round. The athlete should, if possible, shoot a make-up round on the same range as the one he had to leave.

9.11.2.8 **Exceptional Circumstances**

If an athlete arrives late for a competition or fails to present himself to the Chief Referee before the squad has finished that round and it can be proved

that the lateness was due to circumstances beyond his control, the jury must, whenever possible, give him the opportunity to take part, without disruption of the overall shooting programme. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

9.12 MALFUNCTIONS

9.12.1 Malfunction Definition

Failure of a properly loaded shotgun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck, or when a single pull of the trigger or the involuntary operation of both triggers on a double trigger gun produces a simultaneous discharge, must be recorded as a malfunction.

9.12.1.1 Number of Malfunctions Permitted

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

- a) All regular target(s) on which any additional malfunction of shotgun or ammunition occurs in the same round will be declared **“LOST”** whether or not the athlete attempted to fire; and
- b) If after a malfunction, the Referee agrees with the athlete that the shotgun is in need of repair, then action may be taken in accordance with the Rules for Disabled Shotguns (see Rule 9.12.4.1).
- c) For malfunctions during Finals in individual events see Rule 9.19.6
- d) For malfunctions during Mixed Team events see Rule 6.20.4.8.

9.12.2 Barrel Selection

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

9.12.3 Procedure in the Event of a Malfunction

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

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

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

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

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

- a) Faulty manipulation of the mechanism by the athlete.

- b) Failure to place a cartridge in the correct chamber of the shotgun; or
- c) Any fault attributable to the athlete.

9.12.3.3 **Ammunition Malfunctions (Misfires)**

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

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

9.12.4 **Actions after Malfunctions are Declared**

9.12.4.1 **Disabled Shotguns**

Decisions on disabled shotguns must be made by the Referee. A shotgun may be considered disabled if:

- a) It cannot be fired.
- b) The athlete having already suffered two (2) malfunctions of either shotgun or ammunition in a round obtains permission from the Referee to change it.
- c) It fails to eject due to mechanical defect.
- d) For any other reason that renders the **shotgun** unusable

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

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

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

9.12.5.1 **Trap**

The athlete having been allocated a time and Range having the correct scheme (the same scheme as in the original interrupted round), must stand behind the station to be shot and be shown all three (3) targets from that group, after which the Referee must give the command "**START.**" The athlete must then move on to the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.12.5.2 **Double Trap**

The athlete having been allocated a time and Range must stand **behind the station to be shot** and there be permitted to view regular doubles scheme A, scheme B and scheme C, after which the Referee must give the command

“**START.**” The athlete must then move on to the station and shoot in the normal manner at a Double. After which he must shoot from the remaining stations in order to complete the round.

9.12.5.3 **Skeet**

The athlete having been allocated a Range and time, must stand **behind the station to be shot** and there he will be permitted to view a regular high and low house target, the Referee must then give the command “**START.**” The athlete must then move on to the station and shoot in the normal manner at the required number of targets. After which he must shoot from the remaining stations in order to complete the round.

9.12.5.4 **Make-Up Round (Score Certification)**

The Referee must then ensure that the scores from the make-up round and the original interrupted round are correctly totalled, signed by the athlete and the Referee, before the scorecard is taken to the RTS Office.

9.13 **COMPETITION CLOTHING AND EQUIPMENT**

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

9.13.1 **Athletes' Clothing**

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

b) Open toe or open heeled shoes, sandals or any other similar footwear are not allowed;

c) Shorts or skirts with the bottom of the leg not more than **15cm above** the centre of the kneecap are allowed;

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

e) Clothing made of camouflage material is prohibited.

9.13.2 **Bib (Start) Numbers**

Bib (Start) Numbers must be worn by all athletes:

a) On their backs and above the waist;

b) At all times while participating in Pre-Event Training and in competition;

c) If the Bib Number is not worn, the athlete may not start or continue;

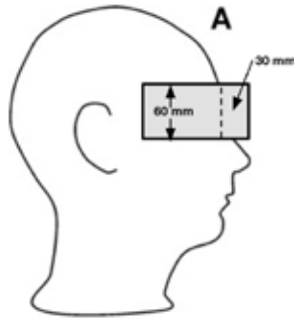
d) the Bib Number must display the allocated number as large as possible but should not be **less than 20mm high**.

9.13.3 **National IOC Identity**

The IOC abbreviation of the nation of the athlete and the athlete's family name and first initial must be displayed in Latin letters (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib Number. The national flag may be displayed on the left side of the IOC nation abbreviation.

