



TRAP Individual
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL
Valid as of 01.01.2022

THE EVENT

The Trap individual event consists of two stages, a Qualification stage and a Final stage.

QUALIFICATION STAGE

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Trap (section 9.8) unless otherwise specified in these rules.

The total number of targets is 125, shot in 2 days (75+50).

After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final stage. Any ties for places 1 to 8 will be decided by a shoot off in accordance with the current rules of Trap shoot-offs after qualification (ISSF Shotgun Rule 9.15.5.2).

The starting positions in the shoot-offs of tied athletes will be decided by the Qualification Ranking (highest ranking athlete to shoot first). The starting positions of athletes with perfect scores or ties that cannot be broken by the count back rule will be decided by draw.

In case of several shoot-offs, the higher position shoot-offs will be shot first.

The 8 qualified athletes in the Final Stage, will receive new bib numbers 1-8 as per qualification ranking or any eventual shoot-offs.

FINAL STAGE

The Final stage consists of the Semifinals (Semifinal 1 and Semifinal 2 composed of 4 athletes each) and the Medal Match, composed of 4 athletes.

The Final Stage (Semifinal 1, Semifinal 2 and Medal Match) will be conducted on the Finals Range.

SEMIFINALS (SEMIFINAL 1 – SEMIFINAL 2) – 4 athletes each

Semifinal 1 will be composed of the athletes in places **1, 3, 5, 7**, after the Qualification stage. Semifinal 2 will be composed of the athletes in places **2, 4, 6, 8**, after the Qualification stage.

Semifinal 1 will be shot first followed by Semifinal 2.

Before each Semifinal athletes will observe the targets and test fire.

Only one shot allowed at each target as per ISSF rules.

Preparation time limit, for each station: 12 seconds (monitored by an electronic timer as per ISSF rules).

The 4 athletes will occupy stations 1 to 4 in bib number order (highest SF result to shoot first).

Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the 2 winners are decided, as follows:

1st Series

Each of the 4 athletes shoot 15 targets (1 center, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is eliminated. In case of equal scores, the athlete with the lower Qualification Ranking (highest bib number) is eliminated.

2nd Series

The remaining 3 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits out of the total 25 targets of the two series (15+10=25) is eliminated.

Any ties for the 3rd eliminated place will be decided by shoot-off as per current ISSF Rules for shoot-offs after finals (ISSF Shotgun Rules 9.18.3.3 & 9.18.3.4). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

The two winning athletes in 1st and 2nd position (from each Semifinal) will qualify for the Medal Match.

The eliminated 4 athletes (2 from each Semifinal), will take places 5,6,7,8 on the basis of their Semifinal result. In case of equal Semifinal result then their places will be decided by their Qualification Ranking

MEDAL MATCH – 4 athletes

The starting positions in the Medal Match of the 4 qualified athletes (2 from Semifinal1 and 2 from Semifinal 2), is decided by their Semifinal result (highest SF result will shoot first). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.

New bib numbers 1-4 will be distributed to the finalists.

The 4 athletes will occupy stations 1 to 4 in bib number order (highest SF result to shoot first).

Only one shot allowed at each target as per ISSF rules.

Preparation time limit: 12 seconds (monitored by an electronic timer as per ISSF Shotgun rules).

Athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4thplace), as follows.

1st Series

Each of the 4 athletes shoots 15 targets (1 center, 1 left and 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits is eliminated (4th place decided). In case of equal scores, the athlete with the lower Semifinal result, (highest bib number) is eliminated.

2nd Series

The remaining 3 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that the athlete with the lowest number of hits out of the total of 25 targets of the two series (15+10=25) is eliminated (Bronze Medal decided). In case of equal scores, the athlete with the lower Semifinal result, (highest bib number) is eliminated.

3rd Series

The remaining 2 athletes continue to shoot another 10 targets (1 left, 1 right target from each of the 5 stations). After that, on the basis of the total of the 35 targets of the three series (15+10+10=35) the winners of the gold and silver medals are decided.

Any eventual ties for the Gold/Silver will be decided by an immediate shoot off, as per current ISSF rules for shoot-offs after finals (ISSF Shotgun Rules 9.18.3.3 & 9.18.3.4). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

'Golden Hit':

In case, at any stage of the Medal Match, the winner (gold medal) can be clearly established mathematically from the total number of targets already shot by the two Medal Match participants, before the total number of targets of the Match are completed, then the Match will be stopped and 'Golden Hit' will be declared, by the Jury in charge. The gold and silver medal winners will then be announced.

REPORTING TIMES, CARTRIDGE CONTROL, PRESENTATION & COMMENTATING

The eight (8) qualified athletes in the Final Stage or their representatives (coaches or team officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled Start Time of the Final (Semifinal 1). At this time the Jury will distribute the bib numbers to all the qualified athletes.

The Jury will instruct the athletes or their representatives (coaches or team officials) to place all of their cartridges in numbered boxes (corresponding to their bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation.

Athletes may leave the FOP but those participating in the Semifinal 1 must return to the Finals Range at least **15 minutes** before the start of the Final (Semifinal 1).

No additional cartridges may be brought to the FOP.

The 4 qualified athletes of Semifinal 2 must report to the FOP, at the time of the official start time of Semifinal 1.

The 4 finalists participating in the Medal Match must report to the FOP, 10 minutes after the end of Semifinal 2, after which test fire and presentation will take place. There will be no observation of targets.

During presentation the athletes must be ready to walk in before they will be called one by one for their group.

The Jury must make sure, that the athletes are assembled in the correct order.

The athletes will enter the FOP one at a time - as each athlete enters the FOP the announcer will introduce them to the spectators – as they walk in. The athletes must remain facing the spectators until all have been presented, also the Jury Member- in Charge and the Referee.

A one (1) point penalty will be deducted from the score of the first hit target in the Final Stage if any athlete whose cartridges are not presented 30 minutes before the start of the Final (Semifinal 1) and/or if any athlete does not report to the FOP as per stipulated times in these rules.

During the Semifinals and the Medal Match commentating (not more than 1 minute) will take place after each series of five targets.

MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final Stage.

MALFUNCTIONS DURING THE FINAL STAGE

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

PROTESTS DURING SEMIFINALS & MEDAL MATCH

- a) If an athlete disagrees with a Referee's decision regarding **"HIT," "LOST," "NO TARGET"** or **"IRREGULAR"** target(s), he/she must act immediately before the next athletes fires, by raising an arm and saying **"PROTEST."**
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on **"HIT," "LOST," "NO TARGET"** or **"IRREGULAR"** targets is lost, a penalty of two (2) points must apply to the last two (2) **"HIT"** targets.
- e) The current ISSF VAR Rules (9.18.4) will be followed during both the Semifinals and the Medal Match.