9.13.4 **Blinders**

Side blinders (on one or both sides) attached to the hat, cap, shooting glasses or to a headband, not exceeding 60mm in depth are permitted for Shotgun athletes only. The front edge of a side blinder, when viewed from the side, must not extend more than 30mm forward of the centre point of the forehead. Side blinders must be made of **plastic material only**. A front blinder not exceeding 30mm in width is permitted.



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

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

9.14.1 **RTS Office**

9.14.1.1 **It is the duty of the RTS Office BEFORE the competition to:**

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

9.14.1.2 **It is the duty of the RTS Office AFTER each round to:**

- a) Receive and check the totals of the targets hit and verify results;
- b) Record scores;
- c) Post preliminary scores on the range bulletin board immediately;
- d) If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.
- e) Observe any Incident Reports and any official warnings (Yellow Cards) recorded on the scorecards by the Referees during the competition rounds and prepare the necessary notifications to the Referees for possible deductions in repeated violations, in the remaining rounds of the competition.

9.14.1.3 **It is the duty of the RTS Office at the CONCLUSION of each shooting day to:**

- a) Total the official scores within the shortest possible time;
- b) Prepare accurate Preliminary Results for distribution to the press, team officials, Jury and Technical Delegate(s);
- c) Prepare and publish accurate Final Results immediately;
- d) Publish correct Final Results, in cooperation with the results provider, containing the full family name, full first name (without abbreviations), Bib

Numbers and IOC abbreviations of each athlete's nation as soon as possible after the close of any applicable protest period;

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

9.14.2 **Scoring Procedures**

Scoring is done officially on each range for each round of 25 targets in Trap and Skeet or 15 doubles in Double Trap events:

a) In all ISSF Competitions, individual scores must be kept on each range by two (2) separate persons, these are usually Assistant Referees;

b) One person must maintain a permanent official scorecard;

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

9.14.2.1 **Scoreboards**

9.14.2.2 **Ranges with Electronic Scoreboards;**

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

9.14.2.3 **Two (2) persons must be appointed as Assistant Referees as follows:**

a) The first person must be positioned at the side of the firing line to function as an Assistant Referee and maintain a permanent official scorecard;

b) The second person must be positioned at the other side of the firing line to function as an Assistant Referee;

c) A third person may be appointed to maintain the official scorecard and, in this case, the other two persons will function only as Assistant Referees.

9.14.2.4 **Visible Scoreboard Errors**

If at any stage the visible scoreboard should display an incorrect score, the Referee must immediately stop the shooting and with minimum delay take whatever action is required to correct it. If for any reason, it is not possible to correct the display, the following action will be taken:

a) The official scoreboard must be examined and verified up to the point where the electronic scoreboard failed;

b) Then, if possible, to substitute quickly a manual scoreboard, enter the scores upon it up to the point of failure and continue the round;

c) If it is not possible to substitute a manual scoreboard, an additional scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person appointed by the Chief Referee; and

d) If there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the Chief Referee, must prevail.

9.14.3 **Ranges with Manual Scoreboards**

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

a) The first person must be positioned on the left or right side of the range to act as an Assistant Referee and also maintain the manual scoreboard;

- b) The second person must be positioned on the opposite side and act as an Assistant Referee.;
- c) The third person must be positioned at the rear of the firing line to maintain a permanent official scorecard and also to check that the scores shown on the manual scoreboard are registered correctly;
- d) Each scorer must mark the card or board independently but based only on the decision given by the Referee;
- e) At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the RTS Office;
- f) The scores shown on the manual scoreboard must prevail if there are unresolved differences.

9.14.3.1 **Score Certification**

When a round is completed and the individual results have been compared, read aloud and agreed by each athlete, the Referee and each athlete must sign or initial the scorecard, unless the athlete does not agree with the result shown for him and it is his intention to make a protest.

9.14.4 **Results and Rankings**

9.14.4.1 **Individual Events**

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

9.14.4.2 **Countback Rule**

Any ties to be broken by this method must be decided as follows:

- a) The scores of the last round of 25 targets (Double Trap 15 Doubles) must be compared. The winner is the athlete with the highest score in that round;
- b) In a case where the tie is still not broken, the round **before** last must be compared and if still not broken, the round **before** that and so on;
- c) If the results of all the rounds are still equal, ties must be decided by counting **backward, target by target**, from the **last target** of the **last round** (and if necessary, the next to last round etc.) until a tie-breaking zero (0) is found. If the tied athletes have zeroes (0) on the same target, the countback shall continue until the tie is broken.