COLOUR OF TARGETS

Qualification stage: Normal targets

Final Stage: Flash targets

IRREGULAR OR DISPUTED CASES

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury according to the General Technical Rules for each event



TRAP TEAM EVENT
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL

Valid as of 01.01.2022

GENERAL RULES & PROCEDURES	
1. Discipline:	Trap
2. Type of Event:	Team: Three (3) athletes per Team (nation)
3. Name of Events	Trap Team Men Trap Team Men Junior Trap Team Women Trap Team Women Junior
4. Team Composition	<p>The Teams must be composed of three (3) members, of the same nation. All Team members should wear the same competition clothing with national colours and identification as per ISSF applicable Rules. In the Qualification stage the athletes, will wear the bib numbers of the individual competition.</p> <p>New bib numbers will be issued for the Final Stage (Medal Matches) after the Qualification ranking is established or any eventual shoot-offs, as per section 9 below.</p>
5. Team Entries	<p>In one Championship nations may enter a maximum of one Team in one Team event, as per ISSF General Regulations.</p> <p>Team members may be changed for other athletes registered in the Championship not later than the completion time of the first day of the individual competition.</p>
6. Competition Format	<p>The event will be conducted in two stages, as follows:</p> <p>a. QUALIFICATION STAGE</p> <ul style="list-style-type: none"> ➤ Composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). ➤ Total targets per team 75X3 = 225 targets. <p>b. FINAL STAGE</p> <ul style="list-style-type: none"> ➤ Consisting of a Gold/Silver and a Bronze Medal Match.
7. Squads in Qualification	<p>The members of the Teams in the qualification stage will be squaded by draw, as per ISSF Shotgun Rules.</p> <p>No squad must contain more than one (1) athlete from the same national Team.</p>

<p>8. Ranking after Qualification & Procedure to Qualify in the Final Stage</p>	<p>a. After the end of the Qualification stage, the Teams will be ranked in descending order by the combined total results of the three (3) members of each Team (75X3=225 targets), as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>b. If two or more Teams are tied for any position from 1st to 4th place, their qualification ranking must be decided by a shoot-off as per section 12 below. In case of more than one shoot-off, lower position shoot-offs must be shot first, followed by higher position shoot offs.</p> <p>c. In case of tied scores, the ranking of 5th place and below, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>d. The top four (4) Teams will qualify to compete in the Final Stage (Medal Matches).</p> <p>e. Teams in places 1 and 2 will qualify for the Gold/Silver Medal Match, Teams in places 3 and 4 will qualify for the Bronze Medal Match.</p>																								
<p>9. Allocation of New bib Numbers after Qualification and any eventual Shoot-Offs</p>	<p>a. After the Qualification stage and any eventual shoot-offs, the four (4) Teams which will qualify for the Final Stage (Medal Matches) will be allocated new bib numbers on the basis of their final qualification ranking.</p> <p>b. The athletes of the Team in place 1 will receive bib numbers 1₁, 1₂ and 1₃. The athletes of the Team in place 2 will receive bib numbers 2₁, 2₂ and 2₃. The athletes of the Team in place 3 will receive bib numbers 3₁, 3₂ and 3₃ and the fourth Team will receive 4₁, 4₂ and 4₃. The bib numbers must bear also the IOC abbreviation of each national team.</p> <p>c. Example of the bib numbers of the Finalist Teams:</p> <table border="1" data-bbox="632 1420 1436 1478"> <tr> <td>USA</td><td>USA</td><td>USA</td><td>ITA</td><td>ITA</td><td>ITA</td><td>KOR</td><td>KOR</td><td>KOR</td><td>LUX</td><td>LUX</td><td>LUX</td> </tr> <tr> <td>1₁</td><td>1₂</td><td>1₃</td><td>2₁</td><td>2₂</td><td>2₃</td><td>3₁</td><td>3₂</td><td>3₃</td><td>4₁</td><td>4₂</td><td>4₃</td> </tr> </table>	USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX	1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃
USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX														
1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃														
<p>10. The Final Stage Medal Matches GOLD/SILVER & BRONZE</p>	<p>Competition Procedures</p> <p>a. The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match, on the Finals range.</p> <p>b. The athletes or their representatives (coaches or team officials) of all Teams that qualify in the Final Stage (Medal Matches) must report for cartridge control, at the designated reporting area, at least thirty (30) minutes before the scheduled Starting Time of the Bronze Medal Match. At this time the Jury will distribute also the bib numbers.</p> <p>c. Each Team Coach will be responsible to designate the bib</p>																								

	<p>numbers to each of his Team members.</p> <p>d. The athletes participating in the Bronze Medal Match must report to the Finals Range at least fifteen (15) minutes before the Starting Time of the Match.</p> <p>e. The athletes participating in the Gold/Silver Medal Match must report at the Finals Range at the start time of the Bronze Medal Match.</p> <p>f. The Jury must complete cartridge control and equipment checks during the reporting periods.</p> <p>g. A one-point (1) penalty will be deducted from the score of the first hit target of the first Team athlete, if a Team's cartridges are not presented for cartridge control or if any of the Team members do not report at the stipulated times.</p>
<p>11. Number of Targets in the Final Stage (Medal Matches)</p>	<p>a. In the Medal Matches each member of the two Teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each Team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25X3=75 targets each Team).</p> <p>b. During each series, the sequence of the fifteen (15) targets of each Team, will be composed of one (1) left, one (1) right and one (1) center target from each station.</p> <p>c. The target shot by each member of each Team, from each station, during one series, will be random (left, right or center).</p> <p>d. In the 1st series the athletes of the Team with the higher-ranking position (lower bib number) will occupy shooting stations 1, 2 and 3 in bib number order. The athletes of the 2nd Team will occupy shooting stations 4, 5 and 6 in bib number order.</p> <p>e. The shooting sequence (which Team will shoot first) will alternate between the two Teams after each series of the 5 targets (example: in the 2nd series the 2nd Team will occupy stations 1, 2 and 3 and the 1st Team stations 4,5 & 6 and so on).</p> <p>f. After each series of 5 targets the Team with the highest number of hit targets out of the total score of 15 targets (3 athletes X5 targets = 15), will receive 2 points and the other Team 0 points. If the results are equal, then each Team will receive 1 point. The points of each series will be carried forward to the next series.</p> <p>g. The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero.</p>

	<ul style="list-style-type: none"> h. The first Team to win six (6) points, will be the winner of the Match. i. If at the end of the 5th series the two Teams have the same number of points 5:5, then, the winner will be decided by a shoot-off, as per sections 13 & 14 below. j. Only one (1) shot is permitted at each target (see ISSF Rules). k. An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START". l. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.
<p>12. Shoot- off Procedures after Qualification</p>	<ul style="list-style-type: none"> a. The starting positions of the Teams in the shoot-offs, after Qualification, will be decided by the interim Qualification ranking of each Team (highest ranking Team to shoot first). Each Team Coach must designate the shooting order of the three members of his Team (who will shoot first, second and third). b. In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the Teams in the shoot-offs shall be determined by draw. c. Test fire and observation of targets (left & right from all 5 stations) before shooting will be allowed, according to ISSF Shotgun Rules.
<p>13. Shoot - off Procedures after Medal Matches</p>	<ul style="list-style-type: none"> a. The starting positions in the shoot-offs after Medal Matches will be decided by the bib number of each Team (the Team with the lowest bib number will shoot first). The members of each Team will shoot in bib number order. b. In the shoot-offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting.
<p>14. Shoot-off target shooting sequences& Procedures</p>	<ul style="list-style-type: none"> a. Shoot-off shooting sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on; b. The members of each tied Team will participate in the shoot-off, in sequence, one by one, in the designated order of the Coach (in the case of shoot-offs after qualification) or in bib number order (in case of shoot-

	<p>off after the Medal Match), The shooting order of the members of each Team will remain the same throughout the shoot-off.</p> <p>c. The member of the first tied Team designated to shoot first followed by the members of the other tied Team(s) designated to shoot first, must line up behind station 1 and shoot in the shoot-off shooting sequence (left target). If the tie(s) is(are) not broken, the same procedure will continue on station 2 (right target) with the second designated member of each tied Team shooting. If still the tie is not broken, then the procedure will continue on station 3 (left target) with the third designated member of each tied Team shooting. This procedure will continue with the members of each tied Team shooting in alternate order on successive stations (1, 2, 3, 4, 5 and so on) until the tie(s) is(are) broken.</p> <p>d. Only one (1) shot is permitted at each target.</p> <p>e. Shoot-off preparation time limits: 12 seconds</p> <p>f. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees</p>
15. Coaching	<p>a. During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per ISSF Shotgun Rules).</p> <p>b. During the Medal Match, Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that Team's athlete(s) to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station. The other Coaches may, during this time, approach and speak to their athletes also. The Jury Member in charge must control the time.</p> <p>c. The Jury-Member-in-Charge must control the time.</p> <p>d. The Announcer may make commentary during the breaks.</p>
16. Malfunctions	<p>Malfunctions during Qualification</p> <p>a. Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12. Note: During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.</p> <p>Malfunctions during the Medal Matches</p> <p>a. If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the</p>

	<p>fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.</p> <p>b. After the malfunction is corrected, the Medal Match must continue. If the athlete (Team) withdraws then the second Team must be declared as the winner.</p> <p>c. A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot-offs, whether or not there was an attempt to correct the malfunction.</p> <p>d. Any regular target(s) on which any further malfunction occurs will be declared “LOST” whether or not the athlete attempted to fire.</p>
17. Protests	<p>Protests during Qualification</p> <p>a. Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.17.</p> <p>Protests during Medal Matches</p> <p>a. If an athlete disagrees with a Referee’s decision regarding “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying “PROTEST.”</p> <p>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.</p> <p>c. Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.</p> <p>d. If a protest in a Final for any matter other than Referee decisions on “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” targets is lost, a penalty of two (2) points must apply to the last two (2) “HIT” targets, of the athlete (Team).</p> <p>e. The current ISSF VAR Rules (9.18.4) will apply also.</p>
18. Presentation of Medallists	The Gold and Silver Medallists will be joined on the Field of Play by the Bronze Medallists and line up, as in the Individual Finals, for official photographs and announcements.
19. Commentating	During the Final Stage (Medal Matches), commentating (not more than 1 minute) will take place after shooting is completed in each series of 5 targets.
20. Special Equipment & and Finals Officials	Details can be found in section 9.18 of the ISSF Shotgun Rules.
21. Finals Production, Music & Spectator Activity	During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their

	<p>favorite Teams. The Technical Delegate must approve the music program.</p> <p>Enthusiastic audience support is encouraged and is recommended during the Medal Matches.</p>
22. Type of Clay Targets	Normal for Qualification and flash targets for the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.
23. Irregular or disputed cases	Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and ISSF Shotgun Rules or any other relevant ISSF Rules.



TRAP MIXED TEAM EVENT
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL

Valid as of 01.01.2022

GENERAL

Mixed Teams must be national teams with two team members (one male and one female).

In one Championship nations may enter a maximum of two Mixed Teams in one Mixed Team event, as per ISSF General Regulations. Mixed Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition.

THE MIXED TEAM EVENT

The Mixed Team event consists of two stages, a **Qualification Stage** and a **Final Stage**.

QUALIFICATION STAGE

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF shotgun rules for Trap (section 9.8) unless otherwise specified in these rules. Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other on the same squad, with the male firing first and the female second. Mixed Teams from the same nation shall not be in the same squad. Athletes will wear the same bib numbers as those of the individual competition.

The total number of targets is 150, shot in 1 day (75 targets for each athlete).

Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets (3X25 = 75X2 = 150 targets for each team).

After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female) 75X2=150 (as per ISSF Shotgun Rules 9.14.5.2 and 9.15.3). The six (6) highest-ranking Mixed Teams will qualify for the Final Stage.

Any ties for places 1 to 6 will be decided by a shoot off as specified below.

After the Qualification stage and any eventual shoot-offs, new bib numbers (1₁-1₂, 2₁-2₂, 3₁-3₂, 4₁-4₂, 5₁-5₂ and 6₁-6₂) will be distributed to the top 6 qualified Mixed Teams.

The ranking of tied Mixed Teams in 7th place and below not decided by a shoot-off will be established on the basis of the ISSF Shotgun Rules 9.14.5.2 & 9.15.3.

PROCEDURE DURING SHOOT OFFS AFTER THE QUALIFICATION STAGE

The starting positions in the shoot-off of the tied Mixed Teams after the qualification stage will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first).

The starting positions in the shoot offs, of teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.

Each Mixed Team Coach must designate which team member (male or female) will shoot the first target on station 1.

Before the shoot-offs, athletes will observe the targets (left & right target from each station) and test fire.

Shoot-off target shooting sequence:

Station 1 left target,

Station 2 right target,

Station 3 left target,

Station 4 right target,

Station 5 left target,

then Station 1 again this time shooting at a right target and so on.

The athletes designated to shoot first from each Mixed Team must line up behind station 1 and shoot at a regular target as per target shooting sequence above. If the tie is not broken, the same procedure will continue on station 2 with the second member of each Mixed Team shooting.

This procedure will continue with the team members shooting in alternate order on successive stations (1, 2, 3, 4, 5, 1 etc.) until the tie is broken. (Team members shooting order will be 1 – 2 – 2 – 1 – 1 - 2, - 2, etc.).

Only one (1) shot is permitted at each target.

The preparation time limit is 12 seconds which must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

In case of several shoot-offs, the **higher position** shoot-offs will be shot first.

FINAL STAGE

The Final stage consists of the **Semifinals** (Semifinal 1 and Semifinal 2, composed of 3 Mixed Teams each) and the **Medal Match** (composed of 2 Mixed Teams). The Final Stage (Semifinals and Medal Match) must be conducted on the Finals Range.

SEMIFINALS (Semifinal 1 & Semifinal 2) 3 Mixed Teams each

Semifinal 1 will be composed of the qualified Mixed Teams in places **1, 3, 5**

Semifinal 2 will be composed of the qualified Mixed Teams in places **2, 4, 6**

Semifinal 1 will be shot first followed by Semifinal 2.

Before each Semifinal, athletes will observe the targets and test fire.

The preparation time limit, for each station is 12 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

In each Semifinal, athletes will **start from 0** and compete in series of target sequences followed by progressive eliminations that continue until the winners are decided, as follows:

The athletes of the 3 Mixed Teams will occupy stations 1 to 6 in bib number order (as per Qualification Ranking).

First, each athlete will shoot 15 targets (1 center, 1 left, 1 right from each of the five stations). Total 30 targets for each team ($15 \times 2 = 30$). After that the Mixed Team with the lowest number of hits out of the 30 shots (the combined result of the two Mixed Team members $15 \times 2 = 30$), is eliminated. In case of equal scores, the Mixed Team with the lower Qualification Ranking (highest bib number) is eliminated.