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

a) Scores of each team member must be recorded and the number of all targets hit by the team members of each team in each of the Qualification Rounds must be totalled and the team's scores ranked in descending order (Ties – see Rule 9.14.4.2).

b) A team, of which a member has been disqualified, must not be ranked and must be shown in the result list with the remark “**DSQ.**”

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

If two (2) or more teams have the same scores, rankings must be decided by the **combined** score of the team members in the last round, then by the next to last round, etc. until the tie is broken. If the tie is not broken (i.e. all the combined scores of the team members are the same, in all rounds) then ties

must be decided by counting **backward**, from the combined score of the team members of the **last target** of the **last round** (and if necessary, the next to last target or the next to last round etc.). The team with the lower combined score of the last target will be given the lower ranking.

Example:

TEAM 1

Athlete 1 XXXXXXXXXXXXXXX0XXXXXXXXXXXX 23

Athlete 2 XXXXXXXXXXXXXXXXXXXXXXXXXXXX0 24

Athlete 3 XXXXXXXXXXX0XXXXXXXXX0XXX0X 22

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

TEAM 2

Athlete 1 XXXXXXXXXXXXXXX0XXXXX0XXXX 23

Athlete 2 XXXXXXXXXXXXXXXXXXXXXXXXXXX0XX 24

Athlete 3 XXXXXX0XXXXXXXXXXXXXXXXX0X0X 22

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

9.15 TIES AND SHOOT-OFFS

9.15.1 Competitions With Finals

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

9.15.1.1 Ties Before Finals

- a) After the Qualification stage of 125 targets the six (6) highest-ranking athletes will qualify for the Final, as per Rules.
- b) Any ties for places 1 to 6 will be decided by a shoot-off in accordance with Rule 9.15.2.
- c) The six qualified athletes in the Final will receive new bib numbers 1-6 as per qualification ranking or any eventual shoot-offs and compete in the Final, as per Rules.
- d) Individual tied scores ranking 7th place and below, not decided by a shoot-off, must be ranked according to the **Countback** rule. In case of an absolute tie, the tied athletes will share the same ranking, with their names listed in alphabetical order according to their family names.
- e) See Rule 6.6.6.c) for allocating ranking places of athletes competing for Minimum Qualification Score (MQS) or Ranking Points Only (RPO).

9.15.2 Shoot-Off Procedures

9.15.2.1 General

- a) If the shoot-off time is not announced in advance, the athletes involved must remain in touch with the competition office whether personally or through their Coach/Team Official in order to be ready to shoot when the shoot-off is called;

- b) Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared “ABSENT,” must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.
- c) The starting positions in the shoot-off will be decided by the interim Qualification ranking (highest ranking athlete to shoot first). In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the count back rule, the shooting order in the shoot-off shall be determined by drawing lots.
- d) In case of more than one shoot-off, the lower position shoot-off(s) must be shot first;
- e) If the shoot-off result of the athletes qualifying for the Final is the same, those athletes must continue to shoot-off until the tie is broken, in order to establish their ranking;
- f) Any remaining athletes with the same shoot-off result who do not gain a place in the Final (places 7 and below) must have their rankings determined according to the Countback rule;
- g) Whenever possible, shoot-offs to break ties before a Final should take place on a range other than the range that will be used for the Final;
- h) Shoot-offs **before** Finals must be conducted on standard targets, except when flash targets of the same type as those used in the Qualification rounds may be used.
- i) Shoot-offs before Finals, whenever possible, should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

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

- a) After the Referee gives the command “**START**,” or after the preceding athlete has fired at a regular target, an athlete must take position, load his gun and call for the target, or double, within twelve (12) seconds of occupying the station in Trap or within fifteen (15) seconds for Skeet.
- b) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees. In case of non-compliance with this time limit penalties will be applied.