The athletes of the remaining 2 Mixed Teams will retain their original stations and will each shoot in sequence another 10 targets ($10 \times 2 = 20$ targets – 1 left and 1 right targets for each athlete from each of the five stations). After that, the team with the lowest number of hits after the total of the 50 shots of the 2 series ($15 + 10 = 25 \times 2 = 50$) will be eliminated. The team with the highest number of shots will qualify for the Gold/Silver Medal Match (1st place).

Any ties for the 3rd eliminated place will be decided by a shoot-off (as per procedure during shoot-offs after the qualification stage outlined above) but with the Mixed Team with the lower bib number shooting first and the athletes of each Mixed Team shooting in bib number order.

Before the shoot-off, there will be no observation of targets or test fire.

The two winning Mixed Teams in 1st place (from each Semifinal) will qualify for the Medal Match (Gold/Silver). The 2 Mixed Teams in 2nd place (from each Semifinal) will both receive Bronze Medal.

The eliminated 2 Mixed Teams (3rd place from each Semifinal), will take the 5th and 6th place in the overall ranking on the basis of their Semifinal result. In case of equal Semifinal results then the places will be decided by the Qualification Ranking.

MEDAL MATCH (2 Mixed Teams)

The starting positions in the Medal Match of the 2 winning teams of Semifinal 1 and Semifinal 2, is decided by their Semifinal result (highest SF result will shoot first). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.

New bib numbers (1_1-1_2 and 2_1-2_2), will be distributed to the 2 qualified Mixed Teams.

The preparation time limit, for each station is 12 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

Before the Medal Match, athletes will be allowed to test fire only. There will be no showing of targets.

The 4 athletes of the 2 Mixed Teams will **start from 0** and compete in series of 5-target sequences as follows:

The athletes of the 1st Mixed Team will occupy shooting stations 1 and 2 in bib number order. The athletes of the 2nd Mixed Team will occupy shooting stations 3 and 4 in bib number order.

Number of targets: Up to five (5) series of five (5) targets each series to a maximum of twenty-five (25) targets each athlete (50 targets each Mixed Team). During each series, each athlete from each Mixed Team will shoot 5 targets (5 targets X 2 athletes=10 targets).

The shooting sequence (which Mixed Team will shoot first) will alternate between the two Mixed Teams after each series of 5 targets.

During each series, the sequence of the ten (10) targets of each Mixed Team (5 targets X 2 athletes = 10) will be composed of four (4) left, four (4) right and two (2) center targets in random sequence from all stations.

After each series of 5 targets the Mixed Team with the highest number of hits out of the total score of 10 targets (2 athletes X 5 targets=10), will receive **2 points**. The Mixed Team with the lower result will receive **0 points** and if the results are equal, then each Mixed Team will receive **1 point**.

The points of each series will be carried forward to the next series.

The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores of each series will start from zero.

The Mixed Team that earns six (6) points first, wins the Gold Medal and the 2nd Mixed Team the Silver Medal. If the shooting sequence of the 5 series of 5 targets each (total 25 targets) is completed without any Mixed Team reaching 6 points and there is a tied score of 5:5, the winning team will be decided by a shoot-off (as per shoot-off procedure after the qualification stage outlined above) but with the Mixed Team with the lower bib number shooting first and the athletes of each Mixed Team shooting in bib number order.

There will be no target observation or test fire before the shoot-off.

COACHING TIME OUT

During the Medal Match, Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that team's athlete(s) to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station. The other Coaches may, during this time, approach and speak to their athletes also. The Jury Member in charge must control the time.

REPORTING TIME, CARTRIDGE CONTROL, PRESENTATION & COMMENTATING

The members of the six (6) qualified Mixed Teams in the Final Stage or their representatives (coaches or team officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled Start Time of the Final (Semifinal 1). At this time the Jury will distribute the bib numbers to all the athletes of the 6 qualified Mixed Teams.

The Jury will instruct the members of each Mixed Team or their representatives (coaches or team officials) to place all of their cartridges in numbered boxes (corresponding to their bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation.

Athletes may leave the FOP but those whose team participate in the Semifinal 1 must return to the Finals Range at least **15 minutes** before the start of the Final (Semifinal 1).

No additional cartridges may be brought to the FOP.

The 3 Mixed Teams of Semifinal 2 must report to the FOP at the time of the official start time of Semifinal 1.

The 2 Mixed Teams participating in the Medal Match (the winning teams of Semifinal 1 and Semifinal 2) must report to the FOP must report to the FOP, 10 minutes after the end of Semifinal 2.

During presentation the Mixed Teams must be ready to walk in before they will be called one by one for their group. The Jury must make sure, that the Mixed Teams (athletes & coach) are assembled in the correct order.

The Mixed Teams will enter the FOP one at a time - as each Mixed team (athletes and coach) enters the FOP the announcer will introduce them to the spectators – as they walk in. The members of the Mixed Teams must remain facing the spectators until all have been presented, also the Jury Member- in Charge and the Referee.

A one (1) point penalty will be deducted from the score of the first hit target in the Final Stage if the Mixed Teams' cartridges are not presented 30 minutes before the start of the Final (Semifinal 1) and/or if any of the Mixed Team members does not report to the FOP as per stipulated time in these rules. This will apply to both the Semifinals and the Medal Match.

During the Semifinals and the Medal Match commentating (not more than 1 minute) will take place after each series of 5 targets for each athlete.

MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final Stage.

MALFUNCTIONS DURING SEMIFINALS & MEDAL MATCH

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Mixed Team) must withdraw.
- b) After the malfunction is corrected or the athlete (Mixed Team) withdraws, the Final must continue. If the withdrawal of a team occurs during a Medal Match the second Mixed Team must be declared as the winner. During a Semifinal, a withdrawn mixed team's final ranking will be determined by the total number of targets hit until the time when the malfunction occurred.
- c) A Mixed Team is allowed a maximum of two (2) malfunctions during a Final (Semifinals & Medal Match), including any shoot-offs, whether or not there was an attempt to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

PROTESTS DURING SEMIFINALS & MEDAL MATCH

- a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying "**PROTEST.**"
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" targets is lost, a penalty of two (2) points must apply to the last two (2) "**HIT**" targets, of the athlete (Mixed Team).
- e) The current ISSF VAR Rules (9.18.4) will be followed during both the Semifinals and the Medal Match.

COLOUR OF TARGETS

Qualification Stage: Normal targets

Final Stage: Flash targets

IRREGULAR OR DISPUTED CASES

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury according to the General Technical Rules for each event.



SKEET Individual
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL
Valid as of 01.01.2022

THE MATCH

The Skeet individual event consists of two stages, a Qualification stage and a Final stage.

QUALIFICATION STAGE

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules.

The total number of targets is 125, shot in 2 days (75+50).

After the Qualification stage of 125 targets the eight (8) highest-ranking athletes will qualify for the Final stage. Any ties for places 1 to 8 will be decided by a shoot off in accordance with the current rules of Skeet (shoot-offs after qualification – station 4 only).

The starting positions in the shoot-offs of tied athletes will be decided by the Qualification Ranking (highest ranking athlete to shoot first). The starting positions of athletes with perfect scores or ties that cannot be broken by the count back rule will be decided by draw.

In case of several shoot-offs, the higher position shoot-offs will be shot first.

The 8 qualified athletes in the Final Stage will receive new bib numbers 1-8 as per qualification ranking or any eventual shoot-offs.

FINAL STAGE

The Final stage consists of the Semifinals (Semifinal 1 and Semifinal 2 – 4 athletes each) and the Medal Match (4 athletes). The Final Stage (Semifinal 1, Semifinal 2 and Medal Match) will be conducted on the Finals Range.

SEMIFINALS (SEMIFINAL 1 – SEMIFINAL 2) – 4 athletes each

Semifinal 1 will be composed of the athletes in places **1, 3, 5, 7**, after the Qualification stage. Semifinal 2 will be composed of the athletes in places **2, 4, 6, 8**, after the Qualification stage.

Semifinal 1 will be shot first followed by Semifinal 2.

Before each Semifinal athletes will observe the targets and test fire.

Preparation time limit, for each station: 30 seconds (monitored by an electronic timer as per ISSF rules).

Athletes will **start from 0** and compete in series of double targets followed by progressive eliminations that continue until the 2 winners are decided, as follows:

1st Series: 20 targets

The 4 athletes, one behind the other, in bib number order (as per Qualification Ranking) will each shoot in sequence a total of 20 targets (10 doubles) in the following shooting order:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 normal double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 reverse double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits will be eliminated. In case of equal scores, the athlete with the lower Qualification Ranking (**highest bib** number) is eliminated.

2nd Series: 10 targets

The remaining 3 athletes will continue to shoot in the following shooting order composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 normal double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 30 targets of the two series (20+10=30 targets) is eliminated.

Any ties for the 3rd eliminated place will be decided by a shoot-off (as per current ISSF Rules for shoot-offs after finals (ISSF Rule 9.18.3.3). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

The two winning athletes in 1st and 2nd position (from each Semifinal) will qualify for the Medal Match.

The eliminated 4 athletes (2 from each Semifinal), will take places 5,6,7,8 on the basis of their Semifinal result. In case of equal Semifinal results then the places will be decided by the Qualification Ranking.

MEDAL MATCH – 4 athletes

The starting positions in the Medal Match of the 4 qualified athletes is decided by their Semifinal result (highest SF result will shoot first – lowest bib number). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.

New bib numbers 1-4 will be distributed to the finalists.

Preparation Time Limit for each station: 30 seconds (monitored by an electronic timer as per ISSF rules).

Athletes will start from 0 and compete in series of double targets followed by progressive eliminations that continue until the winners are decided (Gold, Silver, Bronze, 4th place), as follows:

1st Series: 20 targets

The 4 athletes, one behind the other, in bib number order (as per Semi Final result) will each shoot a total of 20 targets (10 doubles) in the following sequence:

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 normal double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 reverse double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 1st Series of 20 targets (10 doubles) the athlete with the lowest number of hits takes the **4th place**. In case of equal scores, the athlete with the lower Semi Final result (highest bib number) is eliminated.

2nd Series: 10 targets

The remaining 3 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 normal double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 2nd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 30 targets of the two series (20+10=30 targets) is eliminated (Bronze medal decided). In case of equal scores, the athlete with the lower Semi Final result (highest bib number) will take the 3rd place.

3rd Series: 10 targets

The remaining 2 athletes will continue to shoot in the following sequence composed of 10 targets (5 doubles):

Station 3: 4 targets (2 doubles – 1 normal & 1 reverse)
Station 4: 2 targets (1 reverse double)
Station 5: 4 targets (2 doubles – 1 normal & 1 reverse)

After the 3rd Series of 10 targets (5 doubles) the athlete with the lowest number of hits out of the result of the total of 40 targets of the three series (20+10+10=40 targets) is eliminated (Silver medal decided) and the winner is awarded the Gold Medal.

Any ties for the Gold/Silver will be decided by an immediate shoot off, as per ISSF rules for shoot-offs after finals (ISSF Rule 9.18.3.3). Athletes will shoot in bib number order. The athlete with the lowest bib number will start first.

'Golden Hit':

In case, at any stage of the Medal Match, the winner (gold medal) can be clearly established mathematically from the total number of targets already shot by the two Medal Match participants, before the total number of targets of the Match are completed, then the Match will be stopped and 'Golden Hit' will be declared, by the Jury in charge. **The gold and silver medal winners will then be announced.**

REPORTING TIMES, CARTRIDGE CONTROL, PRESENTATION AND COMMENTATING

The eight (8) qualified athletes in the Final Stage or their representatives (coaches or team officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled Start Time of the Final (Semifinal 1). At this time the Jury will distribute the bib numbers to all the qualified athletes.

The Jury will instruct the athletes or their representatives (coaches or team officials) to place all of their cartridges in numbered boxes (corresponding to their bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation.

Athletes may leave the FOP but those participating in the Semifinal 1 must return to the Finals Range at least **15 minutes** before the start of the Final (Semifinal 1).

No additional cartridges may be brought to the FOP.

The 4 qualified athletes of Semifinal 2 must report to the FOP, at the time of the official start time of Semifinal 1.

The 4 finalists participating in the Medal Match must report to the FOP, 10 minutes after the end of Semifinal 2, and after which showing of targets, test fire and presentation will take place.

During presentation the athletes must be ready to walk in before they will be called one by one for their group.

The Jury must make sure, that the athletes are assembled in the correct order.

The athletes will enter the FOP one at a time - as each athlete enters the FOP the announcer will introduce them to the spectators – as they walk in. The athletes must remain facing the spectators until all have been presented, also the Jury Member- in Charge and the Referee.

A one (1) point penalty will be deducted from the score of the first hit target in the Final Stage if any athlete whose cartridges are not presented 30 minutes before the start of the Final (Semifinal 1) and/or if any athlete does not report to the FOP as per stipulated times in these rules.

During the Semifinals and the Medal Match commentating (not more than 1 minute) will take place after each series of five doubles (after station 5).

MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final Stage.

MALFUNCTIONS DURING THE FINAL STAGE

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

PROTESTS DURING SEMIFINALS & MEDAL MATCH

- a) If an athlete disagrees with a Referee's decision regarding **"HIT," "LOST," "NO TARGET"** or **"IRREGULAR"** target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying **"PROTEST."**

- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on “**HIT**,” “**LOST**,” “**NO TARGET**” or “**IRREGULAR**” targets is lost, a penalty of two (2) points must apply to the last two (2) “**HIT**” targets.
- e) The current ISSF VAR Rules (9.18.4) will be followed during both the Semifinals and the Medal Match.