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

- a) Before the Shoot-Off starts a left and a right target will be thrown from each of the five (5) stations. All tied athletes must then line up behind Station 1 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first). Starting on Station 1 they must shoot at regular targets (left or right) until the tie(s) are broken according to the following sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on;
- b) The first athlete must on command move onto the station, load and call for the target as shown in a) above;
- c) Only one (1) shot is permitted at each target; the gun must be loaded with one (1) cartridge only; the second barrel must not be loaded with any empty, dummy or loaded cartridge. For a first violation the athlete will receive a

Warning (Yellow Card). For any second or subsequent violation the target will be declared “**LOST;**”

- d) After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- e) Each athlete in the tie must in turn do likewise;
- f) If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure;
- g) This system of shooting station by station must continue as long as a tie remains.
- h) If an athlete inadvertently shoots out of turn, the result of the shot must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the target shot at being declared “**LOST.**”

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

- a) Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular double;
- b) All tied athletes will then shoot in turn on Station 4 in the order decided by their interim Qualification ranking (highest ranking athlete to shoot first);
- c) After the Referee declares “**START,**” the first athlete must move on to the station, load and shoot at a regular double (high/low). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- d) All athletes in the tie must in turn do likewise;
- e) The athlete(s) who miss the highest number of targets after each double will be eliminated;
- f) All those who are still tied must remain and the first athlete must then move on to the station, load and shoot at a reverse double (low/high). He must then leave the station and go to the rear of the athletes who have yet to shoot;
- g) All athletes still in the tie must in turn do likewise;
- h) If any ties remain unbroken, this procedure of shooting at a **regular** double and a **reverse** double must continue until all results are determined.
- i) If an athlete inadvertently shoots out of turn, the result of the shots must be recorded and the athlete given an official **Warning (Yellow Card)**. Any repetition must result in the targets shot at being declared “**LOST.**”

9.15.2.5 **Double Trap Shoot-Off Procedures**

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

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

9.15.2.6 **Shoot-offs In Finals**

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

9.15.3 **Competitions Without Finals**

9.15.3.1 **Individual Ties**

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

9.15.3.2 **Ties with Perfect Scores**

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

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

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

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

b) When several athletes are tied for more than one (1) ranking place, e.g. two tied for first place (places 1 and 2) and two athletes tied for third place (places 3 and 4), they will all shoot-off on the same range to determine the individual ranking; and

c) The tie for the lowest ranking position will be shot first, followed by the next higher-ranking positions until all ties are broken. All tied athletes will be ranked according to the score from the shoot-off series.

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

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

9.16 **RULE VIOLATIONS**

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

a) “OPEN” – unconcealed;

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

c) “CONCEALED” – deliberate or very serious breaches of the rules or of safety.

9.16.1 The Jury is responsible for examining and deciding the degree of penalties to be imposed for all reported violations, that are not automatically imposed according to these rules.

9.16.1.1 When rule violation cards are shown, they must be accompanied by the command “**Warning**” (**Yellow Card**), “**Deduction**” (**Green Card**) or “**Disqualification**” (**Red Card**) as appropriate, in a manner that leaves no doubts in the offender’s mind as to the meaning of the action taken. It is not necessary to show a warning card prior to the issuance of any deduction or disqualification card.

9.16.2 **Warning (Yellow Card)**

9.16.2.1 **Open Violations**

In the case of initial open violations of the rules, such as:

- a) Dress Code violation;
- b) Unnecessary interruption of the shooting;
- c) Receiving illegal coaching during the competition;
- d) Unauthorized intrusion into the competition area;
- e) Unsportsmanlike conduct;
- f) Deliberate attempt to evade the spirit of the rules;
- g) Inadvertently shooting out of turn.
- h) Dry firing in unauthorized areas.
- i) Any other incident that requires a warning to be issued.

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

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

9.16.2.4 In repeated infringements by a Coach, or other Team Official, the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the athlete may be penalized.

9.16.3 **Technical Violations**

In the case of initial **technical violations during a competition** round such as:

- a) Foot fault;
- b) Exceeding the time limit allowed to call for the shot;
- c) In Skeet, the athlete’s READY position is not according to the rules;
- d) In Skeet, on station 4 the athlete opens the gun between the two (2) single shots (this does not apply on station 8);
- e) Following or pointing with the gun at a slow or fast pull target without shooting;
- f) A **Warning (Yellow Card)** will be shown to any offending athlete by a Referee. This must be indicated on the relevant scorecard before it is sent to the RTS office with the use of the below abbreviations while at the same time the Referee must submit also a completed Incident Report form.