COLOUR OF TARGETS

Qualification stage: Normal targets

Final Stage: Flash targets

IRREGULAR OR DISPUTED CASES

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury according to the General Technical Rules for each event



SKEET TEAM EVENT
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL

Valid as of 01.01.2022

GENERAL RULES & PROCEDURES	
1. Discipline:	Skeet
2. Type of Event:	Team: Three (3) athletes per Team (nation)
3. Name of Events	Skeet Team Men Skeet Team Men Junior Skeet Team Women Skeet Team Women Junior
4. Team Composition	<p>The Teams must be composed of three (3) members, of the same nation. All Team members should wear the same competition clothing with national colours and identification as per ISSF applicable Rules. In the Qualification stage the athletes, will wear the bib numbers of the individual competition.</p> <p>New bib numbers will be issued for the Final Stage (Medal Matches) after the Qualification ranking is established or any eventual shoot-offs, as per section 9 below.</p>
5. Team Entries	<p>In one Championship nations may enter a maximum of one Team in one Team event, as per ISSF General Regulations.</p> <p>Team members may be changed for other athletes registered in the Championship not later than the completion time of the first day of the individual competition.</p>
6. Competition Format	<p>The event will be conducted in two stages, as follows:</p> <p>a. QUALIFICATION STAGE</p> <ul style="list-style-type: none"> ➤ Composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). ➤ Total targets per team 75X3 = 225 targets. <p>b. FINAL STAGE</p> <ul style="list-style-type: none"> ➤ Consisting of a Gold/Silver and a Bronze Medal Match.
7. Squads in Qualification	<p>The members of the Teams in the qualification stage will be squaded by draw, as per ISSF Shotgun Rules.</p> <p>No squad must contain more than one (1) athlete from the same national Team.</p>

<p>8. Ranking after Qualification & Procedure to Qualify in the Final Stage</p>	<p>a. After the end of the Qualification stage, the Teams will be ranked in descending order by the combined total results of the three (3) members of each Team 75X3=225 targets, as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>b. If two or more Teams are tied for any position from 1st to 4th place, their qualification ranking must be decided by a shoot-off as per section 12 below. In case of more than one shoot-off, lower position shoot-offs must be shot first, followed by higher position shoot offs.</p> <p>c. In case of tied scores, the ranking of 5th place and below, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>d. The top four (4) Teams will qualify to compete in the Final Stage (Medal Matches).</p> <p>e. Teams in places 1 and 2 will qualify for the Gold/Silver Medal Match, Teams in places 3 and 4 will qualify for the Bronze Medal Match.</p>																								
<p>9. Allocation of New bib Numbers after Qualification and any eventual Shoot-Offs</p>	<p>a. After the Qualification stage and any eventual shoot-offs, the four (4) Teams which will qualify for the Final Stage (Medal Matches) will be allocated new bib numbers on the basis of their final qualification ranking.</p> <p>b. The athletes of the Team in place 1 will receive bib numbers 1₁, 1₂ and 1₃. The athletes of the Team in place 2 will receive bib numbers 2₁, 2₂ and 2₃. The athletes of the Team in place 3 will receive bib numbers 3₁, 3₂ and 3₃ and the fourth Team will receive 4₁, 4₂ and 4₃. The bib numbers must bear also the IOC abbreviation of each national Team.</p> <p>c. Example of the bib numbers of the Finalist teams:</p> <table border="1" data-bbox="632 1386 1434 1447"> <tr> <td>USA</td><td>USA</td><td>USA</td><td>ITA</td><td>ITA</td><td>ITA</td><td>KOR</td><td>KOR</td><td>KOR</td><td>LUX</td><td>LUX</td><td>LUX</td> </tr> <tr> <td>1₁</td><td>1₂</td><td>1₃</td><td>2₁</td><td>2₂</td><td>2₃</td><td>3₁</td><td>3₂</td><td>3₃</td><td>4₁</td><td>4₂</td><td>4₃</td> </tr> </table>	USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX	1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃
USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX														
1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃														
<p>10. The Final Stage Medal Matches GOLD/SILVER & BRONZE</p>	<p>Competition Procedures</p> <p>a. The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match, on the Finals range.</p> <p>b. The athletes or their representatives (coaches or team officials) of all teams that qualify in the Final Stage (Medal Matches) must report for cartridge control, at the designated reporting area, at least thirty (30) minutes before the scheduled Starting Time of the Bronze Medal Match. At this time the Jury will distribute also the bib numbers.</p> <p>c. Each Team Coach will be responsible to designate the bib numbers to each of his Team members.</p>																								

	<ul style="list-style-type: none"> d. The athletes participating in the Bronze Medal Match must report to the Finals Range at least fifteen (15) minutes before the Starting Time of the Match. e. The athletes participating in the Gold/Silver Medal Match must report at the Finals Range at the start time of the Bronze Medal Match. f. The Jury must complete cartridge control and equipment checks during the reporting periods. g. A one-point (1) penalty will be deducted from the score of the first hit target of the first team athlete, if a Team's cartridges are not presented for cartridge control or if any of the team members do not report at the stipulated times.
<p>11. Number of Targets in the Final Stage (Medal Matches)</p>	<ul style="list-style-type: none"> a. In the Medal Matches each member of the two Teams will shoot, in sequence on each of the stations 3,4,5,3 & 4 (5 series),4 targets (2 doubles). Maximum 20 targets each athlete, as follows: <ul style="list-style-type: none"> 1st series - Station 3: 1 normal and 1 reverse double 2nd series - Station 4: 1 normal and 1 reverse double 3rd series - Station 5: 1 normal and 1 reverse double 4th series - Station 3: 1 normal and 1 reverse double 5th series - Station 4: 1 normal and 1 reverse double b. In the 1st series (station 3) the athletes of the Team with the higher-ranking position (lower bib number) will shoot first in bib number order (one behind the other) followed by the athletes of the 2nd Team who will line up behind the athletes of the first Team and shoot second in bib number order. c. The shooting sequence (which Team will shoot first) will alternate between the two Teams after each series of the 4 targets (2 doubles) after each station (example: In the 2nd series (station 4) the 2nd Team will shoot first and the 1st Team will shoot 2nd and so on). d. After each series (after each station) the Team with the highest number of hit targets out of the total score of 12 targets (3 athletes X4 targets = 12) will receive 2 points and the other Team 0 points. If the results are equal, then each Team will receive 1 point. The points of each series will be carried forward to the next series. e. The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series. The scores in each series (station) will start from zero. f. The first Team to win six (6) points will be the winner of the Match. g. If at the end of the 5th series (station 4) the two Teams have the

	<p>same number of points 5:5 then, the winner will be decided by a shoot-off, as per section 12 below.</p> <ul style="list-style-type: none"> h. 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. i. The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double) in the required sequence for the station. The maximum total time allowed to call for the targets (two doubles) on each station is thirty (30) seconds, after the athlete has occupied the station. j. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.
<p>12. Shoot- off Procedures</p>	<p>Shoot-offs after Qualification</p> <ul style="list-style-type: none"> a. The starting positions of the Teams in the shoot-offs, after Qualification, will be decided by the interim Qualification ranking of each Team (highest ranking Team to shoot first). b. In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the Team count back rule, the shooting order of the Teams in the shoot-offs shall be determined by draw. c. The shoot-offs will be conducted on station 4 only. d. Each Team Coach must designate the shooting order of the three members of his Team (who will shoot first, second and third). The shooting order of the members of each Team will remain the same throughout the shoot-off. e. The members of each tied Team will participate in the shoot-off, in sequence, one by one, in the order designated by the Coach, as follows: f. The athletes designated to shoot first from each tied Team must line up behind station 4 and shoot at a regular double. If the tie is not broken, the same procedure will continue with the second designated member of each tied Team shooting at a reverse double. If the tie is still not broken, the same procedure will continue with the third designated member of each tied Team shooting at a normal double. This procedure will continue with the designated members of the tied Teams shooting in alternate order (at normal and reverse doubles) until the tie is broken. g. Test fire and observation of targets before shooting will be allowed.