FF = Foot Fault

TL = Time Limit

SKRP = Skeet Ready Position

OG = Opening the gun between 2 singles

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

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

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

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

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

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

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

a) Impeding another athlete in an unsportsmanlike manner;

b) Failure to be present or provide a suitable substitute when required to act as Assistant Referee;

c) If when asked to give an explanation for an incident, an athlete consciously and knowingly gives false information (in serious cases this might be the cause of disqualification - see Rule 9.16.5.4.h));

d) Interfering with range equipment after an initial violation.

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

9.16.4.2 **Leaving the Range without Permission**

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

9.16.5 **Disqualification (Red Card)**

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

9.16.5.2 Disqualification according to Rule 9.16.5.4 (below) may only be given by a decision of the majority of the Jury. The disqualification of an

athlete is expressed by the Jury by showing a **Red Card** with the word **“Disqualification.”**

- 9.16.5.3 If an athlete is disqualified during any phase of an event (Qualification or Final), the results for that athlete for all phases of that event must be deleted and the athlete must be listed at the end of the results list as a (DSQ) with an explanation in the legend regarding why the athlete was disqualified.
- 9.16.5.4 **Disqualification (Red Card)** of an athlete, or the banning of a Team Official or Coach from the shooting ranges may be given for:
- a) Serious breaches of safety and violations of the safety rules;
 - b) Handling a shotgun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
 - c) Handling of a loaded shotgun after a **“STOP”** command has been given;
 - d) Repetition of incidents that have already been the subject of a warning (Yellow Card) or deduction (Green Card);
 - e) Deliberate abuse of any team, range or technical official;
 - f) Continued refusal by an athlete to act as an Assistant Referee;
 - g) Deliberate failure to shoot a previously missed round;
 - h) Consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases; or
 - i) Cases where violations are deliberately concealed.

9.17 PROTESTS AND APPEALS

9.17.1 Disagreement with a Referee Decision during a Round

9.17.1.1 Action by Athlete

- a) If an athlete disagrees with a Referee’s decision regarding a particular target he must act immediately **before the next athlete fires**, raising an arm and saying **“PROTEST;”**
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.

9.17.1.2 Action by Team Official

- a) If a team official is not satisfied with the final decision of the Referee, except for **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** targets, he must not delay the shooting, but must attract the attention of the Referee who will make a notation on the scorecard that the athlete is continuing under protest; and
- b) The protest must be resolved by the Jury.

9.17.2 Verbal Protests

Any athlete or team official has the right to protest regarding a condition of the competition, or a decision or action by a competition official **immediately and verbally** to a Jury Member, the Chief Range Officer, the Chief Referee or a Referee.

9.17.2.1 Such protests may be made on the following matters:

- a) That the ISSF Rules were not followed;

- b) That the current published competition programme was not followed;
- c) Disagreement with a decision or action of any competition official;
- d) That an athlete was impeded or disturbed by another athlete, a competition official, spectators, the media or other persons or causes.

Note: Only the athlete concerned may question a decision by the Referee on a “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” target by taking action as in Rule 9.17.1.1.a).

9.17.2.2 Competition officials who receive verbal protests must consider them immediately, take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily stopped if absolutely necessary.

9.17.3 **Written Protests**

- a) Any athlete or team official who does not agree with the action or decision taken on a verbal protest may submit a formal protest in writing to the Jury;
- b). A written protest (Protest Form P) may be submitted without first making a verbal protest.

9.17.3.1 **Protest Time Limit**

Any written protest (Protest Form P) must be **submitted to a member of the Jury within twenty (20) minutes** after the end of the round in which the alleged incident occurred. The protest must be accompanied by a 50,00 EUR fee. If the protest is denied, the fee must be given to the Organizing Committee; if the protest is upheld the fee must be returned.

9.17.4 **Appeals**

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, except those decisions by a Finals Protest Jury may not be appealed (see Rule 6.16.6).

9.17.4.1 **Appeal Time Limit**

Such appeals must be submitted in writing **not later than** twenty (20) minutes after the Jury decision has been officially announced. The appeal must be accompanied by a 100,00 EUR fee. If the appeal is denied, the fee must be given to the Organizing Committee; if the appeal is upheld the fee must be returned. Including the initial protest fee of €50 EUR.