	<p>Shoot-offs after Medal Matches</p> <ul style="list-style-type: none"> a. The starting positions in the shoot-offs after Medal Matches will be decided by the bib number of each Team (the Team with the lowest bib number will shoot first). b. The shoot-offs will be conducted in sequence starting from station 3, then 4, then 5 and so on, until the tie is broken. c. The members of each tied Team will participate in the shoot-off, in sequence, one by one, in bib number order, The shooting order of the members of each Team will remain the same throughout the shoot-off. d. The athletes with bib number 1 of each tied Team must line up behind station 3 and shoot at a regular double. If the tie is not broken, the same procedure will continue with the athletes with bib number 2 of each tied Team shooting at a reverse double and if the tie is not broken then the third member of each tied Team with bib number 3 will shoot from the same station at a regular double. If still the tie is not broken, the same procedure will continue with the members of the tied Teams shooting alternately in bib number order on successive stations (4,5,3, etc.) until the tie is broken. e. In the shoot-offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting
<p>13. Shoot - off preparation time limits</p>	<ul style="list-style-type: none"> 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 gun, adopt the “READY” position and call for the targets (double). The maximum total time allowed to call for the targets (double) is fifteen (15) seconds after the athlete has occupied the station. c. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

14. Coaching	<p>a. During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per ISSF Shotgun Rules).</p> <p>b. During the Medal Match, Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that Team's athlete(s) to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station. The other Coaches may, during this time, approach and speak to their athletes also. The Jury Member in charge must control the time.</p> <p>c. The Jury-Member-in-Charge must control the time.</p> <p>d. The Announcer may make commentary during the breaks.</p>
15. Malfunctions	<p>Malfunctions during Qualification</p> <p>a. Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12. Note: During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.</p> <p>Malfunctions during the Medal Matches</p> <p>a. If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.</p> <p>b. After the malfunction is corrected, the Medal Match must continue. If the athlete (Team) withdraws then the second Team must be declared as the winner.</p> <p>c. A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot-offs, whether or not there was an attempt to correct the malfunction.</p> <p>d. Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.</p>
16. Protests	<p>Protests during Qualification</p> <p>a. Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.17.</p> <p>Protests during Medal Matches</p> <p>a. If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying "PROTEST."</p>

	<p>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.</p> <p>c. Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.</p> <p>d. If a protest in a Final for any matter other than Referee decisions on “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” targets is lost, a penalty of two (2) points must apply to the last two (2) “HIT” targets, of the athlete (Mixed Team).</p> <p>e. The current ISSF VAR Rules (9.18.4) will apply also.</p>
17. Presentation of Medallists	The Gold and Silver Medallists will be joined on the Field of Play by the Bronze Medallists and line up, as in the Individual Finals, for official photographs and announcements.
18. Commentating	During the Final Stage (Medal Matches), commentating (not more than 1 minute) will take place after shooting is completed on each station.
19. Special Equipment & and Finals Officials	Details can be found in section 9.18 of the ISSF Shotgun Rules.
20. Finals Production, Music & Spectator Activity	<p>During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their favorite Teams. The Technical Delegate must approve the music program.</p> <p>Enthusiastic audience support is encouraged and is recommended during the Medal Matches.</p>
21. Type of Clay Targets	Normal for Qualification and flash targets for the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.
22. Irregular or disputed cases	Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and the ISSF Shotgun Rules or any other relevant ISSF Rules.



SKEET MIXED TEAM EVENT
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL

Valid as of 01.01.2022

GENERAL

Mixed Teams must be national teams with two team members (one male and one female).

In one Championship nations may enter a maximum of two Mixed Teams in one Mixed Team event, as per ISSF General Regulations. Mixed Team members may be changed for other athletes registered in the Championship not later than 12:00 hours on the second day before the day of the Mixed Team competition.

THE MIXED TEAM EVENT

The Mixed Team event consists of two stages, a **Qualification Stage** and a **Final Stage**.

QUALIFICATION STAGE

The Qualification stage will be conducted according to the Competition Procedures specified in the current ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules. Team squadding will be done by a random draw. The two members of each Mixed Team must be squadded to fire next to each other on the same squad, with the male firing first and the female second. Mixed Teams from the same nation shall not be in the same squad. Athletes will wear the same bib numbers as those of the individual competition.

The total number of targets is 150, shot in 1 day (75 targets for each athlete).

Each member of the Mixed Team will shoot 75 targets, in 3 rounds of 25 targets (3X25 = 75X2 = 150 targets for each team).

After the end of the Qualification, the ranking of the Mixed Teams will be decided by the combined results of the 2 members of each Mixed Team (1 male & 1 female) 75X2=150 (as per ISSF Shotgun Rules 9.14.5.2 and 9.15.3). The six (6) highest-ranking Mixed Teams will qualify for the Final Stage.

Any ties for places 1 to 6 will be decided by a shoot off as specified below, on station 4 only.

After the Qualification stage and any eventual shoot-offs, new bib numbers (1₁-1₂, 2₁-2₂, 3₁-3₂, 4₁-4₂, 5₁-5₂ and 6₁-6₂) will be distributed to the top 6 qualified Mixed Teams.

The ranking of tied Mixed Teams in 7th place and below not decided by a shoot-off will be established on the basis of the ISSF Shotgun Rules 9.14.5.2 and 9.15.3.

PROCEDURE DURING SHOOT OFFS AFTER THE QUALIFICATION STAGE

The starting positions in the shoot-off of the tied Mixed Teams after the qualification stage will be decided by the Qualification Ranking (highest ranking Mixed Team to shoot first).

The starting positions in the shoot offs, of Mixed Teams with perfect ties or ties that cannot be broken by the count back rule will be decided by draw.

Before the shoot-offs, athletes will observe the targets and test fire.

The preparation time limit is 15 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

Each Mixed Team Coach must designate which team member (male or female) will shoot the first double.

The athletes (male or female) designated to shoot first from each team must line up behind station 4 and shoot at a regular double. If the tie is not broken, the same procedure will continue on the same station with the second member of each Mixed Team shooting at a reverse double. This procedure will continue with the Mixed Team members shooting in sequence in alternate order (normal & reverse doubles) until the tie is broken.

In case of several shoot-offs, the **higher position** shoot-offs will be shot first.

FINAL STAGE

The Final stage consists of the **Semifinals** (Semifinal 1 and Semifinal 2, composed of 3 Mixed Teams each) and the **Medal Match** (composed of 2 Mixed Teams). The Final Stage (Semifinals and Medal Match) must be conducted on the Finals Range.

SEMIFINALS (Semifinal 1 & Semifinal 2) 3 Mixed teams each

Semifinal 1 will be composed of the qualified mixed teams in places **1, 3, 5**

Semifinal 2 will be composed of the qualified mixed teams in places **2, 4, 6**

Semifinal 1 will be shot first followed by Semifinal 2.

Before each Semifinal athletes will observe the targets (normal & reverse doubles) and test fire.

The preparation time limit, for each station is 30 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

In each Semifinal athletes will **start from 0** and compete in series of 12-target sequences on stations 3, 4 & 5 followed by progressive eliminations that continue until the winner is decided, as follows:

The 6 athletes (3 Mixed Teams), one behind the other, in bib number order (as per Qualification Ranking of their Mixed Team) will each shoot in sequence 4 targets (2 doubles – 1 normal & 1 reverse) from each of the stations 3, 4 & 5 (total $4 \times 3 = 12 \times 2 = 24$ targets). After that the Mixed Team with the lowest number of hits will be eliminated. In case of equal scores, the Mixed Team with the lower Qualification Ranking (highest bib number) is eliminated.

The remaining 2 Mixed Teams (4 athletes) will continue to shoot in sequence 4 targets each (2 doubles – 1 normal & 1 reverse) from each of the stations 3, 4 & 5 (total $4 \times 3 = 12 \times 2 = 24$

targets). After that the Mixed Team with the lowest number of hits out of the total of 48 targets of the two series ($12+12=24 \times 2=48$ targets) is eliminated. The winning Mixed Team will take 1st place. Any ties will be decided by a shoot-off (see paragraph below after Medal Match).

The two winning Mixed Teams (1st place from each Semifinal) will qualify for the Medal Match (Gold/Silver). The 2 Mixed Teams in 2nd place from each Semifinal will both receive Bronze Medal.

The eliminated 2 Mixed Teams (3rd place from each Semifinal), will take the 5th and 6th place in the overall ranking on the basis of their Semifinal result. In case of equal Semifinal results then the places will be decided by the Qualification Ranking.

MEDAL MATCH - 2 Mixed Teams

The starting positions in the Medal Match of the 2 winning teams of Semifinal 1 and Semifinal 2, is decided by their Semifinal result (highest SF result will shoot first). In case of equal Semifinal results, the starting positions will be decided by the Qualification Ranking.

New bib numbers (1_1-1_2 and 2_1-2_2), will be distributed to the 2 qualified Mixed Teams.

The preparation time limit, for each station is 30 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

Before the Medal Match athletes will observe the targets (normal & reverse doubles) and test fire.

The 2 Mixed Teams (4 athletes) will **start from 0** and compete in series of 12-target sequences on stations 3,4, 5, 3 & 4 that continue until the gold, silver medals are decided as follows:

Starting from station 3, the two athletes from each Mixed Team will each shoot, in bib number order 2 doubles (1 normal and 1 reverse double) 4 shots (8 shots per Mixed Team).

After each station, the Mixed Team with the highest result after the $4+4=8$ shots, **will take 2 points**. The Mixed Team with the lowest result will **take 0 points**. In case of equal result each Mixed Team will **take 1 point**.

The shooting sequence (**which team will shoot first**) will alternate between the two Mixed Teams after each station).

The points of each series (station) will be carried forward to the next series (station).

The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series (station). The scores of each series (station) will start from zero.

This process will continue in sequence on stations 3,4,5,3,4 (5 stations) and the Mixed Team to win first 6 points will be the winner. If the shooting sequence is completed on all 5 stations and there is a tied score of 5:5, the winning Mixed team will be decided by a shoot-off, as per procedures for shoot-offs below.

PROCEDURE DURING SHOOT-OFFS AFTER THE SEMI FINALS AND MEDAL MATCH

In the shoot-offs after the Semifinals or the Medal Match, the team with the lowest bib number will shoot first.

The athletes with bib number 1 from each team must line up behind station 3 and shoot at a regular double. If the tie is not broken, the same procedure will continue with the second member of each team (with bib number 2) shooting at a reverse double. If the tie is not broken, the same procedure will continue with the team members shooting in sequence in alternate order on successive stations (4,5,3, etc.) until the tie is broken.

The preparation time limit, for each station is 15 seconds (monitored by an electronic timer managed by a Referee selected from among the appointed Referees, as per ISSF rules).

There will be no observation of targets or test fire before a shoot-off after the Semifinals or after the Medal Match.

COACHING TIME OUT

During the Medal Match, Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that team's athlete(s) to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station. The other Coaches may, during this time, approach and speak to their athletes also. The Jury Member in charge must control the time.

REPORTING TIME, CARTRIDGE CONTROL, PRESENTATION AND COMMENTATING

The members of the six (6) qualified Mixed Teams in the Final Stage or their representatives (coaches or team officials) must report to the Finals Range for cartridge control, at least **30 minutes** before the scheduled Start Time of the Final (Semifinal 1). At this time the Jury will distribute the bib numbers to all the athletes of the 6 qualified Mixed Teams.

The Jury will instruct the members of each Mixed Team or their representatives (coaches or team officials) to place all of their cartridges in numbered boxes (corresponding to their bib numbers). The Jury will select cartridges for cartridge control and conduct equipment inspections. Cartridge checks must be completed before the presentation.

Athletes may leave the FOP but those whose team participate in the Semifinal 1 must return to the Finals Range at least **15 minutes** before the start of the Final (Semifinal 1).

No additional cartridges may be brought to the FOP.

The 3 teams of Semifinal 2 must report to the FOP must report to the FOP, at the time of the official start time of Semifinal 1.

The 2 Mixed Teams participating in the Medal Match (the winning teams of Semifinal 1 and Semifinal 2) must report to the FOP must report to the FOP, 10 minutes after the end of Semifinal 2.

During presentation the Mixed Teams must be ready to walk in before they will be called one by one for their group. The Jury must make sure, that the Mixed Teams (athletes & coach) are assembled in the correct order.

The Mixed Teams will enter the FOP one at a time - as each Mixed Team (athletes and coach) enters the FOP the announcer will introduce them to the spectators – as they walk in. The members of the Mixed Teams must remain facing the spectators until all have been presented, also the Jury Member- in Charge and the Referee.

A one (1) point penalty will be deducted from the score of the first hit target in the Final Stage if the Mixed Teams' cartridges are not presented 30 minutes before the start of the Final

(Semifinal 1) and/or if any of the Mixed Team members does not report to the FOP as per stipulated time in these rules. This will apply to both the Semifinals and the Medal Match.

During the Semifinals and the Medal Match commentating (not more than 1 minute) will take place after each station.

MUSIC & AUDIENCE SUPPORT

During the Semifinals and the Medal Match, music should be played. The Technical Delegate must approve the music program. Enthusiastic audience support is encouraged and is recommended during the Final Stage.

MALFUNCTIONS DURING SEMIFINALS & MEDAL MATCH

- a) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Mixed Team) must withdraw.
- b) After the malfunction is corrected or the athlete (Mixed Team) withdraws, the Final must continue. If the withdrawal of a team occurs during a Medal Match the second Mixed Team must be declared as the winner. During a Semifinal, a withdrawn mixed team's final ranking will be determined by the total number of targets hit until the time when the malfunction occurred.
- c) A Mixed Team is allowed a maximum of two (2) malfunctions during a Final (Semifinals & Medal Match), including any shoot-offs, whether or not there was an attempt to correct the malfunction.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

PROTESTS DURING SEMIFINALS & MEDAL MATCH

- a) If an athlete disagrees with a Referee's decision regarding "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying "**PROTEST.**"
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "**HIT,**" "**LOST,**" "**NO TARGET**" or "**IRREGULAR**" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Mixed Team).
- e) The current ISSF VAR Rules (9.18.4) will be followed during both the Semifinals and the Medal Match.

COLOUR OF TARGETS

Qualification Stage: Normal targets

Final Stage: Flash targets

IRREGULAR OR DISPUTED CASES

ISSF General Technical Rules will apply to matters not mentioned in the above paragraphs. Irregular or disputed matters will be decided by the Jury according to the General Technical Rules for each event.