9.17.4.2 **Jury of Appeal Decision**

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

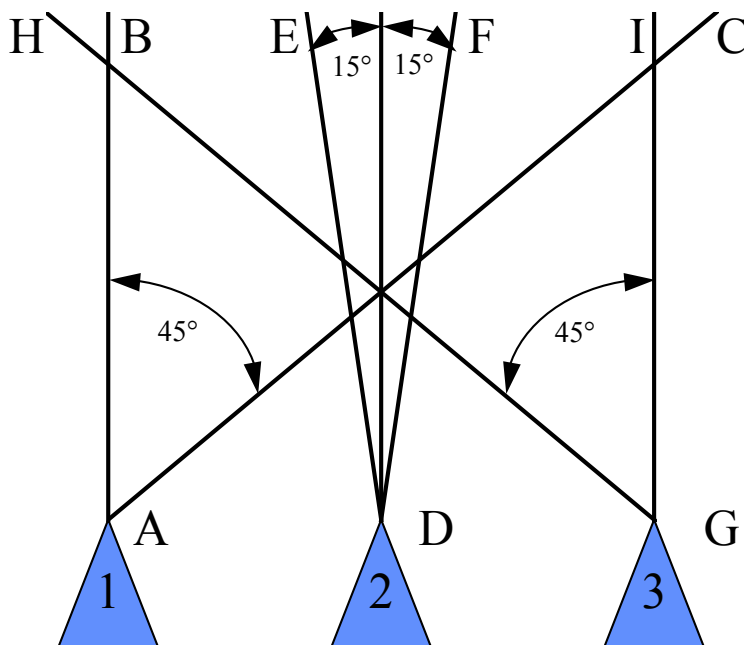
9.18 TEAM EVENTS

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

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

9.19 DRAWINGS AND TABLES

9.19.1 Trap Horizontal Angles



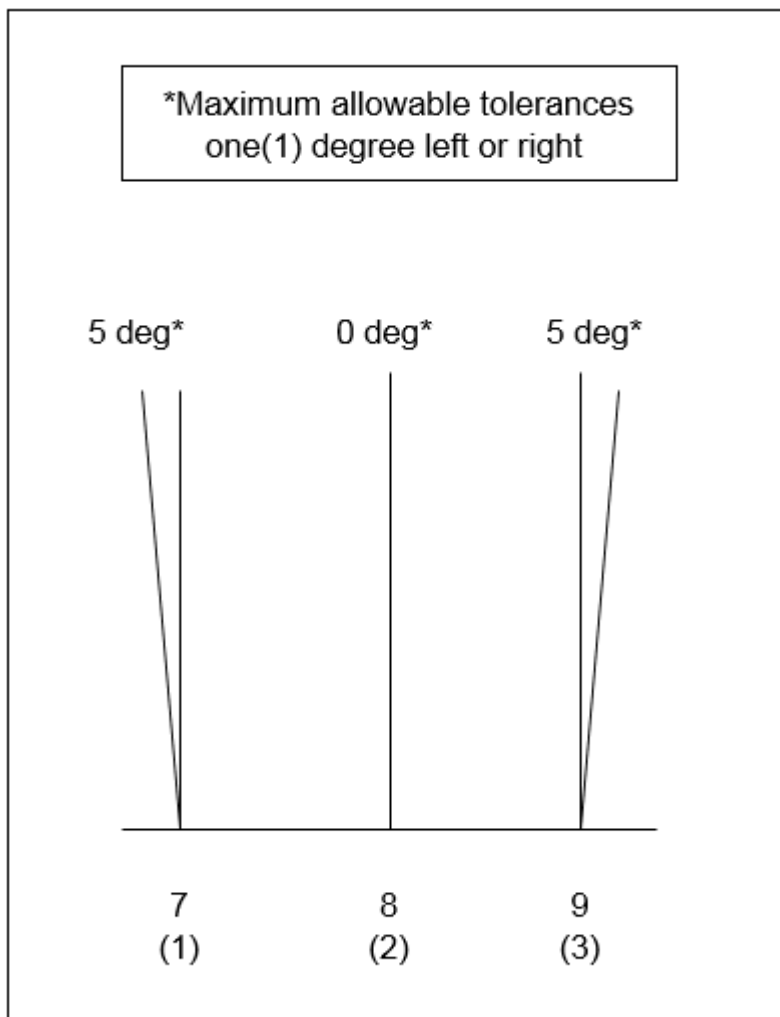
Maximum horizontal angles for first second and third trap in each group.

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

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

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

9.19.2 Double Trap Horizontal Angles



9.19.3 Trap Setting Tables (I - IX)

Table I					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	2.00 m	76.00 m +/-1 m	
	2	5 L	3.00 m		
	3	35 L	1.50 m		
2	4	45 R	2.50 m		
	5	10 R	1.80 m		
	6	35 L	3.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.50 m		
	9	45 L	1.60 m		
4	10	40 R	1.50 m		
	11	0	3.00 m		
	12	25 L	2.60 m		
5	13	20 R	2.40 m		
	14	5 R	1.90 m		
	15	35 L	3.00 m		

Table II					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 L	1.80 m		
	3	35 L	2.00 m		
2	4	40 R	2.00 m		
	5	0	3.00 m		
	6	45 L	1.60 m		
3	7	45 R	1.50 m		
	8	0	2.80 m		
	9	40 L	2.00 m		
4	10	15 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	35 R	1.80 m		
	14	5 L	1.50 m		
	15	40 L	3.00 m		

Table III									
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE				
1	1	30 R	2.50 m	76.00 m +/-1 m					
	2	0	2.80 m						
	3	35 L	3.00 m						
2	4	45 R	1.50 m		76.00 m +/-1 m				
	5	5 L	2.50 m						
	6	40 L	1.70 m						
3	7	30 R	2.80 m			76.00 m +/-1 m			
	8	5 R	3.00 m						
	9	45 L	1.50 m						
4	10	45 R	2.30 m				76.00 m +/-1 m		
	11	0	3.00 m						
	12	40 L	1.60 m						
5	13	30 R	2.00 m					76.00 m +/-1 m	
	14	0	1.50 m						
	15	35 L	2.20 m						

Table IV									
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE				
1	1	40 R	3.00 m	76.00 m +/-1 m					
	2	10 R	1.50 m						
	3	30 L	2.20 m						
2	4	30 R	1.60 m		76.00 m +/-1 m				
	5	10 L	3.00 m						
	6	35 L	2.00 m						
3	7	45 R	2.00 m			76.00 m +/-1 m			
	8	0	3.00 m						
	9	20 L	1.50 m						
4	10	30 R	1.50 m				76.00 m +/-1 m		
	11	5 L	2.00 m						
	12	45 L	2.80 m						
5	13	35 R	2.50 m					76.00 m +/-1 m	
	14	0	1.60 m						
	15	30 L	3.00 m						

Table V					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	45 R	1.60 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	15 L	2.00 m		
2	4	40 R	2.80 m		
	5	10 L	1.50 m		
	6	45 L	2.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.80 m		
	9	40 L	1.50 m		
4	10	25 R	1.80 m		
	11	0	1.60 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	2.40 m		
	15	15 L	1.80 m		

Table VI					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	2.00 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	35 L	1.50 m		
2	4	35 R	2.50 m		
	5	10 R	1.50 m		
	6	35 L	2.00 m		
3	7	35 R	2.00 m		
	8	5 L	1.50 m		
	9	40 L	3.00 m		
4	10	45 R	1.50 m		
	11	10 L	3.00 m		
	12	25 L	2.60 m		
5	13	25 R	2.40 m		
	14	5 R	1.50 m		
	15	45 L	2.00 m		

Table VII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	35 R	2.20 m	76.00 m +/-1 m	
	2	5 L	3.00 m		
	3	20 L	3.00 m		
2	4	40 R	2.00 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	40 R	3.00 m		
	8	0	2.00 m		
	9	40 L	2.20 m		
4	10	45 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	20 R	1.80 m		
	14	5 L	1.50 m		
	15	45 L	2.00 m		

Table VIII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 R	1.50 m		
	3	20 L	2.00 m		
2	4	40 R	1.50 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	35 R	3.00 m		
	8	5 L	2.50 m		
	9	45 L	2.00 m		
4	10	45 R	1.80 m		
	11	0	1.50 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	3.00 m		
	15	15 L	2.20 m		

Table IX									
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE				
1	1	40 R	3.00 m	76.00 m +/-1 m					
	2	0	1.80 m						
	3	20 L	3.00 m						
2	4	15 R	3.00 m		76.00 m +/-1 m				
	5	10 L	1.50 m						
	6	35 L	2.00 m						
3	7	45 R	1.60 m			76.00 m +/-1 m			
	8	0	2.80 m						
	9	30 L	3.00 m						
4	10	30 R	2.00 m				76.00 m +/-1 m		
	11	5 L	2.00 m						
	12	15 L	3.00 m						
5	13	35 R	2.90 m					76.00 m +/-1 m	
	14	0	1.60 m						
	15	45 L	2.20 m						

